

DULCAIS SECTOR SOURCEBOOK

For use with the ICON System of Star Trek RPGs.

DULCAIS SECTOR SOURCEBOOK

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DEDICATION To the current and former players of Anomaly TrekMUX.

Anomaly TrekMUX: <http://anomaly.mushpark.com>

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0.0 INTRODUCTION

0.1 WELCOME

Greetings, and welcome to our little corner of the galaxy. The book that you have in your hands (or on your screen, rather) is born of five-plus years of online gaming at **Anomaly TrekMUX**, a text-based online roleplaying game using the **Star Trek ICON** rules, published by the long-defunct **Last Unicorn Games**. Anomaly ran 24 hours a day, 7 days a week from 1999 until 2006, accumulating over six years of history along the way. Statistics indicate that more than 20 years worth of man hours were wasted on Anomaly. We probably should have been doing something more productive, to be sure.

I was Anomaly's creator, and I held the position of Producer there for its entire run. When I first sat down to build the game I sketched out a sector of space that was nothing more than a few rough ideas, some planet names and some statistics. Online roleplaying games generally have many Narrators, and Anomaly was no exception. By keeping the details sketchy, it allowed the other Narrators to add their own spices to our cosmic soup. The things they created became canon and the game universe expanded. The reasoning for leaving the details sketchy sounded sane in the face of all the game programming that I was facing, at any rate. The rest would come in time.

The game grew older and the detail we mined out of it grew richer. Every episode we ran (with the exception of one or two 'lost' episodes) was posted to the game's



web site - over 500(!) gaming sessions archived for canonical perusal. Personal logs recorded by characters were painstakingly archived in html and posted to the web site.

As a result, all that information made the decisions on what data to include and discard difficult at best. No book could hope to present every fact, every character, or every story line, especially since play went on even if the official cameras weren't rolling. If you want to know the gaming history, the logs are available for research.

Foremost, I wanted this book to be useful to as many Narrators as possible, especially to those who did not play online with us. Therefore a lot of data that an Anomaly player might expect to be within is intentionally missing, such as specific characters, story lines and plots. A few of Anomaly's characters and their exploits are briefly mentioned, but only in the context of important individual actions on specific worlds.

The next problem was deciding on where exactly to stop collecting data. The first three months of 2376 was selected for several reasons. First, each world had been exploited in story lines, and therefore held two years worth of canonical information. Second, it was the end of the period before the available informational molehills became mountains. Third, it still fell within established *Star Trek* canon.

As a result of these decisions, the **Dulcais Sector Sourcebook** contains some information that is redundant with the web site, but most of it is wholly new, detailing the sector as never before. I'm pretty pleased with the results.

This book would not be possible without Anomaly's staff or players, and the many fun nights at the computer while we gamed, literally, across the planet Earth. Some of you contributed more than others, but everyone, in their own little ways, contributed something.

On June 19th, 2010, Anomaly rebooted the game and reopened its doors after a four year hiatus, bringing excellence in Trek roleplaying back to online text-based servers, winding back the clock and starting canon over with a whole new crew facing all new perils in the Dulcais Sector. We welcome you to come by and join in the fun with us.

Kevin Thomas

1.0 SECTOR OVERVIEW

1.1 LOCATION

The Dulcais sector, a 20 light year cube at the trailward edge of the Federation, is located in the Beta Quadrant. Some call this region of space the 'triangle', as it is one of the sectors where the Federation, Klingon Empire, and the Romulan Empire converge. The capital of the sector is a Federation colony located on Dulcais Prime. There are thirty stars and ten Class-M worlds located in the sector with an estimated population of 12 billion people.

1.2 CULTURES

The Dulcais sector is home to a diverse set of cultures both native and alien. The Irdosians, Siinogans, Rynkans, and Teirians are all native to the sector. However, non-native cultures such as Andorians, Humans, Romulans and Klingons also call the sector home.

1.3 FRONTIER

Dulcais is a frontier that is coming of age. Both the Terran and Andorian colonies of the sector were settled prior to the Romulan-Earth war, and they have grown to encompass a number of large, prosperous cities. For those with an eye for adventure, there is still plenty of frontier land available to a hardy colonial with enough fortitude and will.

TOS ERA SERIES

Even though this sourcebook is geared toward a series set at the end of *DS9*, the Dulcais Sector has several prime locations in which to run a *TOS*-era game. Its location on the borders offer plenty of opportunity for an action-packed Federation vs Romulan series.

Outpost B6, in orbit over Fimdari from 2228-2371, is a perfect location for an early ADF/Starfleet series. By the Kirk-era, Fimdari would be rapidly coming up on its centennial, but the world is far from tamed.

Another possibility for a Kirk-era setting is on the surface of Dulcais Prime, where Starfleet is setting up the sector's HQ.

Even though the sector is still maturing, it suffers from ills traditionally associated with frontier life. It is a place that is far removed from the utopian core worlds of the Federation: criminals run rampant in the Sandstorm, smugglers are attracted to the Neutral Zone, espionage is a way of life, and war is waged in venues both public and private. Racism, genocide, intolerance and oppression - unknown to the Federation's core worlds - are still common among these stars, and the sector still has a long way to go before it is entirely tamed by the Federation's standards.

1.4 FEDERATION

The United Federation of Planets holds the primary claim on the sector, having two well-established colonies within the sector's borders that predate the Federation itself: Dulcais and Fimdari. It also maintains several man-made facilities: Station 419 Upsilon, the AAS Observatory at Fimdaath, a smattering of subspace relay stations, and the 87732 Observatory.

With the appearance of a temporal anomaly in 2373, the Federation holds the Dulcais sector to be one of its most strategically important pieces of stellar real estate. The anomaly created a temporal anchor point that envelopes Station 419, insulating it from any temporal alterations. Starfleet believes it is in

the best interests of the Federation to make sure the anomaly stays in their hands.

Because of the anchor, Station 419 acts as a backup to Memory Alpha. Computer checks are constantly combing across historical databanks looking for inconsistencies to Memory Alpha's records, which could indicate a temporal shift. Station 419 is also home to a field office for the Department of Temporal Investigations.

1.5 ROMULAN EMPIRE

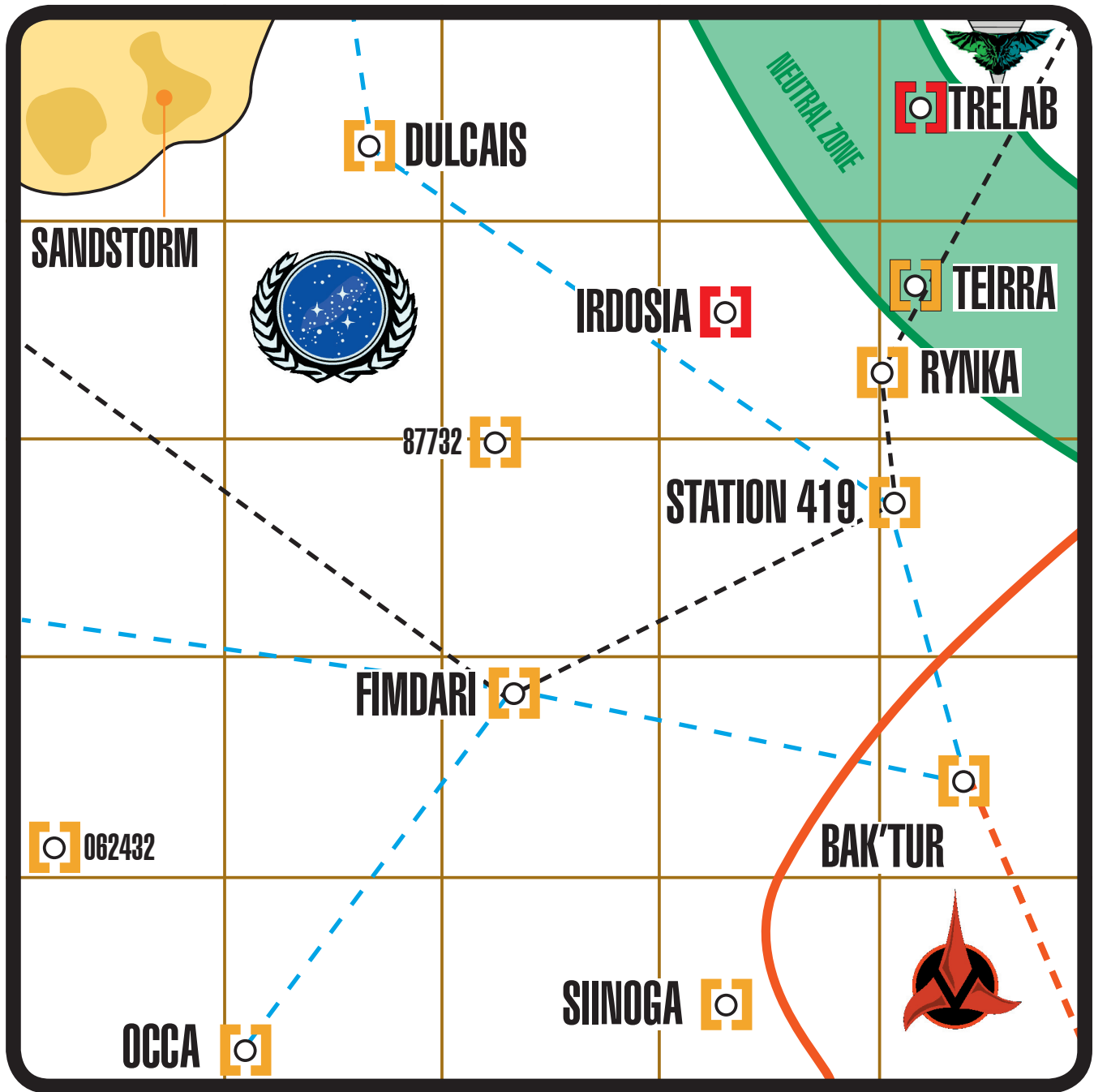
Until recently, the Romulan Empire had no noticeable interests within the Dulcais sector. Slices of the Neutral Zone and Romulan space cut through the sector; however, the Romulans have no worlds within this area that they can claim as their own.

Trelab has the closest ties to Romulus as a proto-Romulan culture, forged long ago with ancient Romulan blood and the genocide of Trelab's indigenous people. Modern Romulans sneer in disdain at what they perceive as the inbreeding and corruption of D'era on Trelab. They consider the Trelans to be an utter embarrassment to their race, with many Romulans choosing to disassociate themselves completely from these backward cousins.

The only portion of the sector of genuine interest to the Romulans is the temporal anchor at Station 419. In 2374, the Romulan government demanded the proviso that a permanent Romulan



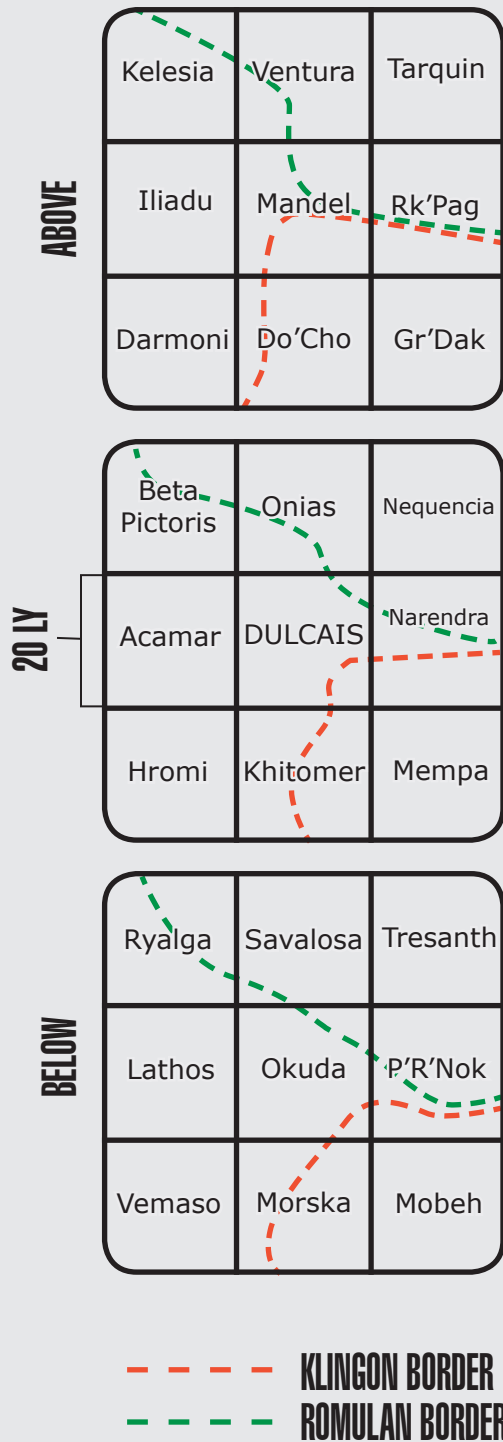
DULCAIS SECTOR MAP (CIRCA 01-01-2376)



4 LY

- FEDERATION TRADE ROUTE
- FERENGI TRADE ROUTE
- KLINGON TRADE ROUTE
- ROMULAN BORDER
- KLINGON BORDER

NEIGHBORING SECTORS



diplomatic mission be established on Station 419 as part of their agreement to join the war against the Dominion. The presence of Empire personnel aboard the station provides a check against the Federation, preventing them from altering history to their own ends.

1.6 KLINGON EMPIRE

The Klingon Empire has only one colony in the sector, which was founded in 2216 on the rubble of the Second Siinogan Hive, a colony of sentient bugs that the Klingons exterminated. Several aborted attempts against sector targets have been made by the Klingons in the intervening years. In 2217, they attempted to invade the Siinogan homeworld, only to be suppressed. In 2223, the Klingons issued a demand to the Federation to turn over Fimdari. When the Federation refused, the Klingons attempted to take it by force a year later. More recently, in 2371, an early Federation outpost at Fimdari was destroyed by the Klingons during their war with the Federation.

Like the Romulans, the Klingons have diplomatic envoys assigned to Station 419. The intention of the Klingons is not to keep an eye on the timeline, but rather to keep an eye on the Romulans. As part of the Khitomer Accords, the Klingons divested themselves of the scientific pursuit of time travel, leaving it as a problem to be solved by their Federation allies.

1.7 FERENGI ALLIANCE

The Ferengi have recently made significant in-roads in the Dulcais sector through both diplomacy and cunning. A trade route was established by Ambassador Lux in 2374, connecting the Alliance and the Romulan Empire with a river of latinum. Some suspect that the Ferengi are assisting the Rynkans or Teirians in their war against each other. No evidence has been presented in favor of this theory, however.

Like the other major powers, the Ferengi have a diplomatic contingent on board Station 419, which they use to try and increase their profit margin. Unless the temporal anchor could be exploited for profit, it doesn't really concern them. There's still plenty of other

profits to be made in the Dulcais sector.

1.8 OTHER FACTIONS

Occa is a xenophobic human colony that is rife with intrigue and internal troubles. They have foresworn Federation membership for their independence and refuse to work with alien cultures. They are not aggressive, but they can make non-human visitors feel terribly unwelcome. Recently, the political winds have shifted and they have realigned themselves with Earth.

The Siinogans are an aggressive and xenophobic race that is capable of interstellar flight. They consider their queen to be a living Goddess. Its divinity notwithstanding, it is possibly the oldest living creature in the Dulcais Sector. If the Siinogans themselves are to be believed, Goddess has existed for over 20,000 years.

The Rynkans and Teirians are embroiled in a conflict that has lasted almost two decades, sparking problems across the sector. They can often be found trying to drag others into their conflicts.

There are two culturally interdicted worlds: Trelab and Irdosia. Both are pre-warp civilizations in an early period of their development. Given Irdosia's location, Starfleet keeps a somewhat protective watch over it within the limits of the Prime Directive. Trelab, however, lies within the Neutral Zone, which prevents Starfleet from protecting it against cultural contamination.

1.9 PHENOMENA

The Sandstorm is a huge cloud of plasma-charged interstellar dust that lies partially within the sector and adjoins four other surrounding sectors. This cloud is reputed to be home to a small space station that is friendly to outlaws. Plasma storms render the area inhospitable at the best of times, and these wreak havoc with the sensors of passing ships. Most sane interstellar navigators completely avoid it.

The most intriguing phenomenon in the Dulcais Sector is the Dulcais Anomaly, a temporal event that was formed off of Station 419 in 2373, which exhibits curious temporal qualities, and is highly coveted by the Romulans.

2.0 DULCAIS PRIME

*"If there must be trouble,
let it be in my day, that my
child may have peace."*

- Thomas Paine

2.1 AGRARIAN WORLD

The climate on Dulcais is similar to Earth's and just as diverse. At the poles the weather is cold, and some Andorians have settled in that sparse region. At the equator, there is a wide tropical zone. The lands between are very arable, yielding such vast quantities of food for its populace that few people on Dulcais use replicators and most are vegetarians.

The early colonists on Dulcais found the weather to be generally stable, but after a surprise hurricane destroyed the city of Handel in 2311, the Federation installed a weather control network that has almost doubled the output of the colonial farms on the planet.

Dulcais Prime has two uninhabited moons: Alpha and Omega. Only once per year do both moons enter their full phases at the same time. Locals on Dulcais hold a festival on that day each year called *Moonfest*.

2.2 FOUNDATION

In 2111, Dulcais was investigated by the Vulcan ship *T'Kalan* during their initial survey of the sector. They found the world too humid for their tastes, but reported back to their superiors that the world had the potential to make a viable colony. The Vulcans eventually shared this information with Earth. Humans then asked if the Vulcans if they would allow a human colonization project into

DULCAIS PRIME

Class: M

System Data: Dulcais Prime has two moons, Alpha and Omega.

Gravity: 1.04

Year/Day: 328/21

Atmosphere: Oxygen / Hydrogen / Nitrogen

Climate: Moderate

Sapient: No indigenous sapient.

Tech Level: Level 6 (Standard Federation)

Government: Democratic

Culture: Federation Colony consisting primarily of Humans, but there are Andorians, Tellarites, Grazerites, Betazoids and Vulcans on the surface as well.

Affiliation: Federation

Resources: There are some limited exportation of produce to the core worlds.

Places of Note: Tugala Lakes

Ship Facilities: Shuttleport

Other Notes: Sector Capital

the sector, and the Vulcans agreed.

In 2154, Earth launched a low-warp colony vessel - the *S.S. Santa Maria* - toward Dulcais, landing there in 2155. Peoples of Scandinavian and Chinese heritages made up most of the early colonists, people who were hardy humans that enjoyed working with their hands. They found the land on Dulcais to be plentiful and the weather comfortable, and they set about building an agrarian home on a distant alien world.

2.3 EARLY HISTORY

The first elected president of the colony was Ulf Miller, who had been the first officer on board the *Santa Maria*. He was an organized and capable man, and he helped design the layout of the initial city at a surface site that he also helped select. He is credited for his colonial planning; however he chose not to campaign for a second five-year term in favor of getting down to the business of running his own farm.

The colony of Dulcais didn't pay much attention to the Romulan war, which had begun in 2156. Even though they were close to Romulan space, they had more important things to think about: irrigation, water filtration, crop rotation, land surveys, and the other problems that frontier colonists face. Establishing a colony was hard work, and there was plenty to do without constantly fretting over the Romulans. Their colonial complacency would soon be shaken by an orbital attack.

In 2159, a Romulan ship slipped into the skies above the colony and bombed the surface of Dulcais Prime, hitting a political rally for the upcoming governmental election. The colony withstood the attack for five hours until a ship from Fimdari, the *Vil*, arrived to drive the Romulans out of orbit.

When the smoke cleared, 532 Dulcasian colonists were dead, including the five Presidential candidates. Also among the dead was President Miller, who was in attendance at the rally to deliver a speech. Vice President Lynn Bjorn was appointed as the pro-tem president by the Colonial Senate and given emergency powers with a five-year sunset clause. Elections were suspended until the sunset clauses were enacted or the end of the war, whichever came first.

Bjorn was a resolute woman, and she was instrumental in getting the colony back on stable footing, having created several public works initiatives to help restore the colony's core technologies. Power was restored to the entire grid within two weeks, and atmospheric scrubbers were back online within two months. Farmers were yielding new crops in three months. Bjorn's presidency was the shortest in Dulcais history, lasting only 11 months, but many believe she worked miracles during that time.

The Battle of Cheron decided the Romulan Wars in favor of the Federation, and the Neutral Zone was established as a buffer between the two superpowers. Upon the announcement

that the war was over, President pro-tem Bjorn addressed her world, where she renounced the emergency powers and tendered her resignation. As soon as elections could be held, she would step down. Ng Chan won by a narrow margin in the colonial elections.

Chan, Dulcais' longest serving President, was sworn into office in 2160. He served three terms before retiring, and during his tenure his reconstruction efforts were considered by most to be nothing short of Herculean. By the end of Chan's second term the colony was back on its pre-war schedule. Federation history records Chan as being one of the earliest provincial governors to join the Federation, noting Dulcais as the fourth Human colony to join the august body. Even after Chan's death in 2205 and well up into the present day, when colonists on Dulcais speak of him they do so with reverence. Even those on Fimdari respect him and study him in their colonial histories.

Chan's greatest official challenge came in the year 2163 when he was asked to mediate a dispute between the Fimdaran people and their Andorian homeworld. The Fimdarans had yet to join the Federation and were squabbling with Andor over whether Fimdari had the right to manifest destiny. Andorian terrorists set off a bomb on Dulcais that claimed no lives but destroyed the colony's main water filtration plant. The Federation was then forced to take notice of the problem, and orders were sent to Chan to mediate the dispute.

In 2164, the Tugala Conference was held on Dulcais Prime. President Chan acted as mediator between the Fimdaran Chairman Romisi and Andoria's representative by the name of Borvin Ilaan. Chan's diplomacy was instrumental in getting Ilaan to concede independence to Fimdari. The conference was lauded as a success, and two months later, Fimdari joined the Federation. It could thus be said that Chan is the Federation founding father of both Dulcais and Fimdari.

2.4 ASHAARA

In 2165, the first Celebration of Ashaara was held simultaneously on Dulcais Prime and Fimdari. This week-long festival is dedicated to the bonds of brotherhood that the two worlds

EPISODE SEED

Inundation

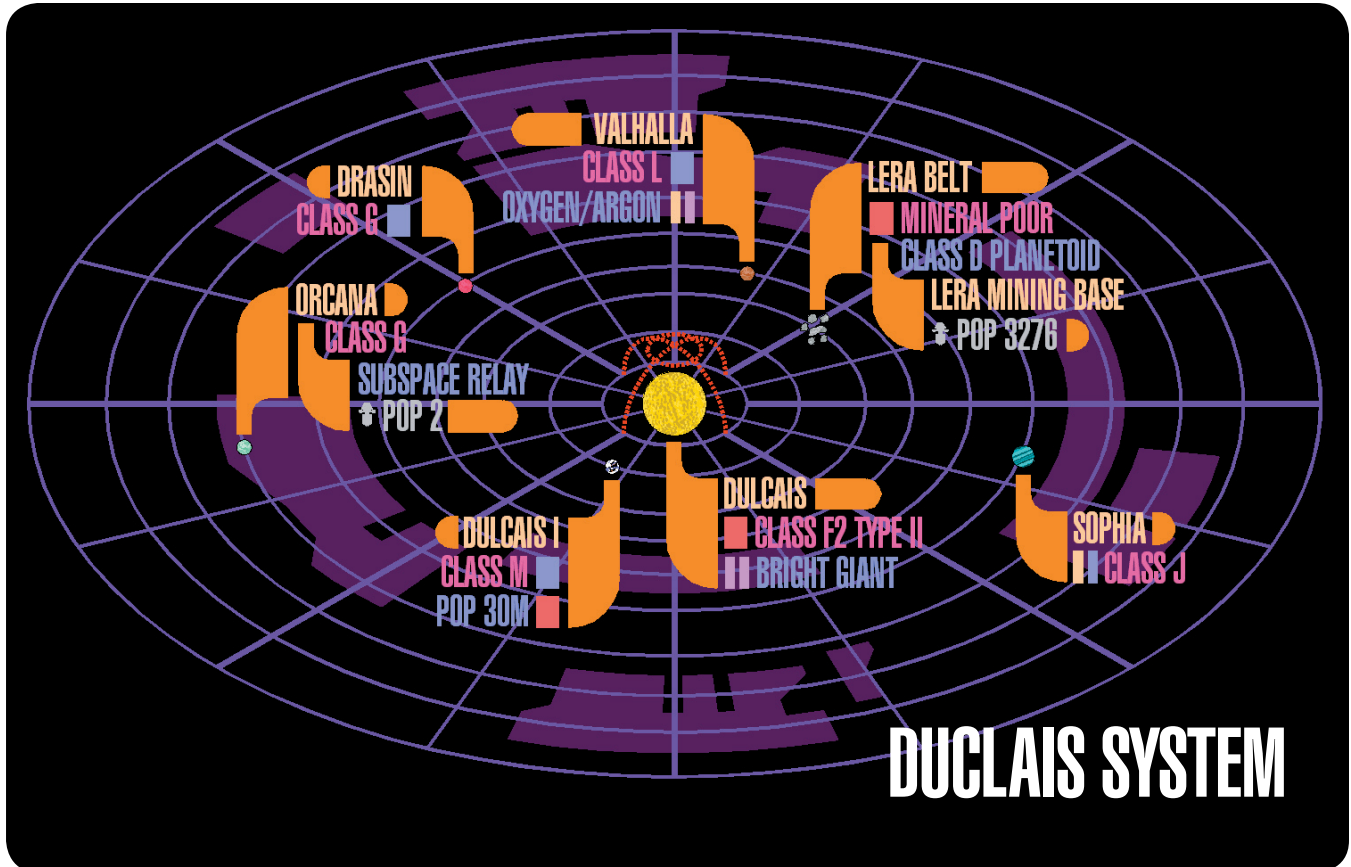
The controlled flood of the Tugala plains goes terribly wrong and sabotage is suspected. Approximately 5 million people live in the region, creating a disaster on a catastrophic scale. The characters could be in a fight for their very survival or the first to arrive with relief efforts. And then there's the matter of who sabotaged the system and why...

have for each other. It is seen as fashionable for university-aged youth on both worlds to celebrate the festival on the alien world, so during Ashaara it is common to see many antennae in the crowds of celebrants on Dulcais. Andorians on Dulcais during Ashaara rarely have to buy their own drinks. Officials on both worlds joke that Ashaara is really a diplomatic exchange of tourism.

2.5 DULCAIS DOWN

Dulcais Down is the capital city of Dulcais Prime and boasts a population of two million people. Sometimes it is referred to as Dulcais City or simply just Down. It is a thriving city located in a wide valley between two mountain ranges, bordering on the southern Tugala Lake. A notable feature of Down's layout is that no building is higher than two stories, in order to provide an eternal, unobstructed view of the majestic mountain ranges that surround the Tugala lakes. Aesthetically, the city is broken down into a grid with wide avenues between blocks. Vulcans appreciate the design for its stark simplicity, but those with more exotic tastes are rarely impressed by their initial encounter with Down. That is, until they see the underground.

If the city's surface is bland, then quite the opposite could be said about the underground. The city's architects have been forced to dig deeper into the earth to satisfy both the booming population's needs and the founder's vision. A vast network of tunnels connects underground buildings together. The largest building drops 117 stories below the surface



System Type: Yellow-white F2 II bright giant type star with five planets.

Inhabited Planets: Dulcais is the only Class-M planet.

Other Planets: Valhalla is a Class-L planet with an oxygen-argon atmosphere. Drasin is a Class-G planet. Sophia is a Class-J Jovian gas giant. Orcana is a Class-G world. The Lera belt contains a Class-D planetoid, on which is a mining habitat called Lera Base.

Other Stellar Objects: The Lera belt is a mineral-poor asteroid field that lies rimward of Dulcais Prime.

Artificial Objects: A subspace relay station is in orbit of Orcana. It is manned by two Starfleet personnel on a six month rotations.

Notes: Dulcais Prime is the capital world of the sector, and acts as headquarters for the sector's Starfleet contingent. There are no orbital ship facilities, but limited repair facilities for small craft exists at Dulcais Down.



DULCAIS PRIME



• CITY - - - - EQUATOR

THE SANDSTORM

The Sandstorm, as the locals call it, is a thick cloud of stellar dust coreward from Dulcais Prime. It overlaps across four sectors, but the majority of it lies within the Dulcais sector.

Sensors are practically nullified inside the Sandstorm, reducing their range to approximately 30 meters. There are intense plasma storms that constantly brew there, making travel in the area inconvenient at best and disastrous at worst. These storms are spectacular to watch, as they illuminate the cloud in beautiful flashes of light. Ships do well to avoid the area entirely as more than one sightseer sitting at the edge has been struck by a polarized plasma charge, scrambling their systems. The storm is charted at least once a year by Starfleet because the boundaries of the nebula shift dramatically under the intensity of the storms.

Some ships have disappeared within the storm, and their crews were never heard from again. The first recorded ship to be lost there was the Andorian light cruiser *Hrashal* in 2161. Over the years, at least thirty other ships have gone missing within the area, making ship's captains hesitant to even go near it.

Outlaws have been known to hide within its boundaries, and rumors exist of a small space station within that is friendly to criminals. Starfleet has stepped up patrols of the area recently to make sure that the rumors aren't true.

of the earth, and it houses over 7,500 people. A public tube service whisks travelers throughout the underground city, and each district has its own design, character, and charm. Natural light is channeled into this underground domain via skylights and reflective shafts. Everything is available under the surface of Down, whether you are looking for food, entertainment, lodging or shopping. Some of Down's residents have never even visited the surface.

Two kilometers outside of Down is the colony's starport, and while it is little more than a shuttle hub, it sees a great deal of small craft traffic. There are limited repair and refueling facilities available at the port. Generally, the Down repair crews are limited to ground-based repair work and do not work on anything larger than a Runabout.

Down boasts of having the best Ashaara festival on the planet, and the capital city certainly attracts more Andorian tourists than any of its neighbors. The festivities spill out of the underground and into the city's streets to watch the nightly displays of fireworks. This dazzling light show commemorates the liberation of Dulcais from Romulan aggression by the Fimbaran ship *Vil*.

2.6 TUGALA LAKES

The Tugala lakes are two enormous freshwater bodies that are fed by two mountain ranges. They are separated by approximately 3,000 square km of some of the most fertile soil in the sector. The largest is the southern lake, and is approximately 1,200 km at its widest point. Down is built on the north shore of this lake.

Between the lakes, automated farms stretch as far as the eye can see, but occasionally one can stumble upon a pocket community of traditional labor farmers. Each spring, the region is subjected to a controlled flood that is necessary to replenish the soil. A massive series of levies and dikes keeps the flood waters under tight regulation. Sections of land are flooded, drained and re-flooded in order to build up mineral- and organic-rich silt.

For those choosing Dulcais as a vacation spot, the Tugala lakes are the prime destination spot of the planet. A wide variety of water sports from a diverse collection of cultures are enjoyed at Tugala lakes, from diving, fishing and sailing to hoversurfing, turbo-skiing and Risan water tag.

2.7 SECTOR HQ

Starfleet's Sector Headquarters is located at Dulcais Down. The campus consists of three buildings, and like the rest of Down, most of the campus exists underground. There are two thousand Starfleet officers on Dulcais, with approximately five to

six hundred of them working at the complex at any given time. They serve the colony by handling shipping, security, and management of the shuttleport.

The sector's commanding officer is Admiral Xavier Jefferson Whitehorse, a strong-willed but quiet a man of Native-American descent. He was formerly the commanding officer of the sector's JAG office until his promotion in 2374.

The sector's Office of the Judge Advocate General is located at HQ and consumes a building of its own. It is commanded by Commander Contessa Montero. Legal representation is dispatched from this office as needed, however all local Starfleet court proceedings are held in the JAG courtroom on Dulcais and not at remote sites.

2.8 POPULATION

Dulcais has approximately thirty million inhabitants. Humans make up approximately ninety percent of the population, with Andorians comprising the next-highest percentage with a mere five percent. The remaining five percent are made up of a diverse variety of Federation species.

The heaviest population center is at Dulcais Down, and the rest of the populace is spread across the surface of the world, mostly in small farming villages and towns.

2.9 GOVERNMENT

Dulcais' government is a constitutional representative democracy. At the top of the government is the colonial president who serves a five year term with limitations, and she has veto powers over legislation which is created by the colonial senate. Senators serve a three year term. Every ten years a representative to the Federation Council is elected. Approximately 92 percent of the planet's population participates in elections.

2.10 RELATIONSHIPS

The citizens on Dulcais share a strong

bond of brotherhood with the people of Fimdari. If Fimdari is in some sort of jeopardy, Dulcais will try to render aid and assistance. Occans are viewed as curiosities and are somewhat pitied for their xenophobic viewpoints. Dulcais has had no contact with the Siinogans, but like most Federation citizens, they are open-minded about new and different species. The Rynkans and Teirians are viewed with sympathy for their plight, but Dulcais wants no part in the conflict between the two worlds.

Few on Dulcais trust the Klingons. They recall how the Klingons have treated the Federation in general, and Fimdari in particular. While Dulcaisians are not openly hostile to Klingons, they are very cautious when dealing with them.

Ironically, despite being bombed by the Romulans during the Romulan-Earth wars, the citizens of Dulcais welcome the Romulan diplomatic presence in the sector. For centuries the colony has lived under the shadow of the Romulans, but since the Dominion war the people of Dulcais have felt a stronger kinship with them.

2.11 BESTIARY

Tree Serpent

Type: Pouncing Hunter

Size: 2 m long, 150 kg

Form: Serpent with six eyes and short, velvet-like fur.

Attributes: Fitness 4 (Strength 3), Coordination 3 (Reaction 3), Presence 2, Instinct 1

Base Movement: 2

Resistance: 2

Special Abilities: Alertness +2, Camouflage

Weapons: Crush (6 pts), Bite (4 pts)

Description and Additional Notes: The Dulcaisian Tree Serpent is similar to long, fuzzy boa constrictor. It has the ability to camouflage itself, but its natural color is a deep brown. Tree serpents climb high up into the canopy of trees, and then fall upon victims with extreme accuracy. If it misses, it will try to slither away. If it hits its mark, it will attempt to crush the victim by wrapping itself around them.

Hexacat

Type: Chasing Hunter

Size: 170 kg, 1.5 m long

Form: Six legs, long ears, long tail

Attributes: Fitness 4 (Vitality 3), Coordination 3 (Reaction 2), Presence 2 (Empathy 2), Instinct 4 (Perception 2) (Ferocity 1)

Base Movement: 15

Resistance: 8

Special abilities Excellent Hearing

Weapons: Bite (6 pts), claw (5 pts)

Description and Additional Notes: The hexacat is a large, six-legged chaser with a long tail and rabbit-like ears. They are mottled grey in color, and usually hunt in pairs.

Handelian Vole

Type: Scavenger

Size: .5 kg, .5 m

Form: Four legs, large eyes, stubby tail

Attributes: Fitness 2 (Strength -1), Coordination 3 (Dexterity 2), Presence 3 (Empathy 2) (Willpower -1), Instinct 5 (Perception 2) (Ferocity -2)

Base Movement: 10

Resistance: 1

Special Abilities: Curious +1

Weapons: Bite and claws (1 point each)

Description and Additional Notes: The Handelian Vole is a soft, furry creature that is about the size of a guinea pig. They are native to the area around Lake Handel on Dulcais. They are highly intelligent animals and are able to problem-solve with remarkable skill. They make excellent pets as they are easy to train, and are clean, quiet animals. They are a highly curious creature, which gets them in to all sorts of trouble. The voles are also voracious breeders, having upwards of thirty litters (with each litter consisting of about two dozen offspring) in its lifetime. As a result, many owners have their pets sterilized to prevent infestations.

ENTROPY

Entropy is an upscale club located in the center of Dulcais Down. It is the prime spot to rub elbows with the Starfleet bigwigs stationed on Dulcais Prime, as the bar is located on the surface near the Sector HQ's campus, and many of the officers working there frequent the establishment. A drink will buy you a good tale or two, and those with tales of their own rarely have to pay for their own beverages.

The club is run by a Human named Constance Gibbs, who can often be found tending the club's mahogany bar. She is a friendly and gregarious woman, but she does not tolerate roughhousing in her club, and that's why she keeps an illegal Type-II phaser tucked under the bar.

3.0 FIMDARI

"If you're going through hell, keep going."
- Winston Churchill

3.1 BALL OF ICE

Fimdari is an icy, glacial world that pushes the envelope of what the Federation considers to be Class-M. At the equator there is a narrow band of tropical climate, but as one travels away from that region, the climate grows colder and colder until there is nothing but barren, glacier-covered landscape. Most Andorians on Fimdari inhabit what they refer to as the temperate zone -the cold lands between the jungles and the glaciers- but there are several cities located in more inhospitable areas of the planet.

Fimdari has one moon named Akalith (which literally means "the place of beauty in the sky"). The moon is uninhabited, but the Andorian Astronomical Survey has several unmanned sensor stations located on the surface.

3.2 FOUNDATION

Fimdari was first surveyed by the Vulcans during their 2111 exploration of the Dulcais sector. They made a curious discovery on the world: the animal life was all ghelroid in origin. They found that the animals on Fimdari had genetic parallels in the Andorian faunal genome, and that ancient cross-pollination between the two worlds was extremely likely. The Vulcan Science Academy shared this information with the Andorians in 2120, and the Andorians wasted no time in dispatching a

FIMDARI

Class: M

System Data: Andorian Colony with one moon

Gravity: 1.06

Year/Day: 277/33

Atmosphere: Oxygen / Hydrogen / Nitrogen

Hydrosphere: 70%

Climate: Glacial

Sapient: No indigenous sapient

Tech Level: Level 6 (Standard Federation)

Government: Elected Kethni Council

Culture: Andorian

Affiliation: Federation

Resources: Fimdaran Truffles

Places of Note: Plains of Nyleah

Ship Facilities: None

Other Notes: Fimdari has the best medical facility in the sector in the form of Alsaga Memorial Hospital.

survey ship, the *Athrith*, later that year.

The *Athrith's* mission was an extended study of Fimdaran animal life. The scientists set up a camp on the surface, sending regular reports back to Andoria regarding their scientific progress. Five years after beginning their studies, the scientists excitedly announced that they were prepared to make their final report. They were confident that their discoveries would turn known Andorian history on its antennae, but they needed two more weeks to complete their work. Two weeks passed, and there was no report. All efforts to contact the scientists were met with silence. The worried Andorians asked the Vulcans, who had a ship in the area, to investigate.

The Vulcans found the encampment completely deserted. The *Athrith* was still parked on the surface by the scientist's camp, where time was practically standing still. There was no sign of a struggle. Half-eaten food was found on a plate, a computer was sitting idle as it awaited more input, and a load of laundry had been left drying on poles outside the camp. None of the scientists' clothes or personal effects had been disturbed or stolen. The scientists had simply vanished into thin air, leaving their lives in the middle of what they were doing at the time. The only thing missing from the site, aside from the scientists, were the volumes of research that the scientists had compiled. Only a green-colored flexiplast book cover was found, which was assumed to be the protective cover for the scientist's final report. The cover had on it one word that was hand-written in Graalen: Fimdari. Subsequent investigations by a joint Vulcan and Andorian team were stymied on what exactly happened to the crew of the *Athrith*.

The world, which initially had a Vulcan designation, became known as Fimdari to the Andorians as the tale of the scientist's disappearance spread. The name became official when the Andorians decided to colonize Fimdari in 2132, during a push to expand their frontier borders.

Upon settling the planet, the Andorians established a council government and elected a leader in Agreth Clanness. He was tenacious but ineffectual, and the colony floundered under his leadership until he was killed in a duel two years later by another councilor named Ikelen Romisi.

3.3 MANIFEST DESTINY

Ikelen Romisi was a far more skilled leader than his predecessor, and he remained First Chair on the Kethni Council until his death 53 years later in 2185. He helped to forge the colony into a thriving community that was soon spreading across the surface of the world with prosperity. Other cities were soon founded as the population grew.

Fimdari's colonial history is marred by conflict with its Homeworld, Andoria. In the year 2161, the Federation constitution was ratified. Without discussion with the provincial governments, Andor conscripted all of its colonies into the Federation. While most of the colonies were content in this decision, some were angered that they had not been consulted. Chairman Romisi supported the idea behind the Federation, but he was incensed at not having been asked personally. He rejected membership in the burgeoning political organization and declared the colony's independence from Andor.

By 2162, an Andorian fleet was blockading the Fimdari system. The colony was still in its infancy and not entirely self-sufficient, thus the blockade caused shortages of equipment and food, which in turn pressured the patience of the populace. The colonial citizens supported their Chairman, but the social problems ignited by the blockade ultimately began to take a toll, and Romisi had to fight no less than nine duels during the blockade.

Romisi called for help from the Federation, but the Council's position was that Fimdari was a problem internal to Andoria and was thus helpless to act. It took a terrorist act in late 2163 on the closest Federation target, Dulcais, to finally bring the Federation's attention to the problem. Two Fimdaran Andorians, who were trapped on Dulcais when the blockade began, took it upon themselves to destroy Dulcais' water filtration plant in the name of Fimdaran Independence. The perpetrators were caught and sent to Andoria to answer for their crimes. It did have the intended effect, however, as the Federation took notice and ordered Andor to release the blockade. Andor acquiesced, and a week later Romisi was on board a shuttlecraft heading for Dulcais Prime to attend the peace talks at the Tugala Conference.

The peace talks went on for eight heated days. Eventually, however, Andor relented and announced that Fimdari had the right to manifest destiny as a world of its own. Fimdarans credit Dulcais' President Chan for his role in Fimdari's independence, and they have since named a city (Achana) after him. At the conclusion of the conference, Romisi issued the Ashaara Proclamation, indicating that both worlds were brothers in arms and would support each other in times of need. Two months after the Tugala Conference, Fimdari agreed to join the Federation.

3.4 KLINGON DEMANDS

The 23rd century found Fimdari at the center of galactic politics. In 2223, Governor Ha'Qang, the colonial Klingon governor of Bak'TUR, appeared in the skies over Fimdari in his warship, demanding that Fimdari be turned over to Klingon control. Federation representatives on the surface of Fimdari actually laughed in Ha'Qang's face during the

LESSONS IN GRAALEN

Dual Consonant:

MD - R: legacy, inheritance.

CH - N: Honesty.

Vowel Modifier

-A-EE: The core concept belongs to an implied group, to which the speaker and listener both belong. Roughly translated: "our".

Prefix:

FEE-: A prefix that changes the meaning of the noun into a subject shrouded in mystery, IE: "the puzzle of", "the mystery regarding", or even "the question of".

Lexicon:

chan: "an honest man" (and possibly the reason why President Chan was so successful diplomatically at the Tugala Conference)

fiachon: "the question of honesty", a deposition or statement under an oath or vow.

fihras: "puzzle of the corpse" or an unsolved murder, also a suspense genre of fiction among Andorian authors.

fimdari: "the mystery of our legacy"

mdar: "one who will inherit"

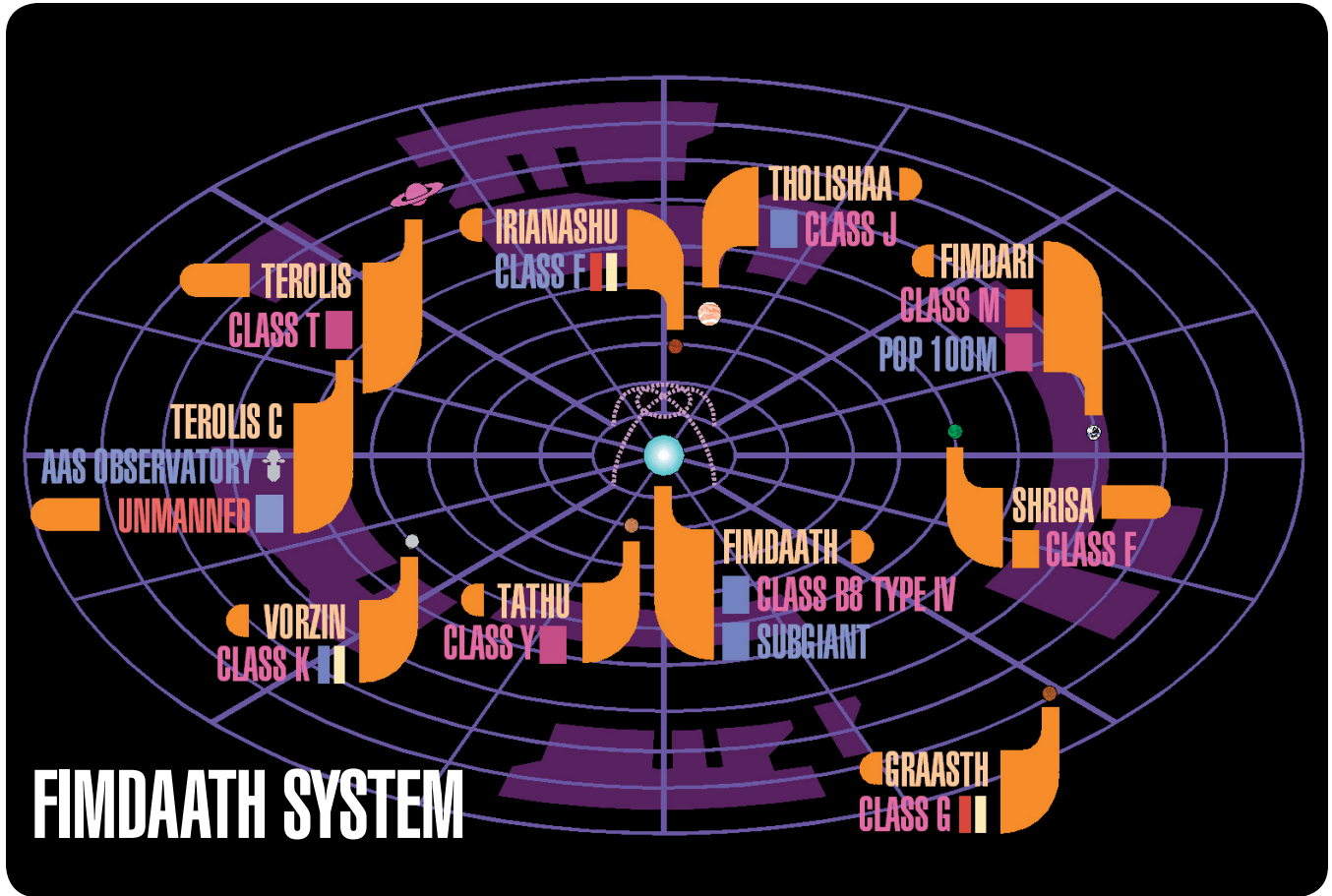
mdari: "our inheritance"

mdar'andor: "one who will inherit everything"

ndari: "our world"

shali: "our love"

thasi: "our home"



System Type: Single B8 IV Blue-White subgiant type star.

Inhabited Planets: Only the sixth planet in the system supports life.

Other Planets: There are two gas giants in the system: Tholishaa (Class-J) and Terolis (Class-T). Tathu is Class-Y. Irianusha and Shrisa are Class-F. Vorzin is a Class-K world, and Graasth is Class-G.

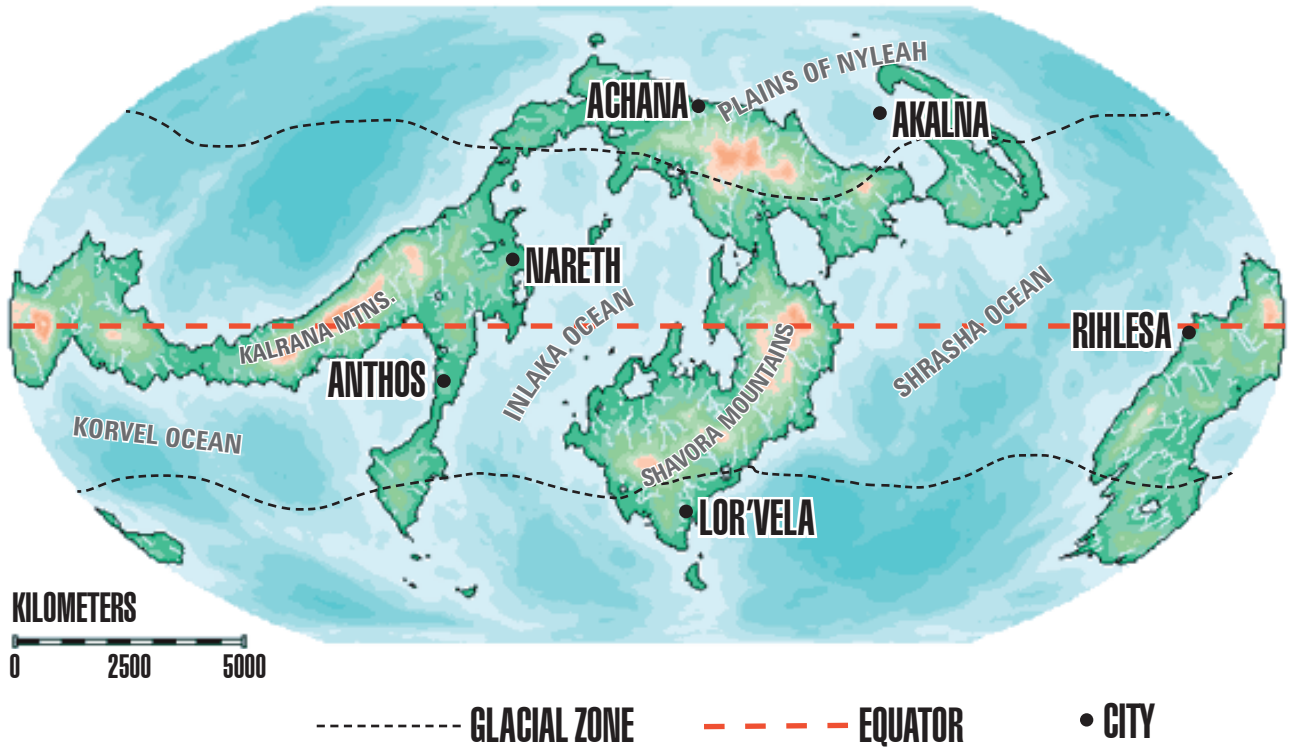
Other Stellar Objects: None

Artificial Objects: The AAS maintains an unmanned stellar observatory in orbit of the third moon of Terolis. A four-man subspace relay station is in orbit of Graasth.

Notes: Fimdari lies at the extreme range of the habitable zone of Fimdaath, and were it not for a slightly elliptical orbit, it would be Class-K.



FIMDARI



PRA THAL: MUKRO

A pra thal mercenary group called Mukro (literally, the “preservers of pain”) is based off of Fimdari. This contracted group is made up mostly of Andorians, and has helped defend the planet during times of crises. They participated in repelling the Klingon Invasion of 2224. When the Dominion invaded Fimdari, they fought against the Jem’Hadar side-by-side with Starfleet and ADF troops.

The Mukro is currently under the command of a Bolian named Bareel Saveen. Those who scoff at the idea of a Bolian mercenary would dare not do so at Saveen. He has a reputation for being quick-tempered, and is as tough as nails on the men under his command.

subspace communication. The Klingon governor grew red with rage, and issued the following statement: “You have not seen the last of me. Remember this face, for it shall be your doom, and the snows of Fimdari will be washed away in your blood.” When the High Council learned of the Federation’s reaction to the demand, they declared war on the insolent Federation.

A year later in 2224 the Klingons attempted to invade Fimdari with a fleet of thirty ships. When they arrived in the system, the Klingons found a larger fleet of forty ships waiting for them, made up of a variety of civilian and Starfleet ships from Andor, Dulcais and other colonial worlds from nearby sectors. The Fimdaran fleet was led by the *U.S.S. William Wallace*, which was commanded by a Tellarite named Captain Reemar. The battle was conducted primarily in space, but three battalions of Klingon troops eventually made it to the surface. There they were met by a combination of the ADF, Starfleet, and members of the pra thal group calling itself Mukro. A fierce ground battle ensued between the joint defense force and the Klingons, who were led by Governor Ha’Qang himself. When the smoke cleared six hours later, the Federation fleet was victorious, but not with-

out a heavy price. Thousands of lives had been lost. The *William Wallace* had been destroyed, making Captain Reemar the first martyr in the war against the Klingons. Governor Ha’Qang himself was among the martyred dead. The remaining Klingons in orbit broke off their attack and returned to Bak’TUR to lick their wounds.

3.5 OUTPOST B6

In 2228, the Federation built a space station in orbit of Fimdari and christened it Outpost B6. It was nothing more than a small, orbital defense platform, but it served faithfully over the skies of Fimdari for almost 150 years. It provided limited repair facilities and acted as a refueling depot for passing vessels.

In 2360, a fleet of Rynkan ships entered the system and asked to refuel. The Starfleet station agreed to allow them to dock, but unknown to the Starfleet contingent, the Rynkans were being chased by a Teirian fleet. The Teirians warped into the system to find their enemy completing refueling maneuvers, and so they angrily accused the Federation of supporting the Rynkan side of the war. The Commanding Officer of B6 tried to mediate their dispute, but hostilities escalated, resulting in a deadly firefight. The Rynkan and Teirian ships fought a pitched battle in the skies over Fimdari. B6 destroyed three ships that threatened to take the fighting to the ground, and both alien forces wisely retreated without a clear victor.

In 2371, Outpost B6 saw its final battle. A fleet of Klingon ships were passing through the system, heading toward Qo’Nos from Cardassian space, shortly after the Klingons had abrogated their treaty with the Federation. B6 went to red alert, but the Klingons easily destroyed the aging station as they passed. The destruction of Outpost B6 was the catalyst to the Federation’s construction of Station 419 Upsilon.

3.6 THE DOMINION

In 2375, the ADF asked Starfleet to assist in fortifying the colony against a suspected Dominion invasion force by installing

phaser battery emplacements. Starfleet sent a team of officers from Station 419 to aid in their efforts, under the command of Lt. Gwen Poole. It would prove, however, to be too-little, too-late. The Dominion attacked before the phaser batteries were brought online. The Jem'Hadar assaulted the planet from orbit in a two hour engagement, and ultimately conquered the world.

Dominion control over the planet was very short-lived, however. Starfleet forces, in conjunction with ADF and the Mukro, defeated the Jem'Hadar on the ground while a joint Starfleet-Romulan strike force liberated the skies.

3.7 ADF

The Fifth Fleet of the Andorian Defense Force maintains a base named Akalna on the surface of Fimdari. The First, Second, Third, and Fourth wings of the ADF Fifth Fleet call Akalna home. The base is situated on the edge of the Plains of Nyleah, which is an enormous field of ice. The ADF often use the plains as an exercise and training ground. Akalna was built in 2223 in order to bolster defenses against a possible Klingon assault.

The current commanding officer of Akalna is Urtolev Morev Athrun, a humorless and dour Andorian with only one antenna (the other was lost in a duel years ago). He keeps his troops at a constant state of readiness, and as a master tactician he is a force to be reckoned with on the battlefield.

The ADF also doubles as the security force on Fimdari. Captured criminals are shipped off-world to Dulcais to be handled by the Federation judicial system. Petty incidents are usually handled by the ushaan.

3.8 ALSAGA HOSPITAL

The Alsaga Memorial Hospital is located in the city of Nareth. Founded in 2250, it is considered to be the best planet-side medical facility in the Dulcais sector, having the latest and greatest medical technologies available in the area. Many diseases local to the sector have

been cured within the hospital's hallowed halls.

Alsaga also has a state-of-the-art facility to house the mentally infirm. This is nothing more than a modern-day sanatorium, as the Andorian propensity toward the mentally ill is to allow them to convalesce. While this is fine by Andorian cultural standards, Betazoid psychiatrists bristle at what they perceive as a lack of treatment for Andorian mental illnesses. It is common to see non-Andorian psychiatrists at the facility in an attempt to help these 'forgotten patients'. The Betazoids have requested permanent representation in the Alsaga medical facility, but thus far their requests have fallen on deaf antennae.

The current director of the center is Doctor Phellnun P'Trell, winner of the 2372 Carrington award for his breakthroughs in Andorian neurochemical research.

3.9 RIHLESA

Rihlesa is a city on the equator whose inhabitants consist almost entirely of Bolians. The city is a bustling port, always busy with the activity of fishing fleets. When non-replicated fish is served on a table in the Dulcais sector, this city is usually where it originated. The Andorians shy away from Rihlesa because of the equatorial heat and the profession of most of its inhabitants. In Graalen, the city's name literally means 'place affected by terrible fire'. The Andorian's intent behind the name was probably to mock the city, but the Bolians have taken the name for their own and now bear it with pride.

3.10 AAS OBSERVATORY

The Andorian Astronomical Survey maintains an unmanned solar observatory platform in orbit of Terolis, the seventh planet in the Fimdari system. The observatory transmits data back to Fimdari's surface, where AAS personnel comb through it to further their scientific pursuits. The observatory, constructed in 2357, is linked with Starfleet's 87732 observatory via subspace transceiver as well.

ADF FIFTH FLEET UNITS

Icy Wind: This is the First Wing of the Fifth Fleet. It is an orbital skydiving wing that is considered to be formed of some of the fiercest fighters in the sector. This wing was all but wiped out in the Dominion assault in 2375, but they have since started to reform their ranks. This wing is currently commanded by Atlol Garesh Ivori.

Ground Thumpers: This is the Second Wing of the Fifth Fleet. They are an artillery and heavy weapons unit, and are currently led by Atlol Akanu Romisi.

Sea Devils: This is the Third Wing of the Fifth Fleet. They are a supply and support division, acting as the backbone of infrastructure to the Fifth Fleet's operations within the Dulcais Sector. They are commanded by Atlol Thalen Birev.

Snowblinders: This is the Fourth Wing of the Fifth fleet, under the command of Atlol Gareen Ivori (Garesh Ivori's cousin). They are a ground forces unit charged with the defense of Fimdari's surface. There is a fierce (but good-natured) rivalry between the *Snowblinders* and *Icy Wind*, due to the relationship that the two unit commanders share.

3.11 POPULATION

There are approximately 100 million people living on Fimdari. 88% of the population are Andorian, 9% are Humans, 2% are of Bolian stock and the remainder consist of a few other Federation races. The Andorians tend to congregate at the colder regions on Fimdari, while the other humanoids prefer the tropical climate band at the equator.

There are 122 different keths on Fimdari. Clanness makes up 13% of the population, with Romisi (9%) and Ivori (9%) having the next highest membership. Ten keths have less than 100 members living on Fimdari, so are ineligible to take part in the Kethni Council.

3.12 GOVERNMENT

The Fimdaran Kethni Council is the ruling body on Fimdari. Each eligible keth elects a representative to the Council every ten years, and in turn the council elects a First Chair. The First Chair appoints a representative to the Federation Council. Eligibility requirements state that a keth must have at least 100 members living on Fimdari before being eligible to participate in the Council.

A member of the Council can ascend to the First Chair without being elected, but only via a duel with the current First Chair. This was instituted as a legal form of governmental change because of the ineffectual leadership of the colony's initial First Chair, Agreth Clanness. The Council does not take this use of the ushaan lightly, however. It has only been used five times successfully in the history of Fimdari.

The Council meets six times a year to author legislation for the world. The First Chair of the council has the power to veto legislation created by the Council, unless the Council's vote is unanimous. Local governmental officials are appointed by the council to handle the day-to-day affairs of each district.

There is no court system on Fimdari. Small, local problems are handled by the ushaan, and larger problems of legalities are dealt with by the Council during the next available session. As a result, legal troubles on Fimdari can take years and years to sort out as appeals are made.

3.13 RELATIONSHIPS

The Fimdaran people regard the people of Dulcais as their brothers. They will go to extreme lengths to render assistance if Dulcais is in trouble. Any officer from Station 419 that visits Fimdari find themselves most welcome by the people of Fimdari, who will be interested in hearing tales

about the post. Those Starfleet officers who participated in liberating Fimdari from Dominion invaders are heralded as heroes, and Fimdarans are likely to know them by name.

Occans are viewed with suspicion and distrust. Their xenophobic tendencies make Andorians uncomfortable. The Siinogans are viewed as curiosities, and the Fimdarans are open to relations with them should the eventuality arise, though their alliance with the Dominion has recently placed a dark cloud of suspicion over the insectoid species.

The Fimdarans dislike Klingons due to their aggressive history with Fimdari. The Romulans used to be in the same boat, having once been the cause of strife among their Dulcais brothers, but their recent involvement in the liberation of Fimdari has improved Fimdarans attitudes regarding Romulans.

The people of Fimdari are sympathetic to the Rynkan and Teirian plight, but not enough to get involved in their war. The Federation Diplomatic Corps has assigned the task of achieving the peace between the two worlds to the Fimdarans Council on Foreign Relations. Through delegates on both the Rynkan and Teirian homeworlds, the FCFR continues to try to broker a peace that will put a cease-fire on the war. While the diplomats are diligent, neither side of the conflict is ready to sit down at the table for peace talks.

3.14 BESTIARY

The colony's namesake, or "the mystery of our legacy", is still a question that has not been answered. Since the initial scientific survey disappeared under mysterious circumstances, there have been two subsequent attempts by the Fimdarans to further their initial research into the Fimdarans ghelnoïd population. Both attempts also ended in unusual circumstances. Computer problems plagued the first so much that the project was abandoned, and a fire destroyed the labs of the scientists in the second attempt. Some speculate that the research is too dangerous to the status quo and that the Am Tal has been behind the sabotage, but there is no evidence to support this theory. The Fimdarans government is presently resisting further research

requests, and the subject has become a mild social taboo. The Fimdarans historical textbooks describing the foundation of the Fimdarans colony make no mention of the disappearance of the initial scientific survey mission.

Adild'Kazosi

Type: Grazer

Size: 90 lbs, 4 meters (including tentacles)

Form: Bulbous body, tentacles.

Attributes: Fitness 2 (Strength 2), Coordination 3 (Dexterity 4), Presence 3 (Empathy 2), Instinct 4 (Perception 2) (Ferocity -3)

Base Movement: 3

Resistance: 5

Special Abilities: Athletics (Climbing) 2 (3)

Weapons: Squeeze (2 pts), Bite (5 pts)

Description and Additional Notes: The adild'kazosi (aka Fimdarans arboreal squid) is a ghelnoïd, herbivorous creature that lives in the tops of trees in the tropical climate band of Fimdari. It uses a dozen powerful tentacles to propel itself from tree to tree, feeding from the canopy as it travels. It has a bulbous, dark blue body that averages in size about .5 meters. It has three symmetrically-spaced eyes placed radially around the center of the torso. Two vestigial antennae are located dorsally. The tentacles, which can reach lengths of two meters, spread radially out from the creature's base, and ventrally located is a circular mouth lined with grinding teeth. The adild'kazosi will use ten of its arms for support and locomotion, and the two remaining arms to gather food into its mouth.

Alis'aflaava

Type: Seaweed Grazer

Size: 1,000 kg, 2 m

Form: Fat, 2 stubby arms for paddling and a wide, flipper tail

Attributes: Fitness 2 (Strength -1) (Vitality 2), Coordination 2 (Reaction -1), Presence 4 (Willpower -1), Instinct 3 (Ferocity -2)

Base Movement: 10 swimming, 1 on land.

Resistance: 10

Special Abilities: None

Weapons: None

EPISODE SEED

Shra

Harsh words have been spoken by the governments of Fimdari and Dulcais, and the blustering threatens to spoil the upcoming celebrations. The characters must try to patch things up between two petulant diplomats so that this doesn't become the first year without an Ashaara festival. The Federation Diplomatic Corps regards this as a high priority mission due to morale concerns in the sector.

Description and Additional Notes: The alis'aflaava is a manatee-like grazing gheloid that lives at the surface of the tropical areas of the Fimdaran oceans. It feeds off of kelp and seaweed, and is a gentle creature. To avoid enemies, it simply drags itself out of the water and onto nearby rocks. It wasn't until Bolians arrived on Fimdari that it was discovered that these animals could be used as steeds. A popular sport at the city of Rihlesa is the annual Fimdaran Steeple Chase where riders will take their alis'aflaava through a series of obstacles designed to test the mount's strength and cleverness.

Ashisia

Type: Chasing Hunter

Size: 2kg, .5m

Form: Small, featherless, flightless bird with long skinny necks.

Attributes: Fitness 1 (Vitality 1), Coordination 2 (Dexterity 4), Presence 1 (Willpower 3), Instinct 3 (Perception 2) (Ferocity -1)

Base Movement: 10

Resistance: 2

Special Abilities: Dodge 3

Weapons: Bite (1 pt)

Description and Additional Notes: These brazen, flightless and featherless gheloid birds are a dark blue in color. Females tend to have mottled spots of a fleshy pink color on their backs. Their beaks are sharp but not very powerful. They exhibit pack behavior and strategic

hunting techniques, congregating in units of 50-100 members. Their primary tactic is striking and then fading, using their numbers and tenacity to wear down their prey. These birds inhabit the jungle band of Fimdari. Visitors from off-world sometimes jokingly refer to the Ashisia as *Fimdaran Death Chickens*. Those who encounter them, however, soon find the hollow irony of their jokes and rapidly develop a newfound respect for these insatiable, carnivorous birds.

Lox'adir

Type: Burrowing filter

Size: 500kg, 1m

Form: Furry, four powerful limbs, slaving fangs

Attributes: Fitness 3 (Strength 1), Coordination 2 (Reaction 1), Presence 2, Instinct 2 (Ferocity 3)

Base Movement: Burrowing 2, Land 15

Resistance: 8

Special Abilities: Athletics (Digging) 4

Weapons: Claws (6 pts), Bite (8 pts), Tail (2 pts)

Description and Additional Notes: This large, burrowing filter is one of the most feared creatures on Fimdari but not because of its ferocity. They create huge networks of tunnels barely under the surface of permafrost, which become hazardous deadfalls for animals passing over the surface. The animals fall into this trap and most victims cannot climb out. The lox'adir, hearing the struggle as its victim attempts to escape, then arrives in 2D6 turns. When food is scarce, these creatures will shift feeding strategies and become part-time scavengers.

4.0 OCCA

"The strongest man in the world is the man who stands alone."

-Thomas H. Huxley

4.1 HARDCRABBLE

Occa is a mineral-rich Class-M world with a variety of climates ranging from a very wide tropical band to narrow arctic bands. There is very little axial tilt to Occa, creating an endless summer season with a four month 'cold season' where the temperature drops a mere four degrees on average. The terrain is rocky and inhospitable, but there are some low jungles that are nestled between majestic mountains ranges. The native vegetation is poisonous to humanoids, and the soil has a low percentage of nitrates, ensuring farming difficulties for the early colonials.

Animal life on Occa is as diverse as on Earth, and all but the harshest ecosystems are teeming with highly complex life forms, from insects and birds to large carnivorous vertebrates that can even take down unwary humanoids.

4.2 ONLY HUMAN

In 2110, Harding Christopher published his anti-alien treatise entitled *Only Human*. Christopher was a racist man who believed that Humans were the pinnacle of all life forms, and all other species were inferior. He believed that contact with aliens tainted Humanity. Despite his radical beliefs, he managed to gather a modest following, and the *Only Human* movement was born. The movement's doctrine promoted

OCCA

Class: M

System Data: Human Colony with one moon

Gravity: .99

Year/Day: 357/22

Atmosphere: Oxygen / Hydrogen / Nitrogen (Low)

Hydrosphere: 72%

Climate: Tropical

Sapient: Humans

Tech Level: Level 5 (Low Federation)

Government: Isolationist Democracy

Culture: Xenophobic Humans

Affiliation: Unaffiliated

Resources: Mineral Rich

Places of Note: Emerald Oceans

Ship Facilities: None

Other Notes: Occa was once a lost colony, having disappeared in 2123, and rediscovered by Andorians in 2128.

isolationism through non-violence and civil disobedience.

After ten years of peaceful protests, the movement realized that their goal was unachievable, so Christopher petitioned the United Earth government to supply him and his followers with a colony ship in order to build an isolationist, racist utopia. The UE readily acquiesced, happy to be rid of a minor embarrassment.

4.3 EXODUS

In 2122, Christopher and his 8,000 followers left Earth in the *S.S. Rockingham*. Their intended target was a planet in the Larus Sector -ironically first surveyed by the Vulcans- which was completely devoid of indigenous sapient species. The *Rockingham* never made it to her destination.

In 2123, the *Rockingham* was severely damaged when it inadvertently wandered too close to a pulsar. Left without communications and navigation, the ship floundered for four years until it finally stumbled upon Occa. As the ship surveyed the surface from orbit, the *Rockingham* slipped into the gravity well of the planet and was unable to escape. They were forced to land, and in 2127, the colony of Occa was founded. After dismantling their ship, the new Occans elected Harding Christopher their first President.

The first few years on Occa were difficult as the colony struggled to survive. Because of the farming difficulties, the settlers would have faced starvation if it were not for the abundance of game animals. Despite their initial difficulties, Occans managed to carve a niche out for themselves and began to populate the surface of the planet.

4.4 ANDORIAN GUESTS

In 2138, an Andorian survey ship *Lalnath* detected an emergency beacon of Human origin originating from the Occa system. Tlol Ashari, in command of the *Lalnath*, ordered his crew to investigate. Initial attempts at communication proved fruitless, so Ashari led a party to the surface, landing his shuttle in the middle of New Florida. There they were met by the cold animosity of the colonial Occans, and they were immediately overcome and placed under arrest.

The Andorians sat in their cell for five hours until they were visited by Harding Christopher himself. The Occan president informed the aliens that their kind were not welcome on the planet. He then turned over their confiscated equipment and told them never to return. Tlol Ashari agreed to the terms and left the system. His superiors on Fimdari agreed to leave the Occans alone. Christopher had his security force round up the emergency beacon and had it destroyed.

Christopher was president for 13 years until his death in 2140. Christopher's vision of peaceful isolationism died with him.

In 2155, the Fimdarans told the people of Dulcais about their encounter with the Occans, and within a year a Fimdaran ship was launched, carrying two human ambassadors to the colony of Occa. This time, the Andorians wisely stayed on the ship while the Dulcais ambassadors visited the surface.

The ambassadors, John Chu and Hilda Aamon, found the Occan people to be suspicious and sullen at their arrival. While the ambassadors were treated with respect, it was merely lip-service paid to them by the Occans. In his memoirs, Chu wrote that he felt very unwelcome on Occa despite his human heritage. The ambassadors spent three days among the people of Occa before deciding to depart.

Occa's next encounter with outsiders came in 2162, when an offer of Federation membership was extended to the colony. John Chu was again sent to Occa to make the proposal. At a public rally in Chu's honor, he brought up the subject of Federation membership to Jeff Trelaine, the Occan president. Trelaine was a consummate politician, and despite his lack of intention to formally address the matter, he told Chu and the audience that he would 'bring the subject up before his people'. This unfortunate turn of phrase sparked off a riot that had Chu fleeing for his life from the surface of Occa. Trelaine, for his diplomatic language, was lynched by the mob.

The next 200 years saw Occa grow from a colony of approximately 7,000 people to a bustling planet with over 100 million inhabitants.

4.5 REBELLION

In 2350, a famine decimated the fragile ecological balance that the Occans had forged for themselves. Drought had wiped out huge numbers of crops and many of the native species had been already been hunted to extinction. A growing energy crisis seized the colony. Starvation ran rampant and the planet's fragile economy teetered on the edge of ruin.

By 2373, the ruling class, rich barons descended from the most successful founding families, was losing its iron-clad grip upon the

world, and in a desperate attempt to gain Federation technologies in replication, energy production and weapons, President Buscho of Occa sent feelers out for Federation membership. This act pushed the planet's xenophobic populace over the edge, and riots broke out across the world. The governmental complex in New Florida entered into a state of perpetual siege.

The Federation, curious as to Occa's intent, sent a contingent of Starfleet officers from Station 419 to assess Occa for membership. Even though the Occans attempted to keep the Starfleet officers away from the rioting population, they witnessed a bloody repression of insurgents, and the officers left the world in disgust. This triggered a full-blown revolution in 2374, organized by the military with the sympathy of the population. The rebel leadership believed that the Federation was going to assist the status quo and provide weapons, so they felt justified in requesting some external assistance of their own. Unknown to the people of Occa, the military had allied themselves with the Dominion, and proceeded to use the Dominion weapons to overthrow the rich, ruling class.

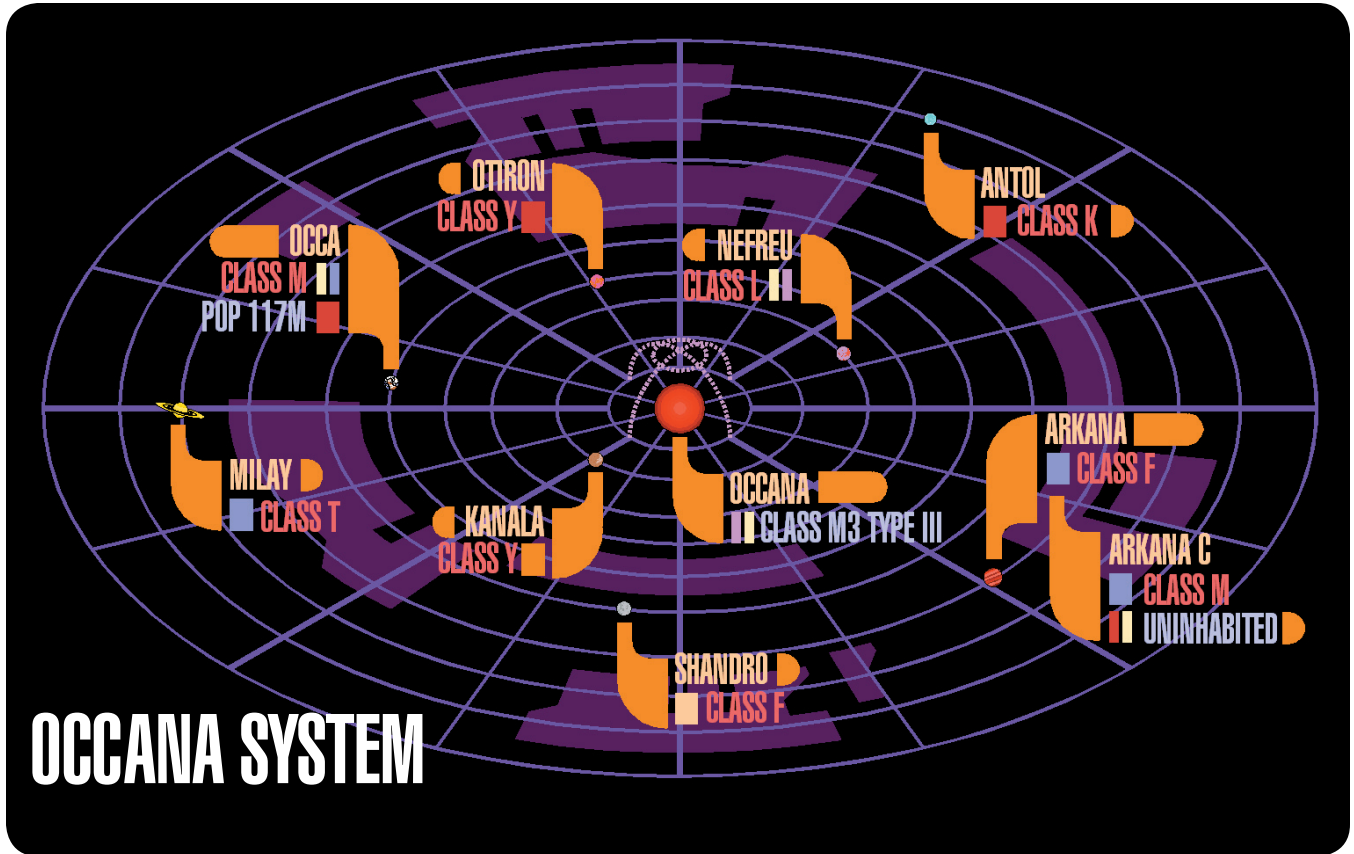
By crawling into bed with the Dominion, the military had gained control over the planet. The elected government was chased from Occa, and the surviving Ministers escaped to Station 419 where they asked for political asylum. Minister Vhypist, the former Minister of Security, was the senior-most government official to survive, and he set up a government-in-exile on Station 419.

With the assistance of the Occan military, the Dominion installed cloning facilities and Siinogan Ketracel-White facilities on the surface. Fleets of Jem'Hadar ships orbited Occa, and whole legions of Jem'Hadar were on the surface by the year 2375.

4.6 THE END OF THE WAR

Despite their recent victories on Occa, the Dominion was determined to take more of the sector for their own. Using Occa as a staging ground, they launched an assault on Fimdari, and managed to get a toehold on that world. Fear of the Dominion burned through the sector as hope continued to drain from the population.

Starfleet was quick to respond to this



System Type: Occana is a M3 III red giant star.

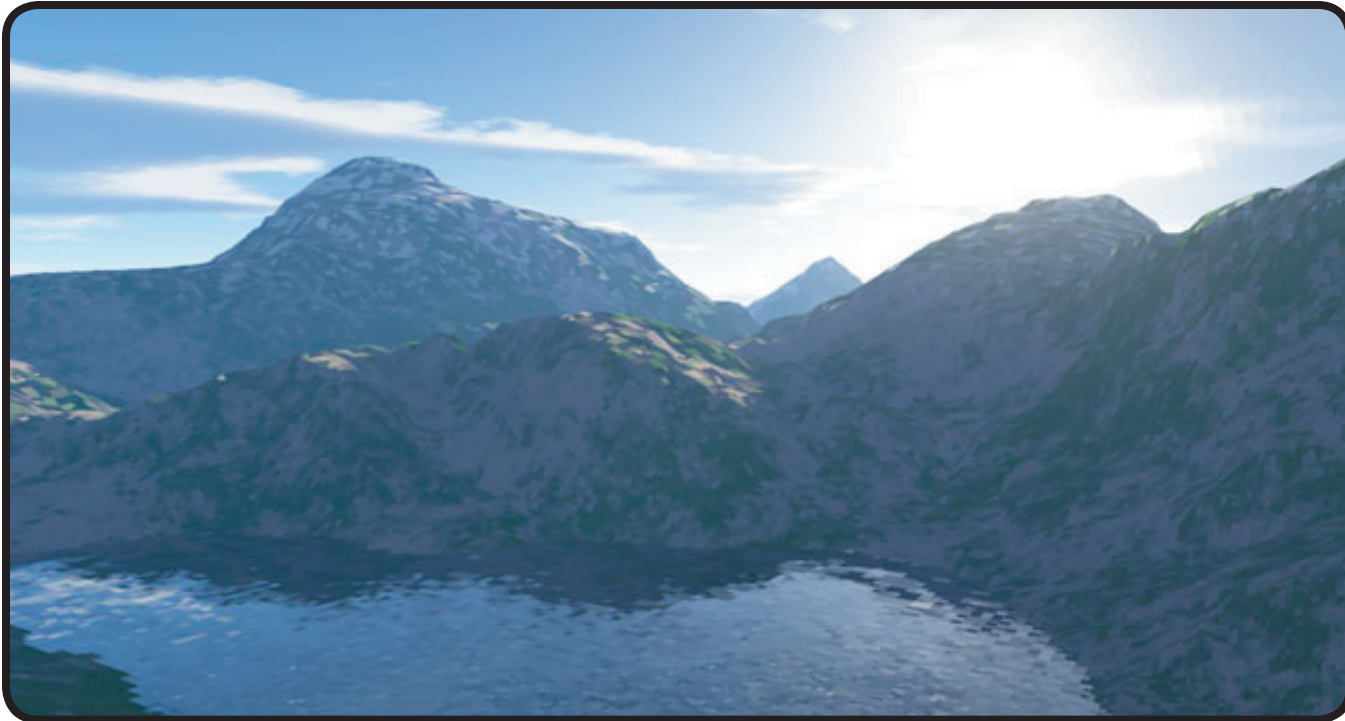
Inhabited Planets: Occa is Class-M.

Other Planets: Kanala and Otiron are Class-Y. Nefreu is Class-L. Shandro is a Class-F. Milay is a Class-T ringed giant, and Arkana is a Class-J Jovian gas giant. Antol is a Class-K ball of ice. Arkana has one Class-M moon that can support life but is uninhabited.

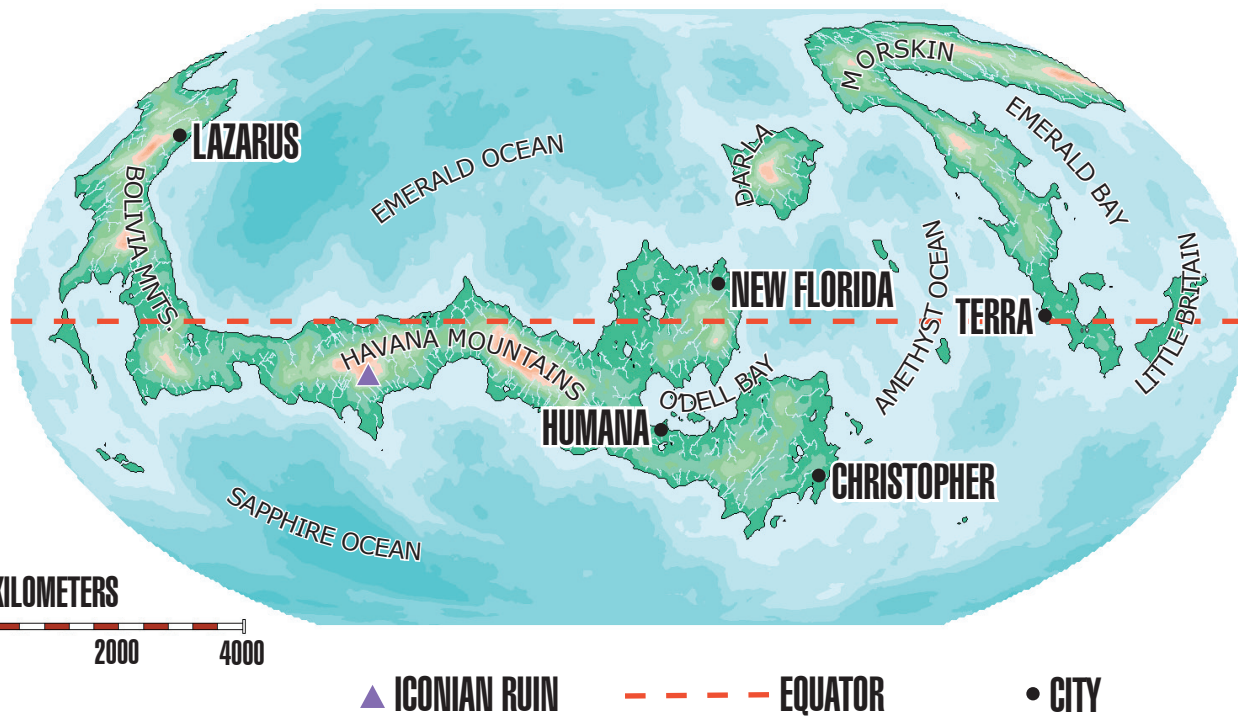
Other Stellar Objects: None

Artificial Objects: None

Notes: The Occana system is highly mineral rich, but is low in nitrogen content. This makes Occa low in nitrates, which in turn creates difficulties for agriculture.



OCCA



EPISODE SEED

Hostages

A radical group of Occans have taken hostages, the survivors of a Andorian ship that crashed on the surface. Due to Occa's new affiliation with Earth, a diplomatic solution must be sought to end the crisis. The Andorians are being held somewhere underground in fistrium-veined caves, preventing transporter rescue. Meanwhile, Starfleet stands by in case diplomacy breaks down...

new tactical situation. Using a diversionary tactic devised by Admiral Whitehorse and Commander Balin, Starfleet sent a feint fleet to Bak'TUR, where the Siinogans had been entrenched since 2374. The Dominion split their defenses, sending their own fleet to assist in the attack on Siinoga. While combat raged over Bak'TUR, a joint Romulan/Starfleet task force attacked the Jem'Hadar fleet at Fimdari. After a vicious battle over the icy world, the joint fleet stood victorious. The diversionary fleet at Bak'TUR then retreated to Fimdari to bolster its ranks.

Starfleet proceeded to attack the Dominion's surface installations. While larger diversionary forces engaged the Jem'Hadar troops in the streets of New Florida, smaller strike forces were sent to destroy the cloning facilities and the Ketracel-White factories. Casualties were high on both sides, however Starfleet had succeeded in liberating Occa from Dominion control.

At the end of this battle, Lt. JG Phil Laco, a science officer assigned to the team that would take down the shield generators, was lauded by the Occans as The Voice of Freedom, when he informed Starfleet that "Laco to Fleet Command...the shields are down. Six to beam up; Occa is yours."

The Allied fleet turned its attention back to Bak'TUR, which had been defensively undermanned. The Dominion, sensing the last gasps of its influence in the Dulcais sector, fell back to Siinoga. In a final, bloody battle, Starfleet, Romulan, and Klingon ships destroyed the last Jem'Hadar vessels in orbit over Siinoga, and the Dulcais sector was ultimately freed from Dominion control.

4.7 COMES WITH THE FALL

After the Dominion war, Occa was thrown into a state of political chaos. The Federation sent President Vhypist back to Occa as the senior surviving member of the government-in-exile with the hopes that he could establish some sort of consensus government.

Five parties vied for political control: The Isolationist party's platform was for a return to old ways. The Federation party wished Occa to join the Federation. The Repatriation party wished to realign itself with Earth. The Omni party platform was for remaining independent but opening relations with the Federation, Klingons and Romulans. The Military Order party was a group of fascists who wished for Occa to return to a corporate-military rule.

Federation and Romulans delegates were both invited to Occa as election monitors. Unknown to the Federation, the Romulans had discovered an Iconian ruin in the mountains and were attempting to direct the elections in their favor so that they could control it. They placed their support behind the Omni party. The Federation delegates, for their part, did not publicly endorse a candidate, but were privately hoping for a Federation party win.

That day of the election in 2376 was marred by the chaos of violence. A sniper struck at a polling place and President Pro-Tem Vhypist called for martial law, placing the military in charge. The Military Party had President Vhypist arrested and claimed that elections would be suspended. However, popular vote determined that the Repatriation party had won the election, and Minister Trefois, the leader of the Repatriation party, was elected president. Sorting through the confusion, the Romulan delegation determined who won the election and broadcast it to the media of Occa.

Ambassador K'net-Mauri, the Romulan Ambassador election monitor, made the following public speech: "The Romulan Star Empire regrets to learn that the result of today's election is one that may close doors in the future of the Occan people. It was our hope that Occa would take her rightful place in the galactic community and accept there our welcome to an independent state, ready to build mutually beneficial relationships with her star faring neighbors. However,

above our hopes for free and open friendship with Occa, the Star Empire values order and justice. The requirements for election, as codified in Occan law, have been met. It is clear to us from the evidence presented that Minister Trefois has been legitimately elected to the presidency of the Occan government. He therefore has the support of Romulus. The will of the people and the principles of civic order must be respected here, as they are in the Star Empire. We denounce the violence that has occurred here today, and the attempt to interfere with the carrying out of those principles in due order and in accordance with law. We welcome the swift return of peace to this world, and we welcome President Trefois to his seat of office."

A Romulan ship appeared over the crowd, determined to back up K'net-Mauri's words with force if necessary. While the assembled crowd had their eyes on the ship, General Dosoero, leader of the Military Order party, drew his pistol and attempted to assassinate Ambassador K'net-Mauri. Ambassador Martinez, of the Federation, intervened and was killed while saving his Romulan counterpart.

Dosoero was promptly arrested, and President Trefois then claimed his role in galactic history with this now-famous speech to his world: "People of Occa, today is a new day for us. Today is the day we take control of our destinies and stop buying grace for our mistakes with the lives of our friends and neighbors. From this day, together, we move forward into a new age for our people and forever more will we put aside the insanity of spirit that we brought with us centuries ago from an Earth that was vastly different than the one today. No more can we justify the horrors of today with the fears of the future and the methods of History. Today. On this Day. It stops and we begin."

4.8 RENAISSANCE

With those words from President Trefois, Occa has moved into a new era, a renaissance in its relationship with its neighbors and with its Homeworld of Earth. It seems to be the best of both worlds for the people of Occa; they enjoy the fruits of Terra's technology while keeping themselves away from the alien-centric Federation Council.

Of course, on Occa, nothing is ever as it

GRIXX

Grixx is the name of a bar owned by a Centauran of the same name. It is nestled in the warehouse district of downtown New Florida, and it has a distinct Terran Mediterranean flair of plastered white archways and palm-like planters amidst the white-linen dining tables. It is a rather trendy place, drawing an wide assortment of Occans from all over New Florida to wet their thirst, listen to some piano, and eat some decent food.

During the Dominion war, Grixx helped smuggle hundreds of refugees off-world. It is rumored that he is an intelligence agent, but there are no facts to back up this claim.

seems, and as the political tides ebb and flow the new relationship Occa has with Earth can shift like sandbars under the force of a tide.

4.9 NEW FLORIDA

New Florida is the capital of the planet Occa. It is a dirty city, and industrialized factories belch pollutants into the sky, reminiscent of many Terran cities in the 20th century. Ground vehicles choke the streets with emissions, and even the least jaded person can see the marked division of economic class between the haves and the have-nots.

The center of New Florida is called the Old City, and is walled off from the rest of the burg. Within the walls of the Old City, the homes are luxurious, rich and clean, and outside these walls there is squalor not seen on Earth in 200 years. Behind the walls of the Old City, the rich are socially, morally, and intellectually disconnected from the poor.

The Palace of Government is located within the walls of the Old City. It is a sprawling palatial estate of refined taste and classical beauty that has a distinct French feel to its architecture. The government is run from this complex of buildings, and the President and

ICONIAN GATEWAY

In the last days of the Dominion war, the Occan military discovered an Iconian ruin deep within the Havana Mountains. Upon learning of the ruin, the Romulans attempted to influence the 2376 elections in order to secure their control over the planet, and thereby the Iconian ruin, but they were thwarted when the Repatriation party won the election.

In 2376, Starfleet Intelligence learned of this Iconian ruin, and dispatched a group of Starfleet officers to its location to survey and secure it. They found that the Romulans had beaten them to the ruin and killed the Occan military force that was guarding it. The ruin contained a gate that led to the Locus, a mythical Iconian armory and the central hub of their gateway system.

The Romulans and the Federation struggled briefly at the Locus for control over the site, but Starfleet was forced into retreat. When they reassembled a force to return to the Locus, they found the gate on Occa sealed, and were unable to reopen it. It is unknown what happened to the Romulans at the Locus. Based on information gathered from the first mission, there are some analysts in Starfleet Intelligence that suspect that they have been overcome by the Iconian technology and driven insane.

elected Ministers not only work here, but live here too, further disconnecting them from the general population.

4.10 POPULATION

Occa has over 100 million inhabitants, the majority of which are xenophobic Humans. Unbeknownst to the population, there are a few non-Occan Humans and disguised aliens living amongst the population. These are usually Federation sociologists and anthropologists, but non-Federation races have been known to perform intelligence operations on the world.

4.11 GOVERNMENT

On paper, Occa's government was a constitutional democracy, but in practice, it had morphed into a self-perpetuating oligarchy that was ruled by a corrupt group of wealthy elite. Few people had faith in the government by the time that the Dominion came to Occa.

After the war, as the direction of Occa seemed increasingly unclear and a variety of ideologies vied for the Presidential power base, the walls of the Old City were torn down and New Florida was reunited. The poor finally had hope after a hundred years of disenfranchisement.

4.12 RELATIONSHIPS

Despite the change in political climate, most Occans are still prejudiced against non-Humans. Reactions to aliens will vary in proportion to how close to Human the alien appears. Humans are treated with cold mistrust, while more exotic species are greeted with seething animosity. Centaurans and Betazoids, for example, are treated with suspicion, where Cardassians or Ferengi are treated with hatred. Despite the intensity of emotions, few Occans would resort to violence at an alien's presence, but even so, the Federation warns that non-Humans visiting Occa do so at their own risk.

4.13 BESTIARY

Occan Mountain Bear

Type: Pouncing Hunter

Size: 600kg, 2m

Form: Large, bipedal creature with short brown fur. Has

black horns similar to a ram's.

Attributes: Fitness 4 (Strength 3) (Vitality 1), Coordination 2 (Reaction 3), Presence 3, Instinct 3 (Ferocity 4) (Perception 1)

Base Movement: 30

Resistance: 12

Special Abilities: Stealth 3, Alertness +2

Weapons: Claws (7 pts), Bite (9 pts)

Description and Additional Notes: The Occan mountain bear is a bipedal creature that makes its habitat on the slopes of Occa's mountains. It will not attack large groups, but rather stalk the group and wait until an individual is separated from it before pouncing with its two powerful arms. It has coarse and wiry short brown fur. Its horns are similar to a ram's, except that they are jet black. Some hunters on Occa collect these horns. If overwhelmed in an attack, it will flee.

Frilled Occan Lizard

Type: Grazer

Size: 50kg, 1m

Form: A long, slender lizard with a horned ridge running down the spine to a deadly-looking spiked tail. Adults have a neck frill that, when dramatically displayed, is at least a meter across.

Attributes: Fitness 2, Coordination 3 (Reaction 3), Presence 2, Instinct 3 (Ferocity 1) (Perception 2).

Base Movement: 10

Resistance: 2

Special Abilities: Stealth 5

Weapons: Claws (1 pt), Bite (2 pts), Tail barb (3 pts thrown, 4 pts strike)

Description and additional notes: The Occan frilled lizard has the ability to blend in with its surroundings using color and pattern camouflage. It picks its way slowly from tree to tree, consuming leaves and fruit. If it is startled, it will display a warning frill intended to frighten the aggressor away. If the danger does not immediately withdraw, the lizard will launch 2-12 of its tail barbs at the aggressor and then will attempt to flee. If the aggressor pursues, the lizard will run until cornered, and then it will defend itself by whipping its tail. It can only launch barbs once in an encounter until it grows another set, which usually takes about five or six hours.

Fire Owl

Type: Scavenger

Size: 10kg, .5m

Form: A large red and black bird that has qualities similar to a terran owl. When the bird spreads its wings, it is easy to see where the fire owl gets its name: the pattern made by its red feathers resembles flames.

Attributes: Fitness 2, Coordination 3 (Dexterity 2), Presence 4, Instinct 4 (Ferocity 3)

Base Movement: 50

Resistance: 1

Special Abilities: None

Weapons: Claws (1 pts), Beak (3 pts)

Description and additional notes: The Fire Owl is a meat-eating scavenger, using piracy as its primary feeding strategy. It will dive-bomb and harry dining predators in the hopes that they will abandon their meal. This activity will draw the attention of other fire owls within three kilometers, who will subsequently show up to assist. If the predators abandon their meal, the fire owls will take it. Fighting amongst the fire owls only occurs when there isn't enough of a carcass to go around.

Crabbit

Type: Pouncing Predator

Size: the body is about .25 meters, the legs and antennae are up to .5 meters long, they weigh up to 5 kg at full maturity.

Form: A six (6) legged furry crustacean with two long flat ear-like antennae

Attributes: Fitness 3 (Strength +1), Coordination 2 (agility +2), Presence 4, Instinct 4 (Ferocity +1)


Base Movement: skitter 5/10, jump 15

Resistance: 1

Special Abilities: Athletics 2 (Jumping +1, Grapple, +1)

Weapons: Claw Hooks 2, Antennae Stingers 4. Claws do 1+1d6 points of damage, plus neurotoxin does 10+5D10 in 20% increments over 5 minutes

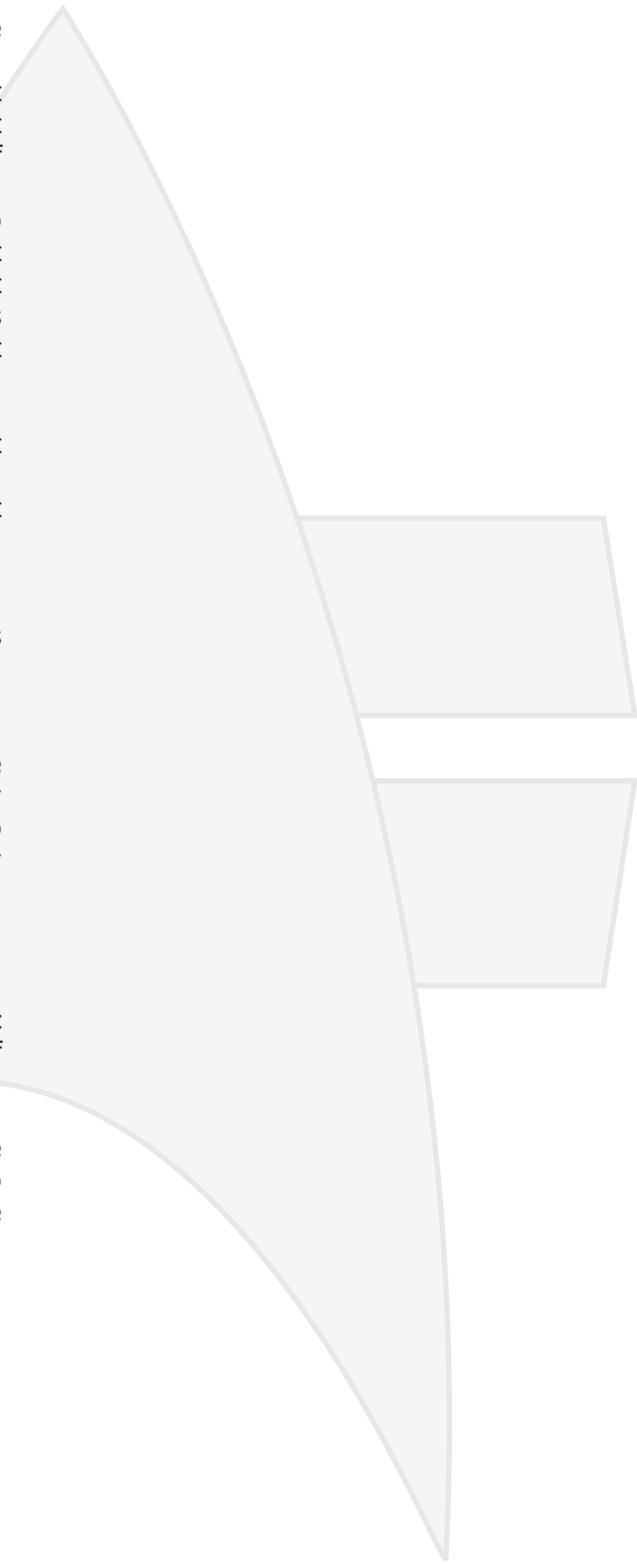
Description and additional notes: Cute as tribbles but deadly, the Crabbit is an extremely dangerous predator that inhabits the tropical forests of Occa. About the size of a large house cat, they look so much like cute and plushy crabs with six legs and completely covered in



a fine white downy fur. They have six eyes three on each side of the front of their body and sport two flat, long, back-swept antennae that look like rabbits ears and they move generally by hopping around. Hence Crabbit. But Crabbits are not the docile, frolicking forest creatures they appear to be. It is all part of their ploy. Acting unafraid and unthreatening, crabbits seduce their prey to come closer to them. If alone they will ferociously jump at their prey, or if in a hunting pack they will act as bait while their partners drop from the trees above, trying to dig the retractable hooks at the ends of they claws and legs into they targets soft tissue and then attempt inject them with a paralytic neurotoxin in the stingers at the end of their rabbit-ear like antennae.

Whether the target breaks free or not of the attacking crabbit (or crabbit swarm), the neurotoxin begins to work immediately, spreading paralysis throughout the body. Within five to ten minutes, the target is usually immobilized in a form of bio-stasis, almost totally indistinguishable from death.

The neurotoxin also acts as a pheromonal tag, so all the crabbits in the same colony as the crabbit(s) that stung the prey can find it. At that point they work as a group to cocoon their prey and then continuously resting the body. Over-saturation of the neurotoxin causes the targets body to break down at a genetic level into an organic slurry within an hour which the colony can feed on over a period of a day or to. The same hunting tactic is used during mating season, but instead of feeding on the organic slurry in the cocoon they deposit eggs and biological fertilization agents. Baby crabbits will hatch and consume the slurry (and themselves as they fight to escape). A human sized cocoon will produce up to a dozen surviving baby crabbits which can then grow to maturity within an additional 72 hours after breaking free. Crabbits have a life cycle of roughly one Occan year.



5.0 TRELAB

***"In a time of universal deceit,
telling the truth becomes a revolutionary act."***

-George Orwell

5.1 HEAT AND LIGHT

Trelab is a hot, arid world with two moons. Ecologically, it is a planet that is reminiscent of Vulcan. It has twin suns that beat harshly down on the rocky terrain of the planet. Toward the equator, where rainfall is greatest, there are some tracts of arable land, but deserts cover much of the rest of the landscape. Scraggly vegetation clings tenaciously to the cragged, ancient mountains. Toward the poles, the climate becomes a frozen wasteland of permafrost.

The oceans of Trelab have a high saline content, and fresh water is hard to come by. Settlements congregate where fresh water can be found, and through their use of irrigation techniques, the Trelan people have managed to cultivate a widespread culture despite the difficult conditions on the world.

5.2 THEY PASSED THIS WAY

The earliest known explorers of the Dulcais sector were the Romulans, who surveyed the region in the year 412 as the diaspora fleet passed through. As they paused at the edge of the sandstorm to regroup, scouts were sent out to explore Dulcais and IrDOSIA. Both planets were rejected as a new home, so the fleet moved on, but not before leaving behind a straggler: The *Trela*.

The *Trela* had been suffering significant engineering

TRELAB

Class: M

System Data: Proto-Romulan planet with two moons

Gravity: 1.22

Year/Day: 166/19

Atmosphere: Oxygen/
Hydrogen/Nitrogen

Hydrosphere: 63%

Climate: Arid

Sapient Species: Trelans

Tech Level: Level 3 (Bronze Age)

Government: Feudal Dictatorship

Culture: Trelan

Affiliation: Interdicted

Resources: Average

Places of Note: Trelan Palace

Ship Facilities: None

Other Notes: The Trelan are descended from the survivors of a crashed Romulan ship, crossbred with a species called the Grel.

problems after she had been struck by a plasma discharge emanating from the Sandstorm. As she limped after the main fleet, it rapidly became apparent to the crew that they did not have the necessary supplies to continue their journey. They had no choice but to land on the nearest habitable planet and establish a splinter colony. They gambled on a system that had yet to be surveyed, their only intelligence available to them was that the star had a 45% probability of having a habitable world.

The crash onto Trelab was as spectacular as it was deadly, killing two-thirds of the 1,500 souls on board and leaving every survivor with some degree of injury. The survivors emerged from the charred wreckage to find an arid landscape reminiscent of the world they had just left, but even less hospitable. Scouting parties were sent out to search for food, water and shelter, but none were found within the immediate area. Without the help provided by an indigenous population, the survivors would have surely perished.

5.3 GREL

The crash attracted a tribe of curious and simple primitive peoples who called themselves the Grel. They approached the wreckage with native awe, believing the early Romulans to be gods. Those survivors who were mobile enough were escorted to a Grel village many kilometers away, given a feast in honor of their arrival and showered with offerings of food, water, women, and medicine. The early Romulans took full advantage of this relationship, and further exploited it by immediately enslaving the Grel.

The Romulan plan was to breed a new servitor race that would eventually inherit the planet. They knew that their gene pool was unsustainable, so through selective breeding they could eliminate the traits in the Grel that they found undesirable. It was at this time that the early Romulans imposed a new social class upon the Grel: the Aristocracy. This social engineering group was designed to be exclusively Romulan for as long as possible, but it would ultimately be handed over to their children, the Trelan.

Three years after landing on Trelab, the first Romulan-Grel hybrid was born, and the Trelan race began. Through the Aristocracy's manipulations, the Trelan rapidly became the most widespread race on the planet. Within 100 years, there was one Trelan for every two Grel on the planet's surface, and after three more generations, the Trelan outnumbered the Grel by a significant margin.

The Trelan had a distinct educational advantage over the Grel population. Trelan children were instructed by the Aristocracy in agriculture, tactical warfare, engineering and tool-making. To keep the natives ignorant, laws were enacted that banned educating them.

In 672, weary of mistreatment, the Grel began a guerilla

rebellion against the Trelan that lasted for over two hundred years. Lacking the methods and technologies of warfare held by the Trelan, the Grel had few tactical victories and little hope of success.

Despite generations of breeding first with the Grel and then the Trelan, the aristocracy was forced to inbreed to support itself, which led to the first appearance of physical deformities in the year 822. The Romulans withdrew into seclusion as a result, ruling exclusively from the shadows, and the Aristocracy faded from the public's consciousness.

The wars between the Trelan and Grel continued until the year 936, when the Aristocracy's policy of genocide toward the Grel had matured and the last member of their race was put to death. By this time, pure-blooded Romulans had also become an endangered species, and more and more Trelan took positions amongst the Aristocracy. Both the Romulans and the Grel are now extinct, but the fingerprints of their races have been left behind in the Trelan.

5.4 THE TRELAN

The Trelan people are humanoids with dark hair that ranges from brown to jet black, although some Trelan men dye their hair in different colors. Faint v-shaped ridges on their foreheads and slightly pointed ears tie them to their Romulan antecedents. Their complexions tend to be darker than that of Romulans, and range from swarthy to a deep onyx black. There are approximately 600,000 people in their society, spread out in small villages across the planet. Trelan only live about 80 years at the most.

A trait inherited from their Grel ancestry is the way that their bodies metabolize and store water, allowing them to go up to three weeks before becoming dehydrated (this is reflected by the Excellent Metabolism Advantage, but only applies toward resisting the effects of dehydration).

5.5 CULTURE

The Trelan culture is inherited from both of its parent cultures. From their Romulan forefathers, they have inherited enough knowl-

EPISODE SEED

Going Native

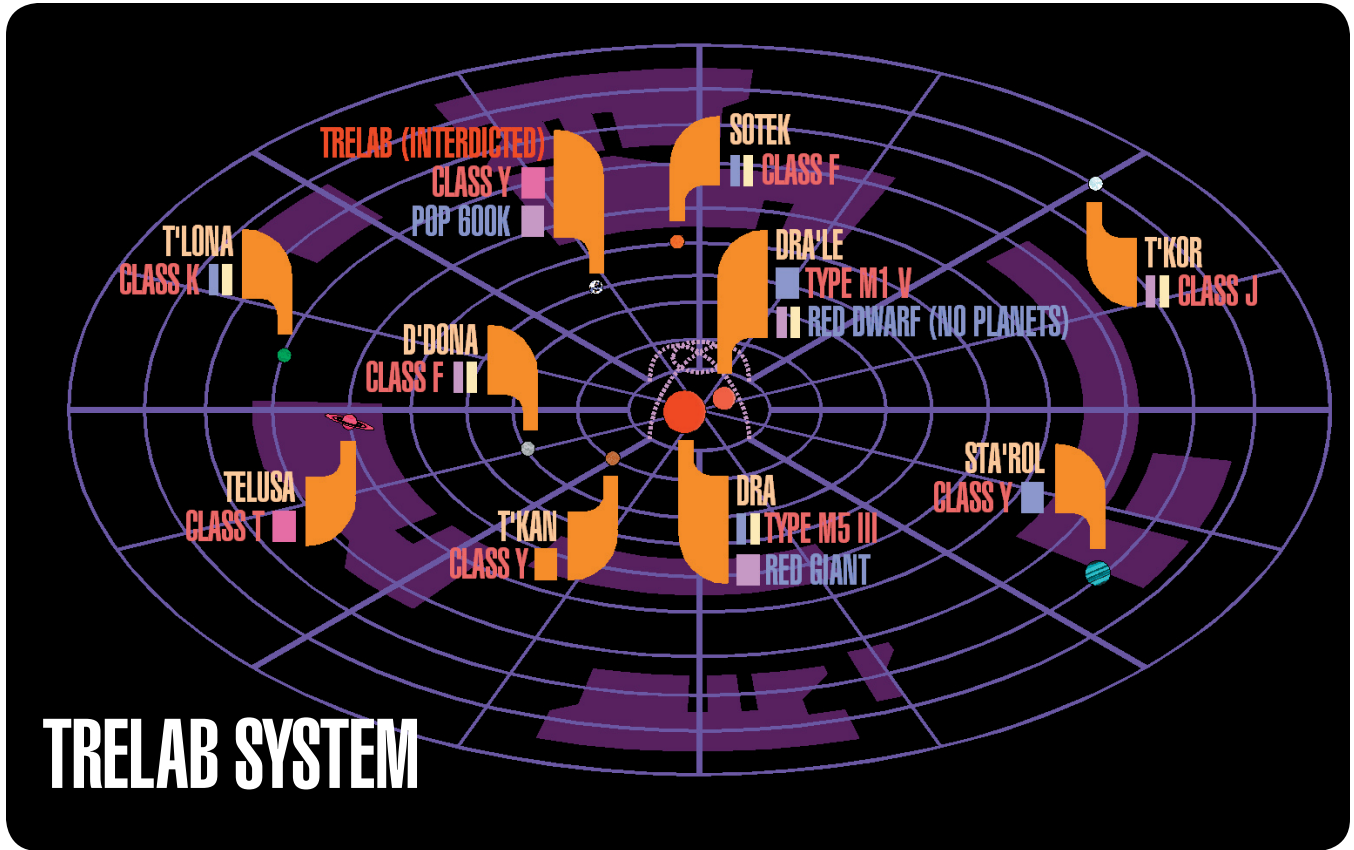
While using the 87732 Observatory to examine IrDOSIA, Starfleet Intelligence detected a Romulan subspace signal from its surface that cannot be decoded. It is surmised that the Romulans have established a presence on the planet. Starfleet officers have been assigned to infiltrate Trelab using native disguise, find the Romulans, and discover their intent, all while maintaining the Prime Directive...

edge to maintain their civilization at a bronze-age level, however their difficult existence hinders rapid technological innovation. From their Grel mothers, they inherited a passion for art and music. They are a feudal society, ruled by a group of powerful Trelan families called the Aristocracy. The people subsist through limited agriculture at the equatorial regions, and by hunting and gathering in the drier regions. They are a stoic and practical people, favoring direct action over debate.

Villages tend to be populated from 150 to 1,000 individuals. At the equator, where agriculture is predominant, villages tend to have higher population concentrations.

The Trelans hold family ties to be extremely important, and it is not uncommon for many generations to live together in one household to help support each other. In spite of their hard existence, most Trelans are literate. Children are educated by village elders in reading, writing, history and the traditions of their people. Each village has its own designated scribe, and this scribe maintains the village archive, which is usually a stone building central to the village. Most Trelan writing is recorded on vellum and while printing press technologies do exist, the lack of paper creates a significant problem for publication of much more than official propaganda and doctrine.

The Trelan still believe in a bastardized form of D'Era called *Dra*. This is less of a demiurge and more of an oral tradition that has passed down through generations of Trelan. It is part myth, and part historical fact. They believe that their ancestors slew an evil race



System Type: Dra (Trelab A) is a M5 III Red Giant, and Dra'Le (Trelab B) is a M1 V Red Dwarf.

Inhabited Planets: The third planet is Class-M, and is inhabited by the Trelan.

Other Planets: T'Kan is Class-Y. D'Dona and Sotek are Class-F. Telusa is a Class-T ringed giant. T'Lona and T'Kor are Class-K, and Sta'Rol is a Class-J Jovian gas giant.

Other Stellar Objects: A comet that the Trelans call the Star of Trela is seen every 22 years.

Artificial Objects: None.

Notes: Every 184 years, Dra'Le erupts in spectacular solar flares. The Trelan call this period the *D'Tallan*.



TRELAB



• CASTLE - - - - EQUATOR

TRELAN

The Trelan are descended from Romulans who crashed on Trelab over 2,000 years ago. They resemble Romulans physically except for darker skin, but their internal organs differ considerably from their progenitors. They have pointed ears, faint v-shaped foreheads, and skin tones that range from swarthy to onyx.

Attributes

Fitness 2 [6]
Strength +1
Coordination 2 [5]
Intellect 2 [5]
Perception +1
Presence 2 [5]
Empathy +1
Psi 0 [5]

Skills

Culture (Trelan) 2 (3)
Dodge 1
History (Trelan) 1 (2)
Language
Trelan 2
Bargain (Barter) 1 (2)
Primitive Weapon (Sword) 1 (2)
Unarmed Combat (V'canda) 1 (2)
World Knowledge (Trelan) 1 (2)

Advantages/Disadvantages

* Excellent Metabolism +1

* A Trelan's Excellent Metabolism applies only to resisting the effects of thirst or dehydration.

of beings named the V'can on a far away planet. The ancient Trelans then conquered the stars, seeking out a new and better home. Finding themselves alone in the universe, they decided to settle on Trelab. Beyond this idea of their heritage, they have no use for religion, as they believe the Trelan are the pinnacle of the universe.

There is no system of currency on Trelab, and all trade is done via barter. Tools are highly prized commodities, as are fresh vegetables and meat. Traders from the colder regions will trade vellum for vegetables from the equator. The Trelan are a practical people, and they have little use for luxuries such as precious metals or gemstones, and unless an object serves an identifiable, practical purpose, it is not likely to be worth very much. The only exceptions to this are primitive mechanical toys that are deemed very valuable by the Trelan, who regard them as curiosities. The craftsmen of these toys are usually part of the Aristocracy, having access to the Aristocracy's ancient library of advanced knowledge, and the Aristocracy are the only people on the planet who can afford them.

Since the Grel were defeated, the Trelan find the idea of war to be abhorrent. Fighting each other is an alien concept to them, as they believe in equality of all Trelan.

Disputes between families are settled via a ritualized wrestling match called *V'canda* (literally, 'Vulcan Death'). Despite the entomological origins of the name, it is a martial art that emphasizes grappling and pushing. The purpose is to get the opponent out of a ring (called the *ormaat*) while the rest of the village watches on. Each village has a public *ormaat* where this takes place. Disputes at the village level are handled at the castles of the Aristocracy, where the D'Kan (village leaders) will perform the *V'canda*. These matches draw huge crowds from across the countryside. The winner of a *V'canda* match is the winner in the dispute. *V'canda* matches follow the standard wrestling rules.

5.6 TECHNOLOGY

Early life on Trelab was difficult, and much of the knowledge that the Romulans brought with them to the world has been forgotten. On average, the technology is equivalent to the Terran's bronze age. There are some significant advancements, however, that have been passed down through the ages. Agricultural methods are more advanced than the typical Tech Level 3 world. The Romulans brought with them advanced methods of irrigation and aqueducts, and most villages have either a well that is fed by a diverted stream, or has been drilled down into the water table.

The Aristocracy has the highest level of education. They are the keepers of the ancient knowledge inherited from the Romulans and passed down from generation to generation. The Romulans instilled within the Trelan a thirst for knowledge and solid scientific methods, and there are a number of scientists throughout the Aristocracy. Fields of study range from astronomy to physics, and there is even a eugenics program with detailed records dating back to the creation of the Trelan race. Accurate histories of the ancient Vulcans, the Romulan diaspora, and the Trelan are archived at the Trelan Palace, but this knowledge is not shared with the general population.

5.7 GOVERNMENT

The Aristocracy rules over the general population through a series of feudal contracts. The general population lives in villages scattered across the planet, and each village group is ruled by some member of the Aristocracy from a stone castle. The Aristocracy appoints the leaders of each village, and these leaders are called D'Kan. Usually, this is the strongest male, but some matriarchs of large families have become D'Kan as well.

At the apex of government is the D'Ban, the ruling dictator of the world. The position is not unlike a king's. Initially, this position was elected among the Aristocracy, but as the Romulans died out and the Trelans took over, it became an inherited title. All of the Aristocracy pays tribute to the D'Ban, who rules from the Trelan Palace, an isolated castle that holds the ruling family. There are no support villages near this particular palace, but many Trelan families live within the enormous structure to serve the D'Ban family.

5.8 INTERDICTION

Starfleet considers Trelab to be interdicted under the umbrella of the Prime Directive, but is unable to protect it due to their location in the Romulan Neutral Zone. What is known of their history has been pieced together from the Vulcans (who visited the world in 2112) and from information uncovered during recent covert sociological

survey expeditions by Federation Science Council teams. The Romulans have allowed two such expeditions into the Neutral Zone to study the Trelans.

The existence of the Grel had long been suspected by anthropologists due to the difference in Trelan appearance from that of modern Romulans. No archeological proof was forthcoming until 2375, when an ancient Grel village was uncovered by one of the Federation archeological teams. The Romulans have since closed Trelab's borders to further studies.

5.9 BESTIARY

Bornont

Type: Scavenger

Size: 300kg, 3m

Form: A large, grey bat-like creature used as a flying steed. It has red eyes and hairless, leathery skin. The wingspan of the creature is over 6m.

Attributes: Fitness 3 (Vitality 3), Coordination 3 (Dexterity 1), Presence 2 (Willpower 3), Instinct 3 (Perception 2)

Base Movement: 2/60

Resistance: 9

Special Abilities: Excellent Sight +2, Bold (+1)

Weapons: Claws (5 pts)

Description and Additional Notes: The bornont is a bat-like creature that lives in caves by night, and by day it comes out of the caves to search the deserts for food in the form of carcasses. The Trelan have domesticated these animals, using them as hardy, fearless flying steeds. The bornont's ground movement is awkward and slow, but when in the air it is unmatched in its speed and nimbleness. If treated well, tamed bornonts are very dedicated and protective of their masters, even fighting ferociously beside them in combat.

Lotinar

Type: Chaser

Size: 110kg, 1m

Form: A brown, leathery mammal with four legs.

Attributes: Fitness 2 (Strength 1), Coordination 3

(Dexterity 2), Presence 1, Instinct 3 (Ferocity 3)

Base Movement: 12

Resistance: 3

Special Abilities: Excellent Metabolism +1, Excellent Chemoreception +1

Weapons: Claws (4 pts), Bite (5 pts)

Description and Additional Notes: The Lotinar is a chaser that lives in the deserts on Trelan. When hunting, it lifts rocks to seek out prey that is trying to shade itself from the sun. When the prey bolts from the safety of its hiding place, the Lotinar will chase it down. The Lotinar is a tenacious hunter, and if it knows that there is stubborn prey under a rock, it will wait out the animal and attack when it shows itself.

Korronin

Type: Gatherer

Size: 1kg, .3m

Form: A small, furry tailless rodent.

Attributes: Fitness 1, Coordination 2 (Reaction 1), Presence 3 (Empathy 2), Instinct 1

Base Movement: 3

Resistance: 1

Special Abilities: Excellent Hearing +2

Weapons: Bite (1 pt)

Description and Additional Notes: The Korronin is a desert rodent that feeds off of a pulpy cactus-like desert plant. It usually makes its burrow at the base of these plants. It digs a small cavity out of the plant, and water will collect there. Some Korronin have been domesticated and make excellent pets.

V'gaafan (Cave Maw)

Type: Filter

Size: 1000kg, 10m

Form: Huge, blobbish

Attributes: Fitness 5 (Vitality 2) (Strength 3), Coordination 1 (Reaction 3), Presence 1, Instinct 3

Base Movement: 0

Resistance: 12

Special Abilities: Excellent Metabolism

Weapons: Crushing maw (10pts), Digestive juices (1pt)

Description and Additional Notes: The V'gaafan are huge, blob-like creatures that has no internal skeletal structure. It hides itself in caves, and when an unwary creature enters

the lair, the V'gaafan will chomp down upon the victim. If the creature survives three turns of the crushing attack, the V'gaafan begins to secrete digestive juices that begin to break down the victim.

Vik'nal (Carrion Vine)

Type: Filter

Size: 8m in length

Form: A vine about 5 inches in diameter

Attributes: Fitness 1, Coordination 3 (Reaction 2), Presence 1, Instinct 2

Base Movement: 0

Resistance: 2 (4 against fire)

Special Abilities: Fire resistant

Weapons: Thorn (1 pt)

Description and Additional Notes: The Vik'nal is a Trelan vine that is found in the equatorial regions. When someone gets near the vine (within .1 meter), it will attempt to strike with a thorn. The attack injects a seed-pod into the target, which is sheathed in a hallucinogenic gel. The effects are almost immediate. In 24-48 hours, the victim will die as the seed follows neurological activity and embeds itself at the base of the brain. After the victim dies and decays, within 6 months a new Vik'nal will bloom at that spot. The Trelan prize the hallucinogenic seeds for brewing a tea used in ceremonies.

6.0 IRDOSIA

"Science is one thing, wisdom is another."

-Sir Arthur Eddington

6.1 CRYSTAL GARDENS

IrDOSIA is a Class-M world with three moons. The poles are frozen ice packs, but no land masses connect them to the more temperate continents. The planet is reminiscent of primordial worlds, as the native inhabitants have left little mark upon its surface except for a complex network of foot-paths that weave a web across the land. Ecologically, the planet is teeming with flora and fauna. The weather is moderate and food is plentiful.

Despite being a veritable Garden of Eden, the planet holds a dark secret under its rich, black soil. Extending across the entire world, a few dozen meters below the surface, lies a crystalline lattice of dicosilium. Dicosilium is normally stable until it is exposed to nadiion radiation fields. Advanced technology systems such as tricorders, phasers, PADDs, or communicators cause the crystal lattices to destabilize, and giant obelisks of dicosilium will burst forth from the ground. Cultural anthropologists studying the IrDOSian people have to use nadiion-shielded technologies when on the surface to prevent continuous eruptions of destabilized crystal.

6.2 IRDOSIANS

The native people on the planet call themselves the IrDOSians. They are hunter-gatherers, a nomadic people who are always on the move. They have ruffled ridges running

IRDOSIA

Class: M

System Data: Proto-Romulan planet with two moons

Gravity: 1.22

Year/Day: 482/32

Atmosphere: Oxygen/Hydrogen/Nitrogen

Hydrosphere: 68%

Climate: Moderate

Sapient Species: Irdosians

Tech Level: Level 1 (Stone Age)

Government: Tribal

Culture: Irdosian

Affiliation: Interdicted

Resources: Rich in dicosilium

Places of Note: Kakklatan Peaks

Ship Facilities: None

Other Notes: The Federation maintains an anthropological duck blind on the surface in order to study Irdosian culture and progression. Generally, this is unmanned, but Federation scientists visit it once or twice a year.

from mid-temple to their cheeks, with an average depth of 1 cm. Their skin color ranges from tan to dark brown depending on the region from whence they originate. Their hair colors range from blonde, to brown, to black, and both sexes wear their hair long, often weaving feathers or straps of leather into their locks as tokens of achievement. They are slightly stronger than humans due to the more intense gravity on their world.

6.3 CULTURE

At first glance, the Irdosian culture seems simple, but through careful observation one can see how deep it really is. The earliest known cultural examples from their species are cave paintings that are at least 35,000 years old. Their society has not made any significant technological advancement since that period, but it has not necessitated any.

There are over 250 different Irdosian tribes, each one consisting of between 50 and 70 persons. In areas where food is plentiful, some tribes have been known to grow up to 200 people. Each tribe has their own unique customs, but all share commonalities in their behavior, lifestyle, and religion. Their population remains steady at approximately 150,000 people.

The clothes they wear range from tanned hides to dyed cloths, and both are ornamented with paint, furs, or feathers. They decorate themselves with jewelry made from small bones, or small bits of dicosilium crystal. When on the hunt or engaging in warfare, they paint their faces in decorative, often ferocious patterns.

Men and women have established duties for the tribe. The men gather food, hunt game, fashion tools, and construct shelters. When not engaged in these pursuits, they are responsible for the education of the male children.

The women perform most of the craftsmanship, making clothing, jewelry and shoes out of the bones and skins of animals. They take care of the young children and educate the older female children. The females are also responsible for cooking the meals and drying food for preservation.

Male children are encouraged to play games which hone their skills for hunting and warfare. Young men look forward to the day that they can prove themselves through the Kanalka and join the men in the hunt. Young girls help the women of the tribe in their daily chores. The older girls assist in cooking duties and in rearing the youngest children.

Being that it is a communal affair for the whole tribe, dinner is a very important meal to the Irdosians. The tribe will gather together at sundown, and while they cook, they will discuss the day's activities or what they will do tomorrow. Courses generally consist of cooked meats, stews, fruits, vegetables, and dried meats. Firebread is a special bread that is cooked by wrapping dough made from crushed grain in large, thick native leaves and covering the bundle with hot coals. Firebread has the consistency of Terran cornbread, but tastes

more like a sweet form of wheat bread. After the dinner, the tribe will tell stories or sing songs for an hour or two. After this entertainment period, the women will retire and the men will hold the more serious war councils.

War is part of the lifestyle of the Irdosian people, but it is not war as most people understand the concept. Tribes compete for territory, and being a nomadic people, territories shift and morph without clear boundaries. Combat between two tribes is never serious, and encounters are rarely more than blustering skirmishes. The Irdosians view warfare as more of a game than anything else. Some tribes consider being tapped by an enemy's staff as defeat.

Irdosians are not a wasteful people. When they kill an animal, every part of it is used by the tribe in some form or fashion. The hides are used to make clothing. Bones are used to make tools or other necessary objects for the tribe. Animal fat is used to make dyes and face paints.

Irdosians have made strides in the domestication of several native animals. Ragnas are a large, canine-like animal that have been domesticated as mounts and beasts of burden. The relationship that the Irdosians have with these beasts is similar to that of Bedouin warriors of Terra and their horses. The ragnas provide milk for cooking and drinking, and their woolly fur is shaved regularly to be used for lining sleeping pallets and weaving cloth. The hides of deceased ragnas are tanned and used for decoration, or for construction of the Irdosian lodges. Irdosians will not eat the meat of a ragna unless they have no choice, because the ragna is considered a sacred animal.

Another domesticated animal is the kaxla, which is a large flightless bird that is about the size of a Terran chicken. Their eggs are used as food, and their long tail feathers are used to decorate lodges, jewelry, and clothing. They have keen senses of smell and sight. Some kaxla cocks are trained for use in hunting, where they flush small mammals or avians out of brush for waiting Irdosian bowmen. Kaxlas also make faithful pets. Even though they are not considered a sacred animal, Irdosians are hesitant to eat them.

6.5 RELIGION

Irdosians are polytheistic, and a host of spirits make up the Irdosian pantheon of gods. There are major spirits, such as Nialet and Adoji, and many minor spirits that revolve around the natural world. For example, there are spirits of wind, birds, trees, mountains, etc. Sacrifices are made to the gods for plentiful food, victory in the war games, or gentle weather.

There are special mystics, or shamans, that travel from tribe to tribe. These shamans read and interpret signs from nature. They are highly respected by the tribes, and are fed and clothed by the host tribes. Shamans usually travel alone, though they are required to take on at least three apprentices throughout their lives. The occupation of shaman is open to both sexes, but one must prove themselves a worthy candidate with a spirit quest.

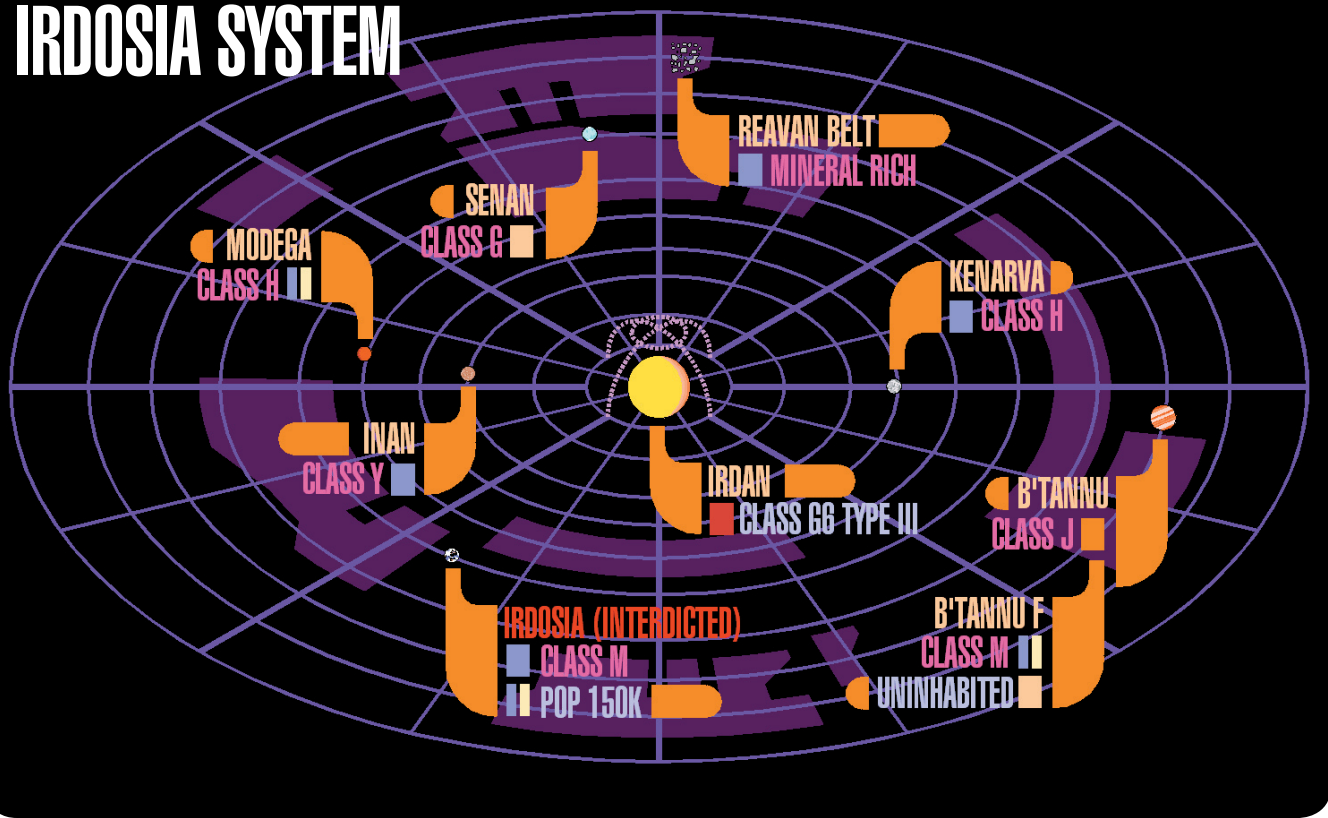
The Irdosians believe in balance and the circle of life. They believe that all things have a place in the universe. To the Irdosians, all things (animate or inanimate) are born, perform their duty or function, and then die. They understand that some things must die in order for other things to live, as exhibited in nature, so they are sure to thank the spirits for what they must take to survive. Their existence is in harmony with nature, and they never take more than they need from the land.

Irdosians do not bury their dead, preferring instead to burn them in funeral pyres. This act releases the deceased's spirit and returns it to Nialet, who gave the deceased his or her spirit in the first place, and thus completing the cycle of life.

6.6 TRADE

In major tribal regions there are established trading posts where Irdosians gather to trade their goods with each other. These could not be considered towns or cities, *per se*, as it is not uncommon to

IRDOSIA SYSTEM



System Type: Irdan is a young Yellow G6 Type III star.

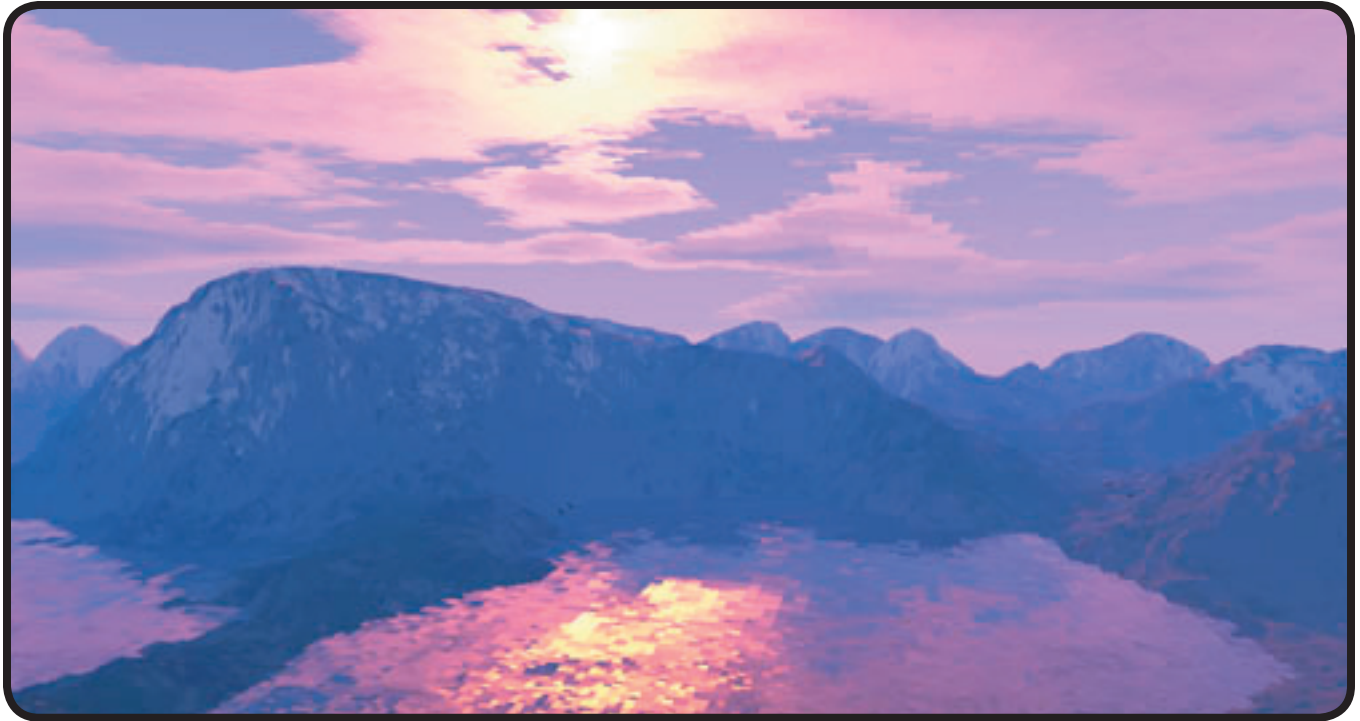
Inhabited Planets: The fourth planet, IrDOSIA, supports life. There is a moon around B'Tannu that is also Class-M, but it is uninhabited.

Other Planets: Inan is a Class-Y hell planet. Kenarva and Modega are Class-H. Senan is a Class-G planet. B'Tannu is a Class-J Jovian.

Other Stellar Objects: The Reavan Belt is a mineral rich belt, but due to Federation interdiction, it cannot be mined by prospectors.

Artificial Objects: None.

Notes: The entire system is classified as interdicted by the Federation Science Council.



IRDOSIA



KILOMETERS
0 2000 4000

▲ TRADING SITE

- - - EQUATOR

IRDOSIANS

The Irdosians are a primitive, tribal people native to the planet IrDOSIA.

Attributes

Fitness 3 [6]
Strength +1
Coordination 2 [5]
Reaction +1
Intellect 2 [5]
Logic -1
Presence 2 [5]
Psi 0 [5]

Skills

Animal Handling (Ragna) 1 (2)
Athletics (Running) 1 (2)
Bargain (Barter) 1 (2)
Culture (Irdosian) 2 (3)
History (Irdosian) 1 (2)
Language
Irdosian 2
Persuasion (Storytelling) 1 (2)
World Knowledge (Irdosia) 1 (2)

Advantages/Disadvantages

Bold +1

EPISODE SEED

Broken Arrow

The cultural anthropologists on IrDOSIA have failed to report in. When Starfleet investigates, they find that the observation post has been attacked and looted by the native population. The situation is deemed critical. The stolen objects must be recovered, the scientists found, and the breach of the Prime Directive must be repaired.

come upon these areas and find them completely deserted. In the center of the trading area is a rock that has been marked in some way to denote it as a sacred place and in what season that trade is available. Usually these ideograms are chiseled into the rock, but some of them are merely painted on.

Irdosian tribesmen will travel to these trading posts each season, where they meet, exchange stories, and trade goods. Sometimes young women are traded at these posts, and even the ugly ones are worth four ragnas. This trade in women is necessary to the survival of the tribes, as it ensures genetic diversity and thereby prevents birth defects. Young Irdosian men who have completed their rites of passage will often go bride-shopping at the posts. Shamen also use the trading posts to recruit new trainees into their arts.

6.7 KANALKA

There is a concept among the IrDOSIANS that has parallels to a custom practiced by the aboriginal Australians of Terra. On Terra, it is called the *Walkabout*, and the IrDOSIANS call it *Kanalka*. The *Kanalka* is a rite of passage that makes a boy a man. In his fifteenth summer, the boy is expelled from the tribe and forced into the wild, where he must take nothing but his senses and what he has learned from his childhood. He must fend for himself for up to six months, during which he is expected to travel, learn the surrounding lands, slay predators of the region, and engage in warfare with other tribes that he may meet. He will often visit the trading posts, and if he has been very successful he can trade for a wife. When he returns to his tribe, only then do they consider him a man.

6.8 MUSIC

The IrDOSIANS love music of all kinds. They know the principles behind musical scales even though they lack other mathematical concepts. They know how to construct flutes out of a tough, hollow reed that resembles Terran bamboo, which they cut and tie together to make something akin to a pan

flute. Haunting drums are created by stretching animal hides over hollowed logs. A subtle percussion instrument is created from hornbuck antlers. There is also a special wind instrument called *larbonna*, which are made from the trunk of a small, straight tree. This tree has a soft core and large bulb at the base. The IrDOSians hollow the pulp out, then allow it to dry. The *larbonna* are a sacred instrument only carried by shamen, and they make an eerie, haunting sound.

While performing their music, IrDOSians will sing of their exploits in warfare, and counterpoint the lyrics with imitations of animal and bird calls.

6.9 GOVERNMENT

The IrDOSians have no centralized form of government. Disputes between tribes are handled via the war games that they play. Territorial disputes are the primary contention between tribes even though there is more than enough land to go around.

6.10 INTERDICTION

The Federation considers IrDOSia an interdicted world in order to protect the natural development of the IrDOSian people. The Federation maintains an anthropological duck blind on the world in order to study the IrDOSians at close range, but the facility is primitive in comparison to other blinds on like worlds because of the dicosilium problems.

In 2373, a Starfleet shuttlecraft crashed on IrDOSia, which caused a violation of the Prime Directive when the officers accidentally revealed themselves to the IrDOSians. It is unclear as of yet what long-term impact this will have on the people of IrDOSia, as shortly after the event they began to believe in a new spirit: "She-Who-Brings-Hernias-From-The-Sky", referring to Lt. Gwen Poole, in command of the crashed shuttlecraft.

Another violation occurred in 2375 when a Rynkan/Teirian battle occurred over the skies of IrDOSia. Several of the ships crash landed on IrDOSia, and the USS Thomas Paine was dispatched to assess and limit the damages.

6.10 BESTIARY

Kaxla

Type: Scavenger

Size: .5kg .2m

Form: A small, brown flightless bird with white mottling on its back. It has a long orange beak.

Attributes: Fitness 1 (Vitality 2), Coordination 3 (Dexterity 1), Presence 2 (Willpower -2), Instinct 4 (Ferocity 1)

Base Movement: 10

Resistance: 1

Special Abilities: Excellent Hearing +2, Excellent Sight +2

Weapons: Claw (2 pts)

Description and Additional Notes: The kaxla is naturally a forest forager, but the IrDOSians have domesticated them to assist with hunting. A kaxla is sent into the bush to scare out other game, and bowmen await to take them down. As a reward, the kaxla is allowed to share in the spoils when the prey is later cleaned, being fed the parts that are not as palatable to the IrDOSians. They perceive their IrDOSian masters as their mates, which instills in the small creatures a fierce loyalty stemming from their propensity to mate for life. Kaxla have been known to attack animals a 100 times their size in defense of their masters.

Ragna

Type: Grazer

Size: 1000kg, 2m

Form: A brown, hairy canine-like creature with four legs and a long muzzle.

Attributes: Fitness 3 (Strength 2) (Vitality 2), Coordination 2 (Reaction -1), Presence 3 (Empathy 3) (Willpower -1), Instinct 3 (Ferocity -2) (Perception 1)

Base Movement: 8

Resistance: 7

Special Abilities: Alertness +2, Sense of Direction +1

Weapons: Bite (3 pts), Trample (2d6 each turn)

Description and Additional Notes: The ragnas are a domesticated steed used by the IrDOSians in a variety of ways. They are relatively slow as steeds go, but they make up for it in their

sharp wits. Ragnas in the wild are herd animals. A ragna has a keen sense of direction, and an abandoned ragna can easily find its way back to its herd even if the herd has moved on.

Savixta

Type: Chasing Hunter

Size: 1.5 m long, 120 kg

Form: Sinuous mustalids with a spade shaped head, two (2) limbs (a powerful rear leg and a more dexterous front leg) and a flat flexible tail.

Attributes: Fitness 3 (Strength+1, Vitality +3), Coordination 3 (Agility +3), Presence 2, Instinct 2 (Ferocity +1)

Base Movement: 4 (Walk Hopping), 15 (running)

Resistance: 1

Special Abilities: Athletics 3 (Running +3)

Weapons: Bite (3) 3+2d6 Damage, Rear Kick (4) 6+3d6 Damage

Description and Additional Notes: Lightning fast, the Savixta inhabit the verdant plains of IrDOSIA. Unlike humans that are lateral bipeds, the Savixta are one of the rare examples of a linear biped where they have a pair of legs one in front of the other, rather than side by side. Evolutionary biologists believe that the Savixta were originally quadrupeds but over time their fore and hind legs grew together. These powerful limbs give the Savixta almost unheard-of agility when moving at their astonishing speeds (almost 70 miles an hour), and combined with their extremely flexible bodies allow them to pivot and lean through sharp sharp turns like ancient earth motorcycles. Their spade like head with it's broad toothy mouth rests on a long power neck and they sport long flat tails, which in tandem with the head as a counterweight, make the seemingly ungainly creature much more stable then they would seem and even allow them to push themselves up if they are not standing. Savixta live in loose prides.

Tultze

Type: Pouncing Scavenger

Size: 2m long (including 1m tail), 2m wingspan. 10kg

Form: Velociraptor-like avians with translucent green and blue scales and leathery membranous wings.

Attributes: Fitness 2 (Vitality+2), Coordination 3 (Reaction +2), Presence 2, Instinct 3

(Perception +1)

Base Movement: 3/6 jump

Resistance: 2

Special Abilities: Flight (30m per round), Athletics 2 (Jump +2)

Weapons: Bite 3 (2pts), Claws 4 (6pts)

Description and Additional Notes: Tultze (meaning Winged Friend) are velociraptor-like avians native to IrDOSIA sporting translucent blue and green scales that rise slightly from their bodies and sweep back like feathers. Their rear legs, ending in two curved dewclaws, are squat and powerful and unable to move independently from each other much like an earth kangaroo's and are used to jump and pounce on their prey or so they can gain enough height to unfurl their broad membranous wings. The main foot claws are used to grasp and rend prey they swoop down or pounce upon, or hold onto a perch. They have a small pair of arms at the base of their sinuous neck ending in dexterous claws which they use to handle food or move their eggs or groom. Tultze eggs are almost transparent and highly prized by the IrDOSIANS because if one can successfully imprint a baby Tultze they will have a loyal and trustworthy companion for life. Prized as a hunting animal when trained, IrDOSIANS who have a Tultze companion are called Tultzanki, or Wing Brothers.

7.0 SIINOGA

*"What, drawn and talk of peace?
I hate the word. As I hate hell, all
Montagues, and thee."*

*- William Shakespeare
"Romeo and Juliet"*

7.1 ANGRY PLANET

Siinoga is an arid, volcanic M-Class world, and only the thinnest line separates it from being Class-K. One moon circles the planet. The atmosphere is thinner than Terran standards, and atmospheric pockets with high concentrations of hydrogen encourage seemingly spontaneous combustion to occur. Visitors to the world do not require breathing assistance, but most humanoids will quickly become winded under the high temperatures, thin atmosphere, and heavy gravity. At the poles, there is kilometer after kilometer of tundra and permafrost, covered by verdant arctic grasses. The rest of the world is hot, dry, and rocky. Wind whips down canyons and across the plains, creating violent electrical storms.

In the warmer regions of the world, there are plants in the form of hardy, durable shrubs and cacti, but there is no vegetation on the surface that is taller than 2 meters.

7.2 RISE OF THE BUGS

Most of the data on the Siinogans come from the Klingons, who have had more interaction and experience with the insectoid race than the Federation. If the Siinogans themselves are to be believed, their race began over 20,000 years ago when Goddess, their species Queen, was born. She was the first sentient Siinogan, having crossed the line from

SIINOGA

Class: M

System Data: Siinogan homeworld

Gravity: 1.12

Year/Day: 266/42

Atmosphere: Oxygen/
Hydrogen/Nitrogen (Thin)

Hydrosphere: 50%

Climate: Arid, Volcanic

Sapient Species: Siinogans

Tech Level: Level 5 (Low Federation)

Government: Theocratic Hive

Culture: Siinogan

Affiliation: Unaffiliated

Resources: Mineral Poor

Places of Note: Yllangrian Falls

Ship Facilities: Small Orbital Base

Other Notes: The Siinogans believe they are The Blessed, and that all other species are inferior. They are a minor space-faring race.

simple insect to a thinking, self-aware creature. According to Siinogan legend, she and her progeny destroyed the other proto-Siinogans, making her brood the dominant race on the planet.

7.3 THE SIINOGENS

The Siinogan people are created in a brooding chamber by Goddess or the Hive Queens. There are seventeen distinct sub-species as noted in the Klingon records, but since the Dominion war, three more additional sub-species has been cataloged by Federation researchers. Each sub-species varies in appearance and abilities according to their function within the Hive, but all share common characteristics.

All Siinogans have segmented bodies. They have from four to eight legs, two of which are often large and capable of opposable grip. They always have two primary, multi-faceted eyes. Most are incapable of communication with non-Siinogans.

Siinogans have very little in the way of ambition or ego. They exist solely to serve their Hive Queen, and through her, Goddess. Most of them have only a rudimentary intellect which is required of the tasks that they have been bred for. Those who have to operate technologies (such as the Pilots), those who have to communicate with alien cultures (such as the Diplomats) and the Priests have higher cognitive reasoning skills. Certain Siinogans, however, have evolved beyond that of a simple drone, and are beginning to understand the concepts of self-desire, self worth, and the seemingly strange emotional states of others. This evolved state is best hid from their brethren, as those who are found to deviate too far from the norm are branded as sick, and are brought before the Priests for "reprocessing", the Siinogan procedure of properly killing the sick and liquefying the dead as nourishment for the living.

Siinogans perceive the world not just with their eyes, but also with pheromonic sensors in their feather-like antennae. Half of the Siinogan language is conducted via scent, making it next to impossible for non-Siinogans to comprehend or learn to speak it. Only Goddess, the priest drones, and the Hive Queens can use the written form of the Siinogan language.

7.4 GODDESS

Goddess is the name of the primary Queen of the Hive. It is unclear whether or not this Queen is the original First Queen, but one thing is certain: the Queen that the Siinogans call Goddess is very old, and is reportedly a powerful psionicist.

All Siinogans are bred to worship Goddess without question. To them, she is the ultimate authority in the cosmos, and when she speaks it is considered a sacred pronouncement. She rules the Hive from an enormous underground cavern, where thousands of `priest

drones' protect her and tend to her every need.

These priests have a higher intellect than a majority of other Siinogans and it is speculated that they act as a council for Goddess. These priests also act as the principle communicators between the wishes of Goddess and her Hive Queens.

Initially, the one Queen ruled the entire colony, but as the Siinogans expanded across the world and management of the colony grew beyond the ability for direct control, sub-Queens were bred to rule portions of the hive. These sub-Queens, or Hive Queens as Federation researchers call them, are created with only a rudimentary intellect and an overwhelming drive to serve Goddess.

Curiously, Hive Queens are born as special male drones and are chemically 'activated' by another Hive Queen. These drones are called Princes. The conversion of a prince into a Hive Queen is a chemical imprint process that takes about a year to complete. This process changes the genetic structure of the drone, which swaps their gender to female. The drone evolves into a Queen that can only breed other Siinogans if Goddess has given her the ability to lay eggs. Goddess alone retains the ability to make the Prince drones.

7.5 BIOENGINEERS

Siinogans are considered by the Federation to be the ultimate natural bioengineers. Through a process that is still a mystery to 24th century science, Goddess is able to breed Siinogans based on the Hive's identifiable needs, providing the Hive with total flexibility and adaptability as a species. Interestingly, a Hive Queen can also breed Siinogans, but it can only produce those that she has been imprinted with from her birth. This keeps the power base exactly where Goddess wants it: with herself. This ability to change their basic DNA structure with such subtlety--and completely lacking the problems of genetic resequencing that so many humanoid species experience from such treatments- is an evolutionary marvel in which the Federation and other stellar empires are highly interested.

Despite this genetic flexibility, the Siinogans are an uncreative race. They do

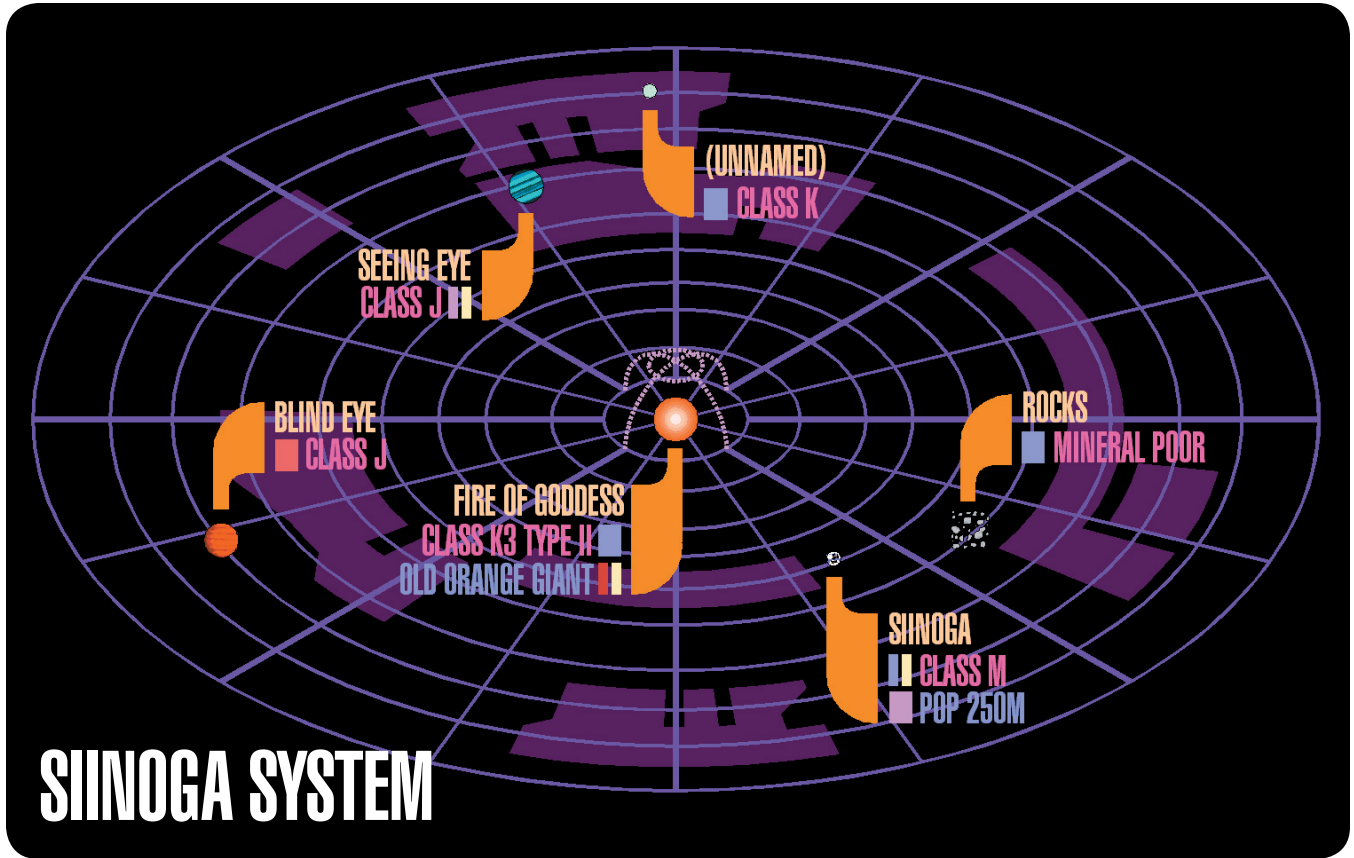


not perceive the universe in the same way that humanoids do, and they will attempt to solve new problems by repeatedly applying unworkable solutions. They have a difficult time adapting to rapidly-changing scenarios, and do not have the instinct that humanoids do to be flexible in circumstance.

7.6 STOLEN TECHNOLOGY

Until the 22nd century, the Siinogans had never considered the possibilities that the stars had to offer. They couldn't imagine other planets, much less the other species that could inhabit them. They had regarded the stars as wholly insignificant, taking them for granted.

Then, the Vulcans came to Siinoga in 2139. The explorers were fascinated by the readings that they obtained when they scanned the planet and decided to investigate in person. When they reached the surface, workers took



System Type: Fire of Goddess (or, Siinoga A in Federation records) is a K3 Type II old orange giant.

Inhabited Planets: Siinoga is the only habitable planet in the system.

Other Planets: Seeing Eye and Blind Eye are Jovian Class-J gas giants. Siinoga A5, a Class-K ball of ice on an elliptical orbit, is not named by the Siinogans.

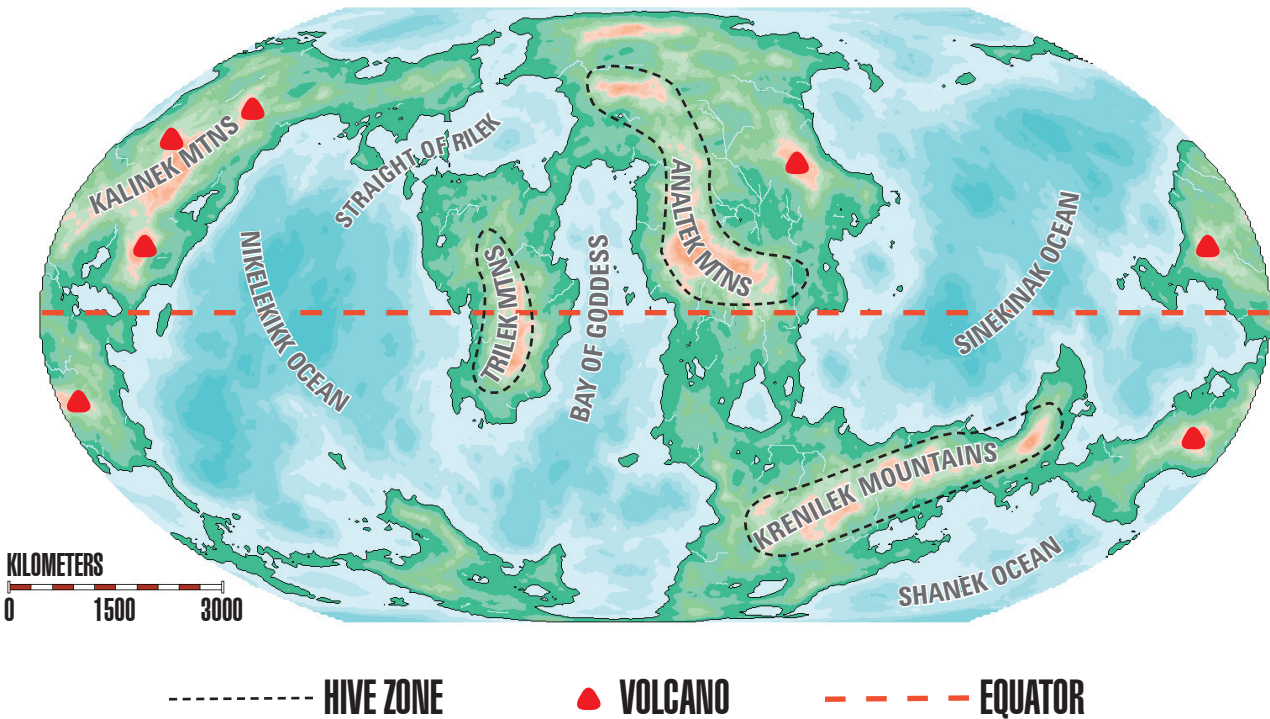
Other Stellar Objects: Rocks is a mineral-poor asteroid belt.

Artificial Objects: A small orbital base for the construction of starships is in orbit over Siinoga.

Notes: The Siinogans are wholly uninterested in exploring the wonders of the universe, but have been driven to the stars as a survival impulse. Blind Eye and Seeing Eye can be seen at dusk on Siinoga, and the ancient Siinogans believed that they were the eyes of Goddess. Recently, Rocks has drawn Goddess' interest as a potential source of dilithium, and Siinogan ships can often be found there, surveying the area.



SIINOGA



SIINOGENS

Siinogans are an insectoid species that serve a queen they call Goddess. They are native to the planet Siinoga. Stats for Siinogans can vary vastly between the various castes of Siinogans, depending on their duties. The following template is based on 35 points. Apply a sub-species overlay to obtain the base template.

Attributes

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

Skills

Dodge 2
Language
Siinogan 2
World Knowledge (Siinoga) 2 (3)
Unarmed Combat (Wrestling) 2 (3)

Advantages/Disadvantages

Intolerant (Klingons) -3
Excellent Chemoreception +1
Fanatic -3
Obligation (Goddess) -3
* Synergy +3
Species Enemy (Klingons) -3
Toughness +2

* Applies only when working with other Siinogans.

them to their Hive Queen, who did not know what to do with them. She summoned a priest, who brought them before Goddess. Goddess, too, was stumped. The strange Vulcans with their alien, squishy bodies (one of them had to die for her to figure out that particular fact), their harsh language and the ability to traverse the stars was both tantalizing and frightening to Goddess. At her command, the priests fell upon the Vulcans and placed them in chrysalis, where they were kept conscious, but in a nightmare of suspended animation. Goddess then proceeded to painfully rip knowledge from their minds using her psionic abilities. In this way, she learned about the cosmos, about warp technology, and for the first time in her long life, she was afraid.

If other hives were in the cosmos--hives of intelligent and free beings, hives without structure, hives that did not worship her--then they could traverse the inhospitable depths and conquer the Hive. This terrified her, and the priests trembled before her, sensing her discomfort.

After six weeks, when all of the knowledge she could tear from the Vulcan minds had been gleaned, she ordered them destroyed. Goddess believed that if the Siinogans were to survive, her brood would have to conquer the stars. She set about a grand project that would change the face of the Dulcais Sector: creating technology capable of taking a Hive Queen to a new world in order to form a new Hive.

7.7 SECOND SIINOGEN HIVE

Shortly after the Vulcans were mind-raped, Goddess created Siinogan Chemists in order to create the materials necessary for warp technology. Terraformers were dispatched to seek out dilithium and other fuels. By 2140, the Siinogans had developed a crude ship capable of warp travel that looked as much like a bug as its creators. The hull was made of a durable carapace that had been belched up by the chemists.

Also in 2140, Goddess had given birth to a new, more intelligent Prince drone named Kinash and a year later the Second Siinogan Hive was launched. Using data gleaned from the Vulcans, their target was what would become known as Bak'TUR, and Goddess sent Kinash and 5,000 loyal drones to their destinies.

In late-2141, the ship arrived on the surface of Bak'TUR, and the Siinogans named their new colony Egg of Goddess. The drones set about creating their new society, and Terraformers soon began digging large networks of tunnels to support the new hive.

Egg of Goddess prospered for almost 80 years, growing in that short period to a colony with

a population in the hundreds of thousands, while their Homeworld worked on perfecting their warp drive technology. Ships moved back and forth between the colony and Siinoga with regularity, trading information, technology, and resources.

In 2204, explorer drones from the Second Siinogan Hive brought back holographic technologies from a race called the Kunra in the neighboring Okuda sector. The technology was classified as useless by Kinash, and it was placed into storage on one of the colony's ships, the *Keikakaan*, for possible trade with another species.

7.8 BARASH

In 2216, as the Second Siinogan Hive was preparing its own expansion on the surface of Egg of Goddess, a new Prince drone named Barash had been bred on Siinoga. He had been shipped in chrysalis to the Egg of Goddess colony for imprintation by Kinash. Weeks after the arrival of this Prince, the Klingons invaded Bak'TUR. After three days of fierce battle the Klingons had invaded the breeding chambers, and were drawing very close to the Kinash herself. In a panic, the Priests fled the surface in a shuttlecraft with their Queen and her Prince, and boarded the *Keikakaan*, which had thus far avoided destruction by the Klingons, and in this ship, the Queen, the Priests and Barash fled the Klingon onslaught. Instead of leading the Klingons to the primary hive, Kinash ordered the Siinogan refugees to run coreward and anti-spinward, to the Onias sector. While the *Keikakaan* believed that the Klingons were in hot pursuit, the enemy had only followed for a short distance before returning to Bak'TUR and the fight. Without Kinash to direct the Siinogan forces on Egg of Goddess, they quickly fell to the Klingons.

When the *Keikakaan* reached Onias sector, Kinash ordered them to Alpha Onias III, a barren and inhospitable Class-M world. There, Kinash hastily created a safe place for Barash. She believed that the Klingons were still chasing them, and that they would never stop hunting her. She left Barash in a cavern, leaving behind the stolen Kunra holographic technologies to entertain him until she could return. She had hoped to later come back and pick up Barash, but shortly after leaving Alpha

EPISODE SEED

Freebug

A 'defective' priest Siinogan arrives at Station 419 and demands political asylum. While he still speaks of Goddess with reverence, he has rebelled against her, choosing to forge his own destiny and explore the galaxy. He offers his knowledge of Goddess freely if he can act as an exchange officer in the S419 command structure. Meanwhile, Goddess has sent an Ambassador drone to retrieve him, and it will stop at nothing to get him back...

Onias III the *Keikakaan* experienced engine problems and crashed on Alpha Onias VI, killing all passengers and crew. Barash was left alone, a Prince with no Queen.

In 2367, Barash, now over 150 years old, was rescued from Alpha Onias III by the *U.S.S. Enterprise*, who returned him to Siinoga. He was chemically processed into a Hive Queen and still lives on Siinoga today.

7.9 KLINGON ATTACK

Siinogan ships fleeing from Egg of Goddess had reached their Homeworld to inform Goddess of the fall of their colony at the hands of the Klingons. Goddess vowed her revenge, but she instinctively knew the Klingons would first arrive on Siinoga itself; it is, after all, what she would do in their place. She began to bolster the defenses by immediately breeding a hardier warrior sub-species, and had Terraformers reorganize the defenses of the Hive, digging deeper underground. Farmers were instructed to double their production in order to stockpile the food supply. Until this point the Hive had hundreds of entrances to it, as the Siinogans had no real need for security. Most of these entrances were sealed by the Terraformers as Goddess arranged to have hundreds of thousands of Warrior drones between her and the surface.

The Klingons attacked Siinoga in 2217. They expected the easy victory that they found on Bak'TUR, beaming down 5,000 warriors to

SIINOCHAN SUB-SPECIES

Below are examples of Siinogan sub-species. There are at least 9 others, and possibly some that the Federation has yet to discover. This also does not preclude the possibility of Goddess creating more as necessity dictates. Each sub-species overlay is built on 15 points.

Pilots

These are squat, brown-shelled creatures with eight arms. They have two long, feathery feelers above their black primary eyes. Their mandibles are stunted and nimble to facilitate speaking. This sub-species was discovered in 2375.

Attributes

Coordination +1
Intellect +0
Logic +2

Skills

Shipboard Systems (Flight Control) 2 (3)
Space Sciences (Astrogation) 1 (2)

Advantages/Disadvantages

Multitasking +2

Diplomacy

These lime-green colored creatures reach heights of 2.5 meters and resemble Terran mantises despite the nimble, miniature opposable claws located on the inside of their large, snapping forearms. This sub-species was discovered in 2375.

Skills

Diplomacy (choose spec) 2 (3)
Espionage (choose spec) 1 (2)
Language Choice 2

Terraformers

Known also as 'Diggers', these creatures grow to the size of five meters in length. They have eight immensely powerful legs

attack the Siinogans. There they found the Siinogans entrenched, and the invaders were slaughtered after only two hours of fighting. The Klingon commanders, surprised by this turn of events, opted to bomb Siinoga from orbit. They declared victory, and returned to Bak'TUR.

7.10 REVENGE

Goddess had her revenge on the hated Klingons in the year 2374. She dispatched a Siinogan Diplomat (one who could speak both Federation Standard and Klingon) to Station 419 where she knew a Klingon diplomatic mission was stationed. An invasion fleet of no less than 500,000 Siinogans was then sent toward Bak'TUR, attacking and destroying the Klingon colony. Upon receipt of the news from Bak'TUR, the Siinogan Diplomat, Siethnikek, tricked the Klingon Ambassador, VuQ'cheH, into drinking a toast to 'victories in combat' before informing him of the attack on Bak'TUR. It took three security officers to subdue the Klingon Ambassador.

7.11 SORAL

Several weeks after Goddess had her revenge, a Federation Ambassador named Soral was dispatched to Siinoga. Soral was a Vulcan that was sent to Siinoga to discuss the matter of Bak'TUR with Goddess. Instead of open discourse, Goddess placed him in chrysalis and mind-raped him. She also altered his genetic structure through chemical imprint. It is not known exactly why this was done to him, but it is theorized that he was selected to speak on behalf of the Siinogan people. He returned to Federation space a changed man -a Vulcan/Siinogan half breed monstrosity- and the changes ultimately drove him stark raving mad. Federation scientists attempted to reverse the engineering performed on him, but the best Federation minds could not save him. He was allowed to return to Siinoga in 2376, where he was reprocessed.

7.12 DANCE WITH THE DEVIL

The Dominion intrigued Goddess, whom she had learned about through Soral. They were enemies of the hated Klingons. She learned that the Dominion needed a substance called Ketracel White. Two weeks later her scouts managed to find a sample in a crashed Jem'Hadar ship near Occa, and within a month she had bred a Siinogan Chemist capable of belching up the substance. Her ultimate ambition was polaron technology, a technology she knew would assist her in her battle with the Klingons. After an initial contact with Dominion agents was broken up by Starfleet officers, she eventually was able to make a deal with a Vorta. An alliance was formed, and in exchange for the technology she required, she placed a small Chemist Hive on Occa to produce Ketracel White.

Starfleet knew how bad a stable source of Beta Quadrant Ketracel White would be, and immediately struck a blow against this alliance, destroying the Occan Hive. When the Dominion were driven out of the sector, Goddess was unconcerned; she had what she had bargained for: polaron technology. More disturbing to her was the loss of Bak'TUR. Without Dominion forces to assist with defense and without Klingon attention drawn on the Dominion, Bak'TUR quickly fell to the Klingons for a second time.

As of 2376, the Siinogans have withdrawn from galactic politics. It is assumed that they are biding their time and amassing an army to once again attempt to take their colony from the Klingons. One thing is for certain: the Dulcais sector has not seen the last of the Siinogans.

7.13 RELATIONSHIPS

Hate doesn't begin to describe the feelings that the Siinogans have for Klingons. It is actively being bred into all new members of the race, much as is the desire to worship and serve Goddess. Warrior Siinogans will attack Klingons on sight, and others will flee in order to warn the rest of the Hive.

The Federation, despite their alliance with the Klingons, is viewed with curiosity. The return of Barash by the *U.S.S. Enterprise* sur-

for burrowing, and are able to belch a toxic acid that allows them to turn rock into a thick sludge that, when it hardens, becomes extremely resilient.

Attributes

Fitness +1
Vitality +1

Skills

Material Engineering
(Hive Tunnels) 2 (3)
*Projectile Weapon
(Acidic Spit) 2 (3)

Chemists

Also called 'Factory Siinogans', these poor beings live painful and short lives. They belch up chemicals for use in the creation of Siinogan starships and other technologies. It is speculated that these first appeared around 2139. They have a black carapace. Their legs are stunted, making them almost totally immobile. Despite this horrible existence, they are thoroughly happy to serve their Goddess by subjecting themselves to this necessary torture.

Skills

Physical Science
(Chemistry) 3 (4)
Material Engineering
(Fabrication) 2 (3)

Farmers

These Siinogans are short, no more than a meter in height, and are a blue-green color. They tend to and care for the fungi grown in caves that feed the Hive. They also collect water for the Hive. They are capable of flight, and many collect flowers and other plant matter for consumption by the Queens.

Skills

Athletics (Flying) 2 (3)
Life Sciences (Agronomy) 2 (3)
Search 1

Priests

The Priests are brown drones with hard, durable shells and six long limbs. Four of their arms have opposable grips, and they have the ability to multi-task. They are also the only caste bred to use the written language of the Siinogans.

Attributes

Intellect +1

Skills

Culture (Siinogan) 2 (3)
Life Sciences (Bioengineering) 1 (2)

Advantages/Disadvantages

Multitasking +2
Religious Rank +2

Warriors

These Siinogans have the distinct advantage of having a carapace that can change color and appearance of texture according to what surface they are near. They are fierce fighters, willing to lay down their lives for their Goddess. Their reinforced, razor-sharp forearms are engineered to fight hand-to-hand with Klingons armed with Bat'leths.

Attributes

Fitness +1
Vitality +1

Skills

Unarmed Combat (Skee'nar) 2 (3)
Stealth 2

Drones

Drones are the most common Siinogans encountered when on the planet's surface. They perform a variety of duties, such as cleaning the hive, scouting, foraging and scavenging. They are a dark brown color.

Skills

Athletics (Flight) 2 (3)
Search 2
Security (Security Procedures) 1 (2)

prised Goddess, and through telepathic probing of the former Prince (as well as the probing of Soral), discovered that the Federation poses no active threat to the Hive. As a result, Goddess has no animosity toward the Federation.

All other races and powers are viewed as potential threats to the Hive. Siinogans want two things, primarily: to be left alone, and the spilling of Klingon blood. Anyone who does not worship Goddess is viewed with suspicion and distrust. As a result of these factors, they are generally uninterested in contact with other civilizations.

8.0 BAK'TUR

"No labor...is good but that which aims at producing courage and strength of soul, rather than of body."

- Epictetus

8.1 INHOSPITALITY

Bak'TUR is an arid world with one moon that has a relatively uniform climate. During the day, temperatures are warm but not terribly uncomfortable. On the night side, the temperatures drop below freezing.

The most prolific plant on the planet is a squat, coniferous tree that is similar to a Terran pine. In areas with the most rainfall, these trees grow in huge numbers. In areas with less rain, cactus-like plants with enormous root structures rule the landscape. Near the mountainous regions, there are many non-native plants which were brought from Siinoga by the first colonists.

There are very few animals on Bak'TUR. Those that come out during the day are reptilian in nature. The night is ruled by small, nocturnal mammals that have thick fur to protect them from the cold.

8.2 EGG OF GODDESS

Bak'TUR was first founded in 2141 by the Siinogans, who called it Egg of Goddess (the Federation calls this colony the Second Siinogan Hive). Their colony flourished on the world, as Terraforming Siinogans dug huge networks of tunnels, caves and caverns for their Hive. Contact between the Siinogan Homeworld and the Egg of Goddess

BAK'TUR

Class: M

System Data: Klingon Colony

Gravity: .97

Year/Day: 366/27

Atmosphere: Oxygen/
Hydrogen/Nitrogen

Hydrosphere: 52%

Climate: Arid

Sapient Species: No indigenous sapient species

Tech Level: Level 6 (Standard Federation)

Government: Council with appointed colonial governor.

Culture: Klingon

Affiliation: Klingon Empire

Resources: Dilithium crystals

Places of Note: Mok'bara Caverns

Ship Facilities: None

Other Notes: There are still some remaining pockets of radioactivity on the surface of Bak'Tur that the Federation is helping to clean up.

was frequent, as ships ferried dilithium ore from the colony back to Siinoga. Siinogan farmers were able to cultivate huge areas of land, bringing to Bak'TUR hardy plants that could survive in the harsh climate, upon which the Siinogans could feed.

8.3 KLINGONS

In 2215, the Klingon scouts surveyed Bak'TUR from orbit. They immediately noticed that the planet was rich in dilithium, and annexed the world for the Klingon Empire. They also noticed the Hive in the mountainous ranges. The importance of the dilithium crystals for the Klingons, however, was worth attempting to take the world from the insectoid creatures.

A Klingon invasion force was assembled and staged in the nearby Khitomer sector, and in 2216, the force arrived in orbit over Bak'TUR, led by General Ha'Qang. The invasion went smoothly and lasted for only nine hours. The attack was a complete surprise to the Siinogans, who did not have enough warriors to defend the colony from the 20,000 troops that the Klingons began to land on the surface. The Siinogans, who had never faced an enemy with the ferocity or tactics that the Klingons employed, immediately began to break down in a panic. Noting that the non-warrior Siinogans were fleeing to one certain mountain range, Ha'Qang ordered his troops to pursue. The Siinogans made the mistake of leading the Klingons directly to the Hive Queen, and Ha'Qang pushed his assault in that direction. As the Klingons drew closer to the Queen, the priests panicked, and fled with her off-world in a shuttlecraft. Without a Hive Queen, the Siinogan lines broke down into chaos, and were easy pickings for the Klingon invaders. It did not take long before every Siinogan on the planet was dead, and the Klingons dispatched ships to follow escaping Siinogans to discover the location of the Siinogan homeworld.

General Ha'Qang was appointed as the first colonial Governor for the colony by the Klingon High Council, and he then formed a council of his closest friends and allies. They established the city of Rav'nakk as the capital of the planet, named in honor of Ha'Qang's father.

The Klingons destroyed most of the infrastructure left by the Siinogans, all except for the caverns in which the Queen had resided. They named these caverns Mok'bara, and they turned it into a museum of sorts, where they bring young Klingon children in order to relate the tales of the great Bak'TUR campaigns.

Early colonial life on the surface was difficult for the Klingons. Food is not easy to come by on Bak'TUR. While there are a wide variety of hardy plants on the surface, few of them can be eaten by humanoids, and there are few animals. The Klingons required frequent shipments from other sectors in order to maintain the colony.

8.4 PARNOTH

As the Klingon's need for dilithium increased, so did their requirements for mining it. A prison, called Parnoth, was constructed in 2220, high up in the Mok'bara Mountains. Being sentenced to Parnoth was usually considered a death sentence, as the conditions of the mine were horrible. Cave-ins claimed many lives. The guards – many of whom did not wish to be there any more than the prisoners did – were brutal, and worked inmates literally to death. The mines were filthy, unsanitary places. Food was scarce. Escapees would be tracked down, flogged and put back to work. The mines, however, were the glory of the Empire, as tons of dilithium were extracted from it that helped fuel Klingon expansionism in the quadrant for the next 100 years.

In 2334, the Parnoth prison facility was closed due to over-mining. While some dilithium can still be found on Bak'TUR, the quantities aren't nearly as plentiful as they once were, and now private Klingon prospectors are the sole source of mining on the planet.

8.5 IMPERIALISM

During the next 150 years, from the early 2220's to the mid 2300's, Klingon policy was one of aggression and expansionism, which became a source of great worry to the rest of the sector. Bak'TUR was used as a staging area for combat in the Dulcais sector and other neighboring sectors, and the colony's growth reflects this imperial military policy. At first, Rav'nakk, the colonial capital, was little more than a supply depot and troop training ground. A few businesses were set up to support the military, and industrialization came in the form of ore refineries with some manufacturing of simple military items (such as uniforms and hand-to-hand weapons). Primarily, the city was used for storing and distributing supplies necessary for the Klingon's campaigns in the area. An enormous shuttleport for this purpose was established called Kal'rek, which is located just outside of Rav'nakk.

Several campaigns were staged from Bak'TUR during this time of imperialism.

EPISODE SEED

Lost in Universal Translation

Starfleet officers must escort a famous Bolian engineer, Geel Dryb, to war-torn Bak'TUR. Dryb will be helping the Klingons collapse an unwanted wing of tunnels left by the Siinogans. This is a terribly difficult mission, as Dryb's penchant for saying the wrong thing is only outmatched by his tendency to slip his handlers and get lost...

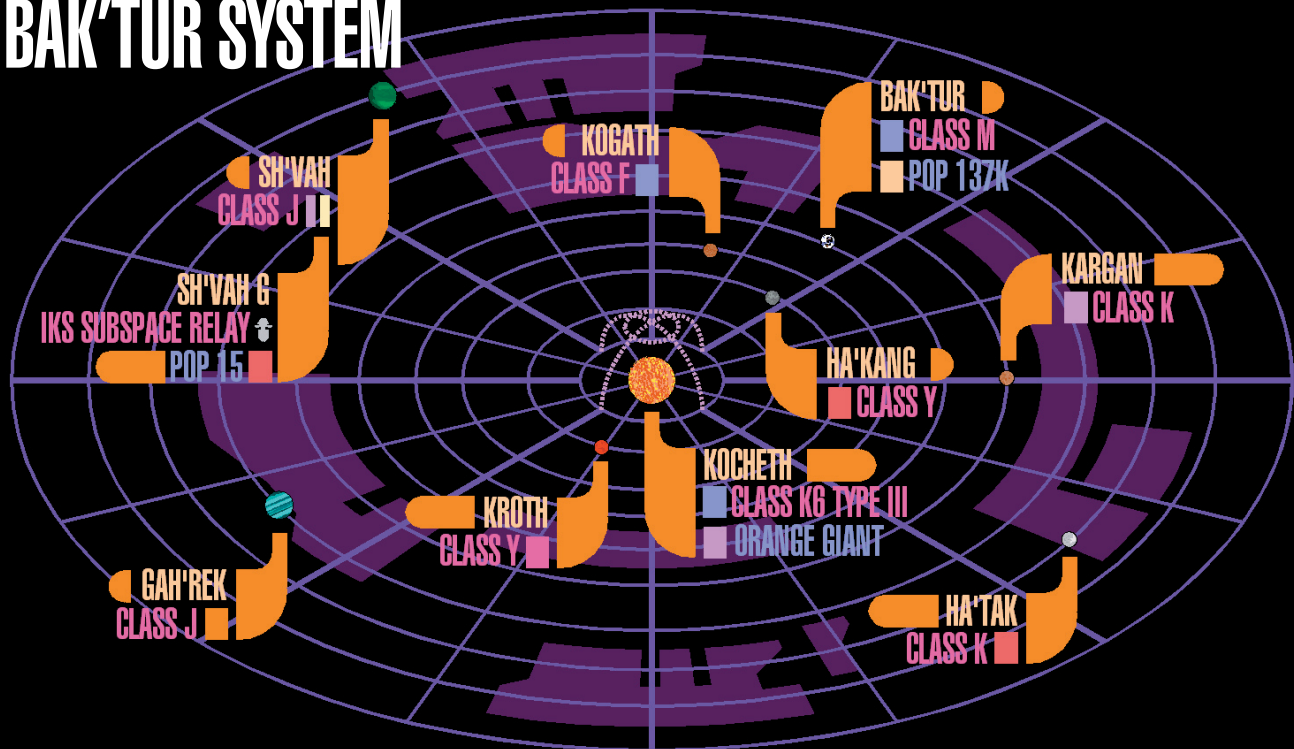
The Siinogan campaign during 2217 was the first. Warriors were sent to invade Siinoga, but found the Siinogan Homeworld far harder to conquer than its colony.

In 2218, first contact with the Federation resulted in disaster and tensions began to grow. In 2223, Governor Ha'Qang's warship appeared over Fimdari and demanded that the Federation turn over Fimdari to the Klingons. The Federation refused the demand, and Ha'Qang swore he would return and take Fimdari by force. In 2224, he attempted to carry out this threat. He personally led the assault on Fimdari and was killed in action on the planet's surface. In the 2250's and 60's, Bak'TUR was the staging ground for actions in the Khitomer sector, Morska sector and the Mandel sector.

8.6 MATHESON'S FOLLY

In 2290, recognizing that Bak'TUR was a point of strategic operations for the Klingons, the Federation attempted to invade the system. Using intelligence provided by the Yridians, which said that the system was vulnerable, the Federation sent a fleet led by the *U.S.S. Indomitable* under the command of Admiral Eric Matheson. The primary objective of this invasion was to disrupt the supply lines of the Klingons, cutting off colonies in the Khitomer sector and the Morska sector. The secondary objective was to capture the (supposedly) rich dilithium mines. When the 24-ship Federation fleet arrived in the system, they found it swarming with no less than 52 Klingon Birds of Prey. The intelligence by the Yridians

BAK'TUR SYSTEM



System Type: Kocheth is a K6 Type III Orange Giant.

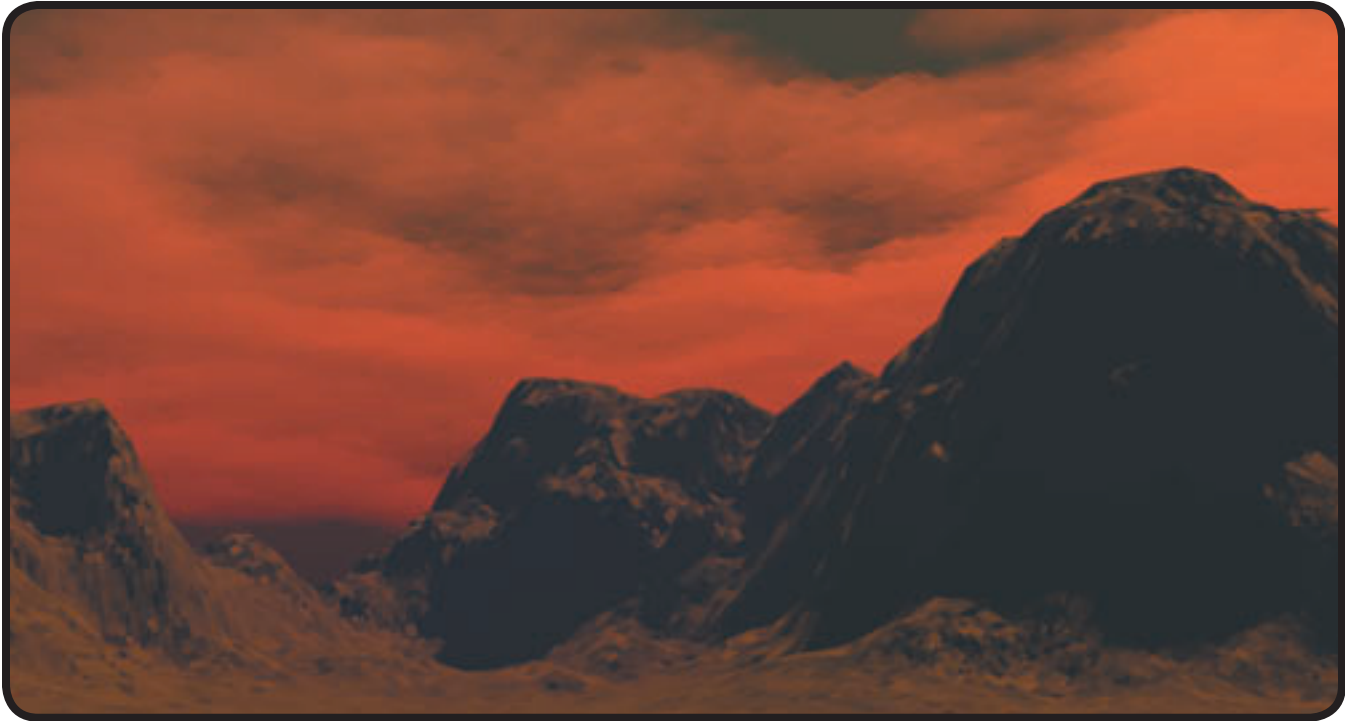
Inhabited Planets: Bak'Tur is the only Class-M world in the system.

Other Planets: Kroth and Ha'Kang are Class-Y. Kogath is Class-F. Kargan and Ha'Tak are Class-K. Both Gah'Rek and Sh'vah are Class J Jovians gas giants.

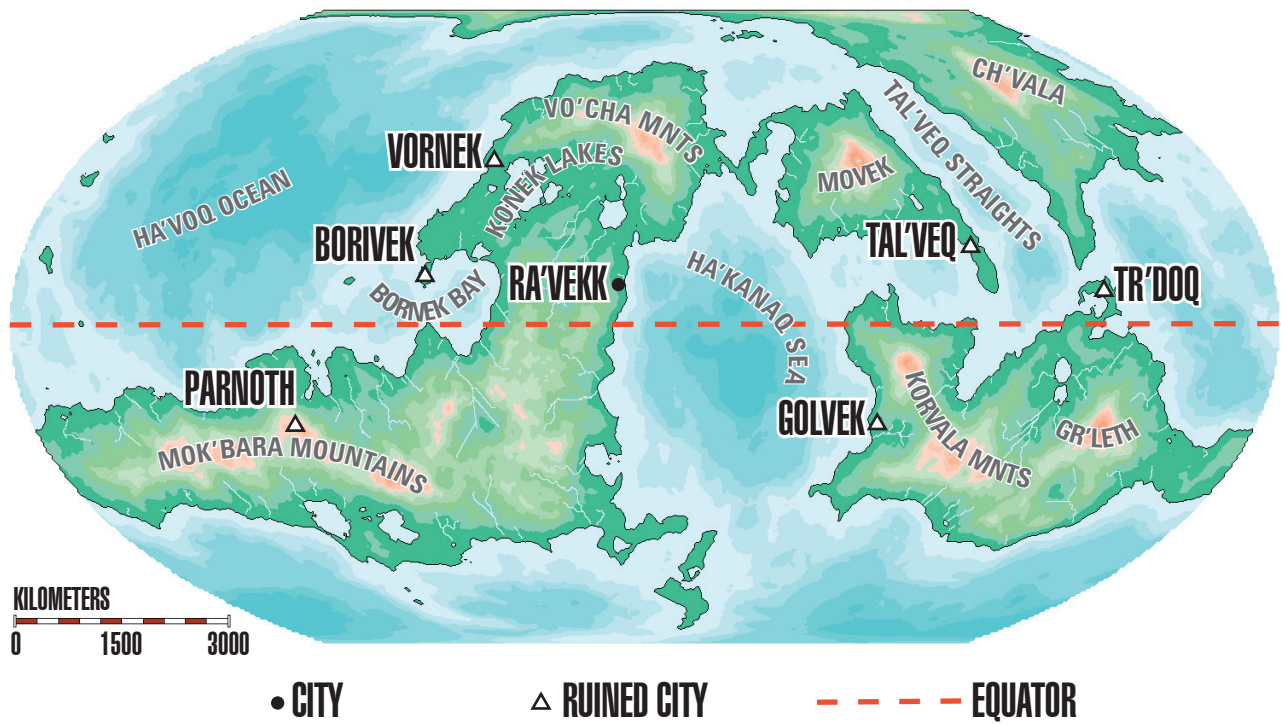
Other Stellar Objects: A large comet on an elliptical orbit appears around Bak'Tur every 143 years.

Artificial Objects: There is a Klingon subspace relay station orbiting Sh'vah that was built in 2374. It has a crew of 15.

Notes: Kal'rek is a shuttle port located on the surface of Bak'Tur, just outside of the capital city of Rav'nakk.



BAK'TUR



proved to be faulty, and the Federation fleet had no choice but to run. Only half of the fleet returned home to Dulcais. Matheson, who until this point had been a golden child of Starfleet, was forced to retire in shame. The entire affair became known as 'Matheson's Folly'. Even today his name is synonymous with failures of grand ambition, and when an officer is referred to as someone who has 'gone Matheson' or 'is a Matheson', it means that someone has bitten off a lot more than they can chew.

8.7 KHITOMER ACCORDS

In 2293, the Klingons and the Federation held a conference which led to the Khitomer Accords and, ultimately, peace between the two powers.

This peace, in combination with the closing of the Parnoth prison mines, caused Bak'TUR to lose much of its former glory. It was no longer a staging area for great campaigns, and the system turned into a backwater colony with little prospects of prosperity.

Even in its faded glory, the Klingon people still recognized that Bak'TUR was a place of great honor, and the politics surrounding the appointment of the colonial governor was heated and sometimes deadly. However, once these governors reached their posts, they found a colony in decay. The title of Bak'TUR's colonial governor might hold honor in the Empire, but there was nothing honorable about the state in which the colony was left after the signing of peace with the Federation. The governors began to take what they could from the colony, stealing from its coffers and literally running it into the ground.

8.8 CHO'VEQ

In 2340, Cho'veQ of the House of G'Tak became the colonial governor of Bak'TUR. When he saw how dishonorably the colony had been treated by his predecessors, he began a series of initiatives to improve it. First, he established a link to the Federation's trade route, making Bak'TUR a source of goods unavailable throughout the rest of the Empire. Secondly, he cleaned up the capital city of

Rav'nakk. He moved the industrial complex to Kor'vek. In their place he built several public parks honoring the slain warriors of Bak'TUR. By 2362, Rav'nakk was well on its way to once again being one of the jewels of the Empire. In 2364, Cho'veQ was slain in a duel by a Klingon named Kravek, who was a challenger to his gubernatorial seat.

8.9 A GOOD DAY TO DIE

Revenge is a dish that is best served cold, or so the old Klingon saying goes. While the Klingons had not forgotten the vanquished Siinogans (the Bak'TUR songs are sung loud and proud), the Klingons had stopped perceiving the Siinogans as a potential threat. They had grown complacent in their claim on the world.

In 2374, well over 5,000 Siinogan transports darkened the skies of Bak'TUR and unloaded a new breed of Siinogan warriors. These Siinogans, armed with disrupters stolen from the Klingons, had new, powerful fighting appendages that were razor sharp and capable of withstanding the impact of bat'leths. The Klingons realized too late that these Siinogans were not the same ones that were so easily vanquished over 150 years ago; these Siinogans were as ferocious and tenacious as any Klingon warrior could be.

The initial battle was relatively short as the Siinogans outnumbered the Klingons by a ratio of 2 to 1. The Siinogans bombed the Klingon cities from orbit and phalanx after phalanx of Siinogan troops moved through the rubble, destroying everything in their path. Within five days, the Siinogans had re-conquered the world.

The surviving Klingon warriors that were ousted from the cities were forced to wage a guerilla campaign against the insects. Taking on a tactical posture of strike-and-fade, the Klingon hold-outs were able to cause havoc among the Siinogans, who had troubles adjusting to these new tactics. While the Klingons were never to declare a significant military victory, their acts of terrorism kept the Siinogans destabilized for the next year.

The Dominion war kept the Klingons from dealing directly with the Siinogan problem at Bak'TUR. Most of their fleet was relegated to the Cardassian front, and heavy casualties there prevented the re-taking of the world.

The most they could do was drop supplies to the guerillas still on the world as they were passing by. When the Dominion armistice was signed, the Klingons were finally able to turn their attention back to Bak'TUR. The Siinogans, still destabilized from constant attacks by the Klingon guerilla forces, were unable to prevent the Klingons from attacking.

The Klingons brought the full force of their remaining fleets to bear on Bak'TUR, and it wasn't long before they had reclaimed the world for their own. And this time, they were able to slay the Hive Queen in her lair.

8.10 ASHES TO ASHES

The conflict with the Siinogans had left Bak'TUR a smoldering ruin. The old cities were bombed to rubble, the infrastructure was completely destroyed, and so the Klingons set about the business of rebuilding the once-great world. Klingon developers have concentrated their efforts on Rav'nakk, and by the end of 2375 the city has made significant recovery and has grown to a population of 100,000 people. Trade has been reestablished with the Federation which has increased ship traffic from both the Federation and from Qo'Nos. There is still much to be done before Bak'TUR can recapture its full glory, but if the Klingons persist in redeveloping the world, it will not take long before Bak'TUR is a jewel in the crown of the Empire once again.

8.11 GOVERNMENT

Like all Klingon colonies, a colonial governor is appointed by the High Council. Powerful families on the world make up the colonial council. Together, they make policy and laws for the colony, and direct its development.

The peace is maintained by the Imperial Klingon Defense Force, and lawbreakers and criminals are most unwelcome on Bak'TUR. If caught, criminals are placed before the colonial magistrate and tried according to the Klingon legal system. If guilty, they are punished and shipped off to a penal colony elsewhere in the Empire.

KLINGON UNDERGROUND

The Mok'bara Caverns are an extensive set of tunnels and chambers built by the Second Siinogan Hive's terraformers. Some of the tunnel-work at Mok'bara has been intentionally collapsed, but a large portion of the original Hive was preserved as a museum of combat. Beyond the collapsed tunnels, there are still hundred of kilometers of tunnels and lost entrances to the network. Some of these were used by the Klingon guerilla forces after the Siinogans invaded in 2374, and there are many lost stockpiles of weapons, food and technology in the caves. The Parnoth prison mines connect to the Mok'bara network. Since the mines were never built for safety in mind, collapses are common, but Siinogans reinforced some main tunnels. A host of creatures that have started to utilize the network and an ecosystem is starting to evolve.

When the Siinogans invaded the world in 2374, they terraformed a new hive in the Korvala mountains instead of returning to Mok'Bara. Korvala has been largely collapsed, as it suffered massive orbital attack during the campaign to liberate the planet.

8.12 RELATIONSHIPS

As expected, the Klingons hate Siinogans. Unlike the Federation, who recognizes the Siinogans as an intelligent species, the Klingons believe them to be an infestation that requires eradication. The Klingons of Bak'TUR will try to kill Siinogans on sight, and many suspect that the High Council is plotting the destruction of the Siinogan Homeworld.

The next on the list of animosity are the Romulans. Despite honorable action by the Romulans in the Dominion War, distrust of the Romulans runs deep among the Klingons. Because of this distrust, the Klingons actively keep a diplomatic contingent on board Station 419 to watch over Romulan activities.

The Klingons welcome trade and tourism from the Federation. The more Federation citizens that visit Bak'TUR, the faster that Bak'TUR can be rebuilt. However, the Klingons on the world remember the songs of the old battles, from the days of Klingon Imperialism, and many still long for the honor and glory that battle brings. They still desire Fimdari's rich veins of minerals for themselves, and if the political winds shifted, Fimdari would probably be a high target on the Klingon's invasion lists.

The Klingons will never forget that the Occans crawled into bed with the Dominion. They do not trust anyone who hails from that world. They believe that the Federation was too kind to them after such a betrayal, and perceives it as yet another sign of weakness on the part of the Federation.

The Klingons despise the Rynkans and Teirians for their use of dishonorable tactics of biological warfare. They (marginally) tolerate the Rynkans more than the over-polite Teirians, however, and believe that the Rynkans will eventually win the war due to the fact that the Rynkans are stronger. And besides, the Teirians started the whole biological weapon race, which makes Rynkan actions more justified, if only a little.

8.13 BESTIARY

tlhIIHal'vIghro' (Mine Cat)

Type: Pouncing Hunter

Size: 200kg, 1m

Form: A medium-sized mottled-brown cat with large red eyes.

Attributes: Fitness 3 (Vitality 2), Coordination 4 (Reaction 1), Presence 3 (Empathy -1) (Willpower 2), Instinct 2 (Ferocity 1) (Perception 2)

Base Movement: 30

Resistance: 6

Special Abilities: Excellent Hearing +2, Night Vision +1

Weapons: Claw (3 pts), Bite (4 pts)

Description and Additional Notes: Creatures seeking shelter from the elements in caves and caverns often fall victim to the Mine Cat. It lives in the mountainous regions, hunting small mammals on the slopes of mountains at night. It will not hesitate

to try and take down larger prey that wanders into the caves, provided that the creature is alone. It is a very shy animal, preferring to take its victims wholly unawares. It flees from bright lights.

lam'targ'Hom (Dirt Pig)

Type: Grazer

Size: 1kg, .25m

Form: Small, with dark brown bristly fur. It has a short snout and nasty-looking fangs.

Attributes: Fitness 1 (Vitality 1), Coordination 1 (Reaction 1), Presence 1 (Willpower 2), Instinct 1 (Ferocity 3)

Base Movement: 2

Resistance: 1

Special Abilities: Night Vision +1

Weapons: Claw (1 pts), Bite (2 pts)

Description and Additional Notes: Bak'Tur's answer to the targ, the lam'targ'hom is a solitary, nocturnal grazer that is quite vicious when threatened. Klingons raise and fight them for sport, with some kept as pets.

Ghurrapp

Type: Chasing Hunter

Size: 70kg, 1.5m

Form: Wolf-like body with brown fur, two tusks

Attributes: Fitness 3 (Strength 2), Coordination 2 (Dexterity 2), Presence 3 (Willpower 1), Instinct 4 (Ferocity 2)

Base Movement: 20

Resistance: 4

Special Abilities: Excel. Chemoreception +2

Weapons: Claw (6 pts), Bite (8 pts), Tusks (2 pts)

Description and Additional Notes: The ghurrapp is a chasing hunter that operates best in a pack, but can also be found individually. It is a wolf-like creature with four powerful legs, has twin tusks that protrude from either side of its snout. When hunting in a pack, the ghurrapp will bark and howl to communicate with other ghurrapps. It will never take on a prey that is larger than itself unless it is with others who can assist. When attacking, the ghurrapp will charge with its tusks and impale its victim, then use its powerful claws to shred into the prey. It usually does not bite unless it is cornered by something larger than itself.

9.0 RYNKA

*"Desire creates the power."
-Raymond Holliwell*

9.1 HEAVY BLUES

Rynka is a Class-M world with one moon. It has a slightly heavier gravity than Terran norms, and has an precessional tilt that produces three major seasons and three transitional seasons. There is the full gamut of climates, from tropical to polar, but much of the world is temperate and pleasant to most humanoids.

Much of the plant life on Rynka is blue in color, which results from the high levels of cobalt within Rynka's soil. These plants are toxic to most humanoids, but Andorians find some Rynkan fruits to be salty delicacies, and the Rynkans themselves are long adapted to the toxicity. There are a wide variety of animals on the planet, except for predators, which the Rynkans eliminated from their planet thousands of years ago.

9.2 RYNKANS

The Rynkans are a predominantly hairless species with brown, leathery skin that has blue stripes in a pattern similar to a Terran tiger's. They are a hardy race, having evolved millions of years ago from muscular predatory chasers. They have a strong work ethic and tend to be highly focused, which makes them a formidable foe. They have an average lifespan of 60 years. Females and males are approximately the same size, and usually can only be distinguished to the untrained eye by their styles of dress. Males tend to be slightly stronger

RYNKA

Class: M

System Data: Rynkan
Homeworld

Gravity: 1.07

Year/Day: 397/28

Atmosphere: Oxygen/
Hydrogen/Nitrogen

Hydrosphere: 69%

Climate: Moderate

Sapient Species: Rynkans

Tech Level: Level 5 (Low
Federation)

Government: Democratic

Culture: Teirian/Rynkan

Affiliation: Rynkan Con-
federacy

Resources: Average

Places of Note: Chrysalis
Canyon

Ship Facilities: Rynka
Starbase (Size 1 construc-
tion/repair facility)

Other Notes: Rynkans are
at war with the Teirians.

than the females, and usually have wider stripe patterns.

9.3 PRIDES

Rynkans organize themselves into extensive family units called prides (technically, sub-prides by today's standards). A pride consists of ten to twenty adult males and twice that number of females, but can vary greatly in size. Each pride has a prince, which is typically the strongest amongst the males. The prince can be considered the leader of the pride, as the younger males follow his lead. Most of the females in the pride are mated to the prince and the one or two top males among the group. The prince offers protection for the younger, weaker males, who organize themselves in an informal pecking order that is determined by bluster, combat, and competition, all in the hopes of gaining the attention of a female.

A pride will divide when it becomes too large or a male becomes too strong for the prince to keep in line. This upstart male will take with him some of the females when he leaves, as well as those males with which he has private alliances.

Despite this internal social conflict, a Rynkan is fiercely devoted to his pride, and will defend it with his life. Even when prides divide, there are still allegiances between the two, and they will continue to render aid and assistance to one another.

9.4 AZURE AGE

Rynka has had a violent, turbulent past. Prides fought constantly for dominance, territory, and resources. By the year 1500, the Rynk pride (and its sub-prides) had become the most predominant pride on the planet, and by the year 2000, they had destroyed the remaining enemy prides. This brought relative stability to the planet that encouraged the Rynkans to turn to more intellectual pursuits, allowing them to develop industrialization by 2050, and this in turn began to feed other technological innovations. Literacy rose to unprecedented levels, and with the reduction in warfare came medical advancements that allowed the Rynkans to triple their life expectancy to 60 years. This is what many Rynkan scholars consider the Azure Age on their planet.

Being an aggressive people, however, it was not long before the prides became restless and began to turn inwards upon themselves. By the year 2100, the sub-prides had organized themselves into nation-states and, like an echo of the past, began to fight for dominance, territory, and resources once again. The importance of the pride began to fade as warfare became increasingly mechanized and impersonal, but these battles also gave rise to more technological innovations that otherwise might not have been invented.

Despite this new era of conflict, by 2250 the Rynkans had

entered their information age, having invented a form of integrated circuitry several decades before. In 2335, all Rynkans stopped fighting and looked to the skies, reflecting upon the genius of their species. Rynkan engineering brilliance had taken five Rynkan space explorers and set them down on Rynka's moon, then returned them home safely again. The marvel at this feat was short-lived as just a few short months later they were fighting once again. It did, however, usher in a new interest in the stars. In 2340, an observatory satellite was launched into orbit; not to monitor their enemies, but to allow the Rynkan scientists to gaze at the stars. A year later, a Rynkan astronomer and physicist by the name of Akrilo Bryyn was looking to the skies and saw a shocking sight: an alien ship was approaching Rynka. She calculated that it would arrive in six months.

News spread like wildfire in the media. Rynkans had always speculated that there was probably life out there among the stars, but believed that the distances could never be traversed to meet another species. Speculation was rampant among the population about who these alien creatures might be and what they wanted. Once again, with something to consume their interest, the Rynkans put aside their differences to await the arrival of the alien visitors. Many suggested that Rynka was under attack, but fortunately, cooler heads prevailed. The thought was that any civilization capable of traversing the stars would be more advanced and thus capable of destroying them with little effort. In the best interests of a peaceful contact which could lead to Rynkan advancement of technology, the visitors would be welcomed upon Rynka. A celebration was planned to coincide with their arrival, and Akrilo Bryyn was selected to represent Rynka to the approaching Teirians.

9.5 FIRST CONTACT

The Teirian ship entered orbit in 2341 and halted there. Experimenting with various frequencies, Bryyn and her team of scientists eventually established communications, and within two days a basic comprehension of language was established between the two species. Bryyn's team invited the Teirians to the surface, who, after some initial hesitation, eventually agreed. When the away party

arrived on Rynka, the Teirians were surprised by the welcome they received. Millions turned out to celebrate the visitors like heroes, and officials from Rynka presented the Teirians with gifts. Bryyn and her team helped ensure smooth relations, offering trade and a non-aggression pact with the visitors. The Teirians were given tours of Rynkan accomplishments.

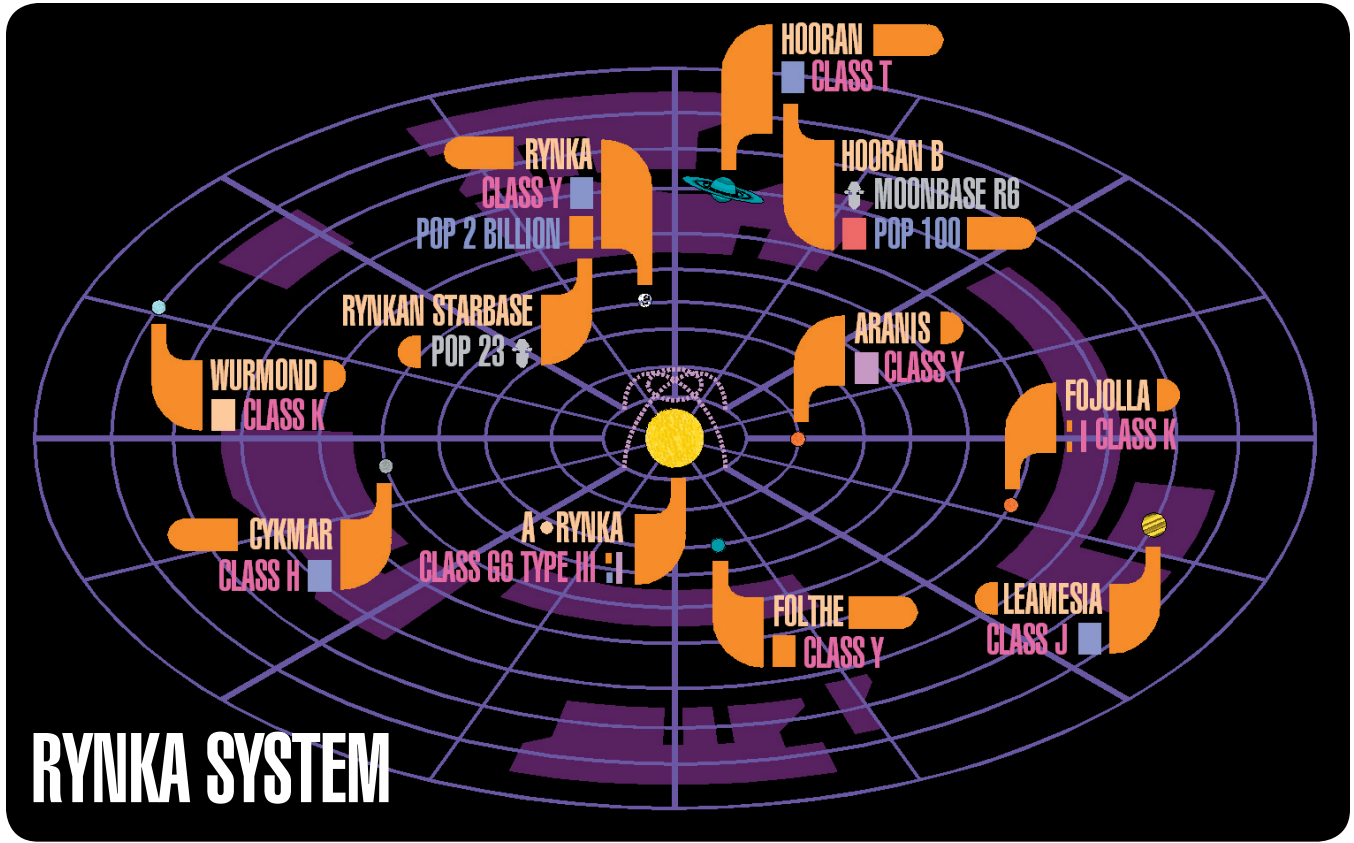
The Teirian explorers left two weeks later, very impressed with the Rynkan culture, promising them that they would take the Rynkan offer of non-aggression home with them for discussion. The future for the two worlds looked bright, as both looked to trade technology and innovation. At last, the Rynkans had something that could unify them and focus their attention, and the people's feelings of hope skyrocketed to an all-time high.

When the Teirians returned in 2343, they brought trade goods with them, and offered an exchange of scientists so that the two races could learn from each other, and a new era of technological advancement was ushered forth. The two races began to work side-by-side, sharing technology, resources, and information. Trade between the two worlds jumped sharply. In 2348 the Rynkans produced their first warp-capable starship. Suddenly, the accomplishment of reaching their moon seemed like a small step as the whole universe opened up before them like a flower in bloom. Rynkan survey ships were immediately launched into the skies.

9.6 JOINT VENTURE

In 2350, Akrilo Bryyn and her team brought to the table a bold and ambitious idea: a joint colonization venture. 100 colonists, half consisting of Teirians and the other half Rynkan, would settle on Od'ete VI, a planet in the nearby Okuda sector. The planet had a thin, tainted atmosphere, and with their primitive atmospheric scrubbers, they could change the world to a habitable one, all from the safety of a biodome. This process would take at least 30 years, but they decided that the rewards would outweigh the risks.

The Teirians agreed to this project and offered up a surprise of their own: an alliance. The Rynkans accepted and the



RYNKA SYSTEM

System Type: Rynka is a G6 III Yellow giant.

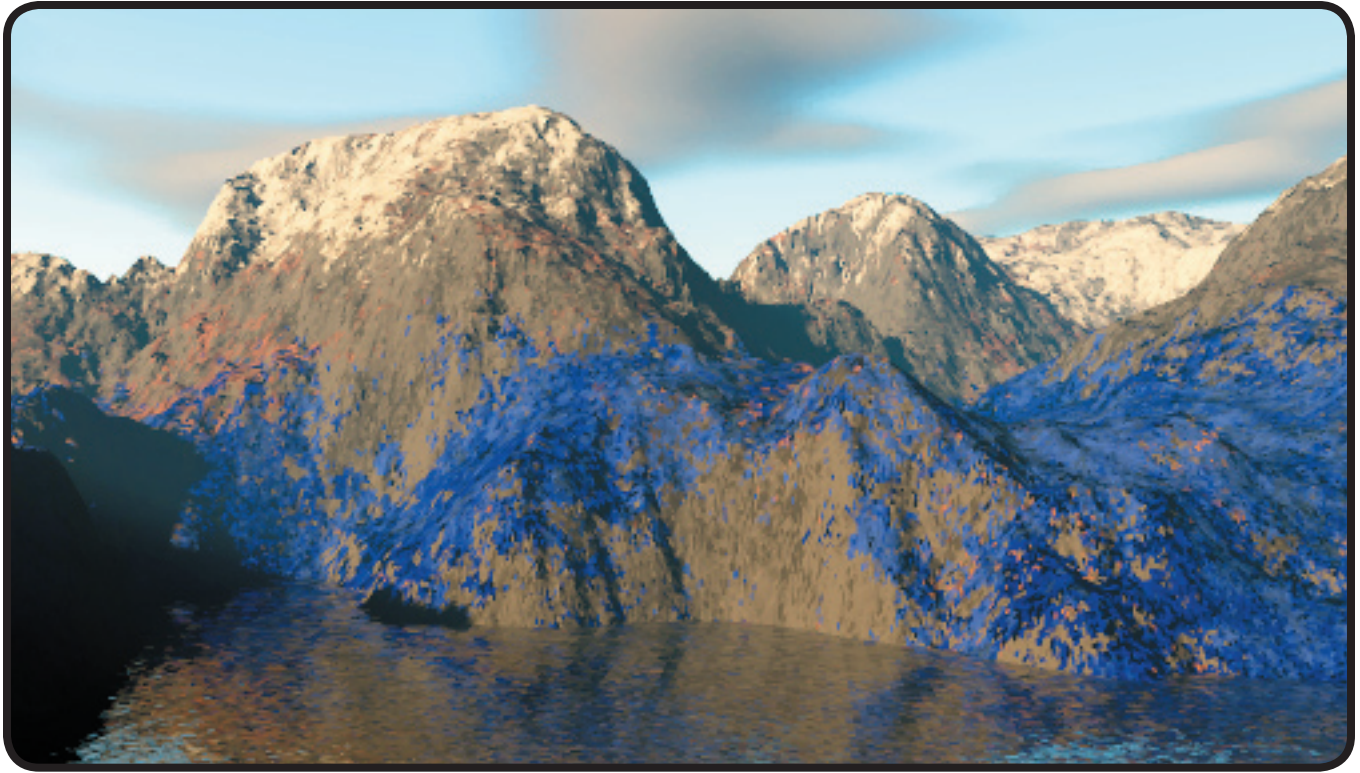
Inhabited Planets: Rynka is the only Class-M planet.

Other Planets: Aranis and Folthe are Class-Y. Cykmar is Class-H. Fojolla and Wurmond are Class-K worlds. Hooran is a Class-T ringed gas giant. Leamesia is a Class-J Jovian gas giant.

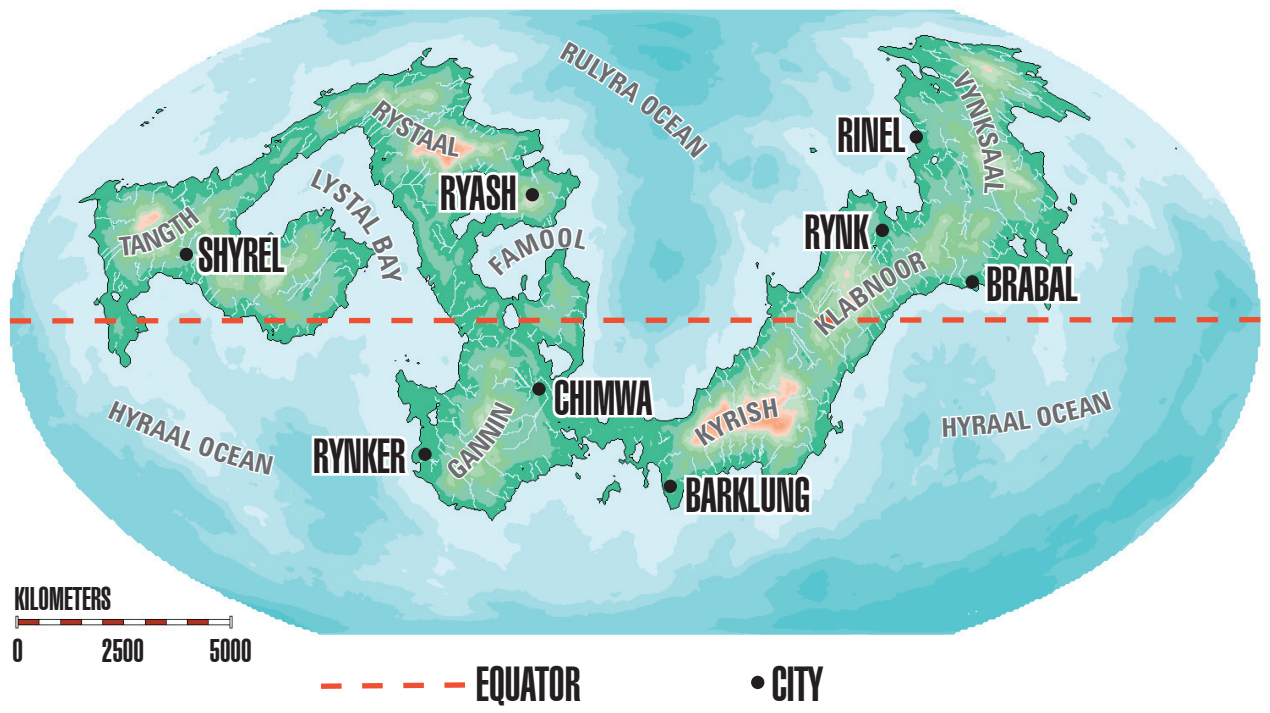
Other Stellar Objects: A comet on an irregular orbit passes within view of Rynka every 17 years.

Artificial Objects: The Rynkans have one shipyard, located above Rynka. They also have a small base set up on a moon orbiting Hooran capable of supporting 100 people. A solar observatory is also in orbit of Rynka.

Notes: The Rynka system has three comets on elliptical orbits. Turos comes near Rynka every 37 years, Koefa can be seen every 66 years, and Lihdan comes near Rynka's orbit every 136 years.



RYNKA



RYNKAN

Rynkans are evolved predatory chasers. They have an innate danger sense. Due to the conditions on their world, they tend to be harder than the average humanoid.

Attributes

Fitness 2 [6]
Strength +1
Coordination 2 [5]
Reaction +1
Intellect 2 [5]
Perception +2
Logic -1
Presence 2 [5]
Psi 0 [5]

Skills

Athletics (choose specialization) 2 (3)
Culture (Rynkan) 2 (3)
History (Rynkan) 1 (2)
Intimidation (Bluster) 1 (2)
Language
Rynkan 2
Unarmed Combat (Brawling) 1 (2)
World Knowledge (Rynka) 1 (2)

Advantages/Disadvantages

1 extra courage point
Alertness +2
Intolerant (Teirians) -1
Species Enemy (Teirians) -3

EPISODE SEED

Unfortunate Coincidence

The Rynkans send an ambassador to Station 419 and she demands diplomatic equality with the other local powers -until she finds that the Teirians have arrived a day before to demand the same thing. Starfleet must defuse a tense political firestorm as both sides accuse the other of espionage, and then the Federation of treachery...

two set about constructing the ship that would take them to the Od'ete VI.

The colony on Od'ete was established in 2357 when the Rynkan and Teirian settlers arrived. However, it was not long before the colony would take an unfortunate and disastrous turn. Two months after the biodome was completed, a virus native to Od'ete VI was accidentally brought into the biodome attached to one of the worker's environmental suits. The Teirians were totally immune to the virus, but it was deadly to the Rynkans. The suffering of the Rynkans was long, and their population wasted away and died, only after three days of infection. Akrilo Brynn, the scientist heralded as a Rynkan hero by her people, was one of the last victims to fall to the virus. The horrified Teirian scientists on Od'ete VI tried to isolate the cause of the problem and cure it rather than immediately informing the two Homeworlds of the sickness. This would be a tragic mistake.

9.7 RUMORS OF WAR

The Rynkans received news of the sickness via subspace message from one of their dying colonists. The colonist accused the Teirians of unleashing the virus on purpose. To the Rynkans, this made perfect sense. As the Rynkans were larger and stronger than the Teirians, in their minds the only way that the Teirians could hope to conquer the Rynkans would be to do so in an underhanded fashion, such as introducing a biological weapon among their species. The Rynkan government contacted the Teirian Homeworld and accused them of biological attack. The Teirians, having yet to receive news of the viral outbreak, were offended at the idea and disclaimed all knowledge of any biological weapon. This only fueled the Rynkan suspicions, and three days later, the Rynkan government officially abrogated the alliance and declared war. Both parties began an arms buildup.

The first skirmish between the Rynkans and Teirians occurred in 2358. The Rynkans sent ten ships to Od'ete VI in the hopes of destroying the virus that had killed their colonists. They were met by five Teirian ships, which were overpowered after a brief but violent battle over Od'ete VII. The colonial habitat was bombed from orbit and leveled, but unknown to the Rynkans, the Teirian scientists had already fled several weeks prior, and with samples of the virus.

Teirian technology was slightly more advanced than the Rynkan's, but what the Rynkans lacked in technology they made up for in industry. Both powers were soon on equal footing, but the Teirians continued to look for an edge. They found that edge in the Od'ete VI virus, which they began to modify to actually decrease its deadly effectiveness; by creating a longer carrier period they could spread it further across the Rynkan population. The Teirians began arming warheads filled with the deadly virus.

The second skirmish in the war occurred over Fimdari in 2360. A small wing of five Rynkan ships had been scouting out the sector, looking for allies in their war against the Teirians. They decided to stop by Outpost B6 to take on fuel, and possibly try to enlist Starfleet's help. As refueling operations were drawing to conclusion, a fleet of six Teirian ships arrived, which had been shadowing the Rynkan fleet. The Teirians accused Starfleet of aiding and abetting the Rynkan side of the war. The Rynkans, who had thus far only asked for fuel, turned and fired on the Teirians.

Starfleet warned the two fleets to stand down and leave the system. Without heeding the warning, half of the Teirian vessels moved into an aggressive posture over Fimdari. They targeted the surface, and as they were powering up their weapons, Outpost B6 made the difficult decision to destroy them. The three ships were instantly vaporized by the phaser weapons employed by OB6. The other half of the Teirian ships fired their viral payloads at the Rynkans, infecting three of the ships with the modified plague. Having had enough of the skirmish, Outpost B6 targeted the remaining fighting vessels and ordered them out of the system. The Rynkans and Teirians, cowed by the technological might of the Federation, turned tail and fled.

The three Rynkan ships, unknowingly carrying the Teirian engineered plague, took their deadly cargo back home. The virus quickly spread throughout the military before it was discovered. Within a year of its delivery, the virus had killed five million Rynkans. Most of the casualties were military personnel, but 1/5th of the total killed were civilians that had managed to contract the disease before effective quarantines were put into place.

The Teirians took full advantage of this situation. They mounted an assault against the Rynkan Homeworld consisting of the majority of their fleet, and they eventually broke through the rag-tag Rynkan lines and landed on the planet's surface. The Rynkan civilians broke into frenzy at the invaders. Teirians had witnessed the ferocity of Rynkan military officers in sparring matches, but they were unprepared for the same from the civilian population. As losses mounted, the Teirians were forced to retreat from Rynka, losing well over half of their invasion forces.

9.8 LULL

Ravaged and crippled, neither side could sustain the fight much longer. The war dropped into a lull as both sides licked their wounds and prepared for the day that they would be able to fight again on a larger scale. A cold war of terror soon fell across the two worlds like a shadow, as both sides feared the wild speculations created through the silence.

Recruitment drives worked nonstop to bolster the military ranks. Production of warships escalated, fueling many technological innovations.

Both sides sent out ambassadors, to look for help from the other area powers. The Federation was sympathetic and offered to mediate the dispute, but neither peoples would come to the table for peace talks. The Romulans warned them to stay out of their space or be destroyed. The Klingons threatened to use Rynkan and Teiran ships as target practice.

9.9 SECOND WAR

The second Rynkan-Teirian war flared up in 2375. A Teirian biological weapons expert by the name of Doctor Lhoral was apparently having second thoughts about the virus she helped retro-engineer. She fled to Station 419 and asked Starfleet for political asylum, having been chased there by both the Teirians (who wanted her for treason), and the Rynkans (who wanted her for war crimes).

The space around S419 was tense as

both fleets demanded the return of the doctor. Starfleet refused the demand. Having the two fleets in such close proximity to each other created a volatile mix of emotions for the two peoples, and they soon began to battle each other. Station 419's first officer, Lt. Commander Gerok, in an error of judgment, attempted to fire warning shots across both fleets. Not realizing that the Rynkan and Teirian ships had no shields, he inadvertently wiped out several whole wings of both fleets as a chain reaction of explosions began to bloom across the blackness of space. This act had several net effects. The two powers fled S419's airspace, and the event ignited the second Rynkan-Teirian war. The battle also destroyed Gerok's career; he was accused of war crimes by the Rynkans and Teirians, and Starfleet demoted and reassigned him.

Both sides were again on even footing. Rynkan biological engineers had created a bio-weapons program of their own. However, with the advancement of both planets toward warp-5 capable ships, they were determined to drag whomever they could into the fray. Battles between the two powers have flared up all over the Dulcais sector and have since spread to neighboring sectors.

The violence continues to this day, and there appears to be no end in sight.

9.10 RYNKAN STARBASE

The Rynkan Starbase is little more than a primitive, orbital ship assembly facility, operated by the Rynkan military. It is a Size-1 station that looks like a six-spoked wheel. Materials are brought up from the surface to the base, where they are assembled into fighters, scouts, or colonial bases.

The current commanding officer of the Starbase is Commander Zamoul, a capable leader who helped organize the civilian population against the Teirian invasion.

9.11 POPULATION

Rynka has about 2 billion citizens on the planet. The greatest concentration of the population lies in Ryash, which is a small, crowded city-state. Ten million people live within, with

a density of 5,000 persons per square km. It is the planet's capital, and is where the Planetary Council's campus is located.

The second-largest city is Brabal, a coastal city that is the heart of Rynkan industrialization. Brabal also has the world's planet-side starport which is called Graal. It is little more than a shuttle pad, ferrying personnel, materials and equipment from the surface and into orbit.

9.12 GOVERNMENT

The Rynkans are still organized into nation-states, which they call the Confederacy. Since the start of the War against Teirian Aggression, however, they have banded together and solidified in unity. Each nation elects a representative to the Rynkan Planetary Council, a body similar in function to pre-warp Earth's United Nations, and the council elects a president every ten years. Law and order is maintained locally for each nation, and laws vary vastly from state to state. However, with the advent of the Planetary Council, the borders between the nations have begun to dissolve and nations have begun to merge, further uniting the Rynkan people.



9.13 RELATIONSHIPS

As expected, the Rynkans hate the Teirians passionately. Even mentioning the name is enough to get most Rynkans heated and riled. They are always on the watch for new allies in their war against the Teirians, and would accept help from anyone who offered, promising much in return for the assistance.

Rynkans remain fairly neutral about the Federation. It irritates them that the Federation won't help them in their war, but they believe that the Federation will eventually come around when they see the threat to the universe that

the Teirian scourge represents.

Rynkans fear very little, but the Romulans definitely instill the emotion into them. They have had enough experience to know that the threats the Romulan Empire dishes out aren't hollow.

Rynkans respect the Klingons; they see the heart of the warrior in the them. They believe it is a shame that the Klingons don't return that respect and don't understand why the Klingons believe them to be dishonorable.

Starfleet Intelligence has information that the Rynkans and the Siinogans have been engaging in secret talks. They also believe that the Ferengi Alliance could be possibly aiding

RYNKAN STARBASE

General Characteristics

Type: Manufacturing

Location: Rynka

Commissioned: 2349

Hull Characteristics

Size/Structure: 1 (wheel-shaped, 200m diameter, 10 decks)

Resistance: 3

Structure Points: 30

Docking: 6 Construction arms
2 docking arms

Personnel Characteristics

Crew/Inhabitants/Capacity:

50 / 200 / 1,000 [6 pwr/round]

Entertainment: 1 [3 pwr/round]

Systems Characteristics

Computers: 1 primary [2 power/round]

Transporters: None

Tractor Beams: None

Power: 100

Sensor Systems

Long-range Sensors: +0/2 light year [6 power/round]

Lateral Sensors: +0/1 light years [4 power/round]

Sensors Skill: 2

Internal Security: 1

Weapons Systems

Lasers

Range: 10/30k/60k/150k

Arc: 720 degrees

Accuracy: 6/7/9/12

Damage: 5

Power: [5]

Weapons Skill: 1

Chemical Torpedoes

Number: 20

Launchers: 1

Spread: 1

Arc: 720 degrees

Range: 10/30k/100k/300k

Accuracy: 6/7/9/12

Damage: 10

Power: [5]

Weapons Skill: 1

Defensive Systems

None

Notes

Rynkan and Teirian starships are similarly equipped in terms of capabilities.

the Rynkan technological development. What these two situations means for the future of the Dulcais Sector is still unclear.

9.14 BESTIARY

Goltreg

Type: Grazer

Size: 200kg, 2m

Form: A brown, leathery monopod with blue stripes. It has two eyes, but no mouth and no apparent olfactory or auditory systems.

Attributes: Fitness 4 (Strength -2) (Vitality 2), Coordination 1 (Reaction 1), Presence 3 (Empathy 3) (Willpower -2), Instinct 2

Base Movement: 1

Resistance: 7

Special Abilities: Toughness +2

Weapons: None

Description and Additional Notes: The goltreg is a large monopod that slides across grassy plains, consuming plants as it goes. The underbelly of the goltreg is made up of kiaspras, which are microscopic digestive tendrils. These tendrils secrete a mild acid that break down the plant matter underneath the creature and absorbs the nutrients left behind. In order for a Goltreg to eat, it merely needs to move to a new grassy spot. The upper side of its body is leathery and tough, and it can harden this even further through constriction of external muscles. Rynkans breed these creatures for their meat, which is blue in color and highly salty to the taste.

Hatzgin

Type: Filter

Size: .5m, 15kg

Form: Squat triangular creatures with three legs and a blue mossy carapace

Attributes: Fitness 2 (Strength -1), Coordination 3 (Reaction -1), Presence 2, Instinct 1

Base Movement: 3/6

Resistance: 1

Weapons: Hallucinogenic Secretion (Any creature that comes in contact with the secretion must make a Willpower vs Challenging (10).

CHRYSLIS CANYON

Each year, the Rynkan Giant Moths migrate to one canyon, located in the Kyrish mountain range, in order to bear their young. After a voracious feeding, the moths weave cocoons, which harden and crystallize during pupae development. The surfaces of the cocoons reflect sunlight into brilliant, prismatic hues. At the height of season, hundreds of thousands of these cocoons create a breathtaking view.

Failure results in immobilization and the victim is subject to pleasurable hallucinations for 6+1d6 minutes. If a victim consumes the poison, as a liquid or licked off of fingers, it becomes Willpower vs Difficult (13) and lasts 1D6 hours.

Description and Additional Notes: Hatzgin are squat, triangular creatures with a mossy carapace and no discernible head, save a pair of eyes along one side of the head, which denotes the "front" of the creature. They have three legs, all digitigrade and able to fold inwards at the knee. Two of them, the "front legs" (one at each corner on the front side) are thinner and the rear leg (the one at the rear corner opposite the front side) is thick and much stronger. Hatzgin push off with the rear leg and land with the front ones, then use them to reorient themselves before using the rear leg to hop forward once more. Hatzgin are filters. Their carapace secretes a hallucinogenic euphoric of great potency. They trap via burrowing halfway down into the ground so that they appear to be moss-covered rocks. Small creatures that touch or consume the moss become so euphoric that they cannot function for hours. Immobilized, the Hatzgin hops over them and lowers themselves onto their prey, tearing them apart with a beak-like mouth in the very center of their underside.

10.0 TEIRRA

"I have seen enough of one war never to wish to see another."

-Thomas Jefferson

10.1 TROPICS

Teirra is a tropical Class-M world with only a slight axial tilt, making it a lush, humid planet. There are wide tropical bands at the equator with verdant rainforests. At the poles, the climate is much colder, but ice forms there only once per year. This causes the sea level on Teirra to rise each spring and fall in the autumn. The planet has two moons, and one of them is in an elliptical orbit, which causes some rather remarkable tidal effects on the seas of Teirra.

Where the native Teirians have not made their mark, the rainforests cover almost every available acre of land on the planet, and they teem with complex and highly diverse animal life. There are few predators on Teirra, however those that exist can easily take down a humanoid.

10.2 TEIRIANS

Teirians are a humanoid race that evolved millions of years ago from gentle jungle grazers that had begun to walk upright in order to reach higher into the foliage for food. Predators caused the proto-Teirians to form social groups, and from these came the earliest Teirian civilizations.

Most Teirians have pale skin tones, and albinos are not an uncommon sight among their people. They are generally taller and more slender than the average humanoid, and they

TEIRRA

Class: M

System Data: Teirian homeworld

Gravity: .98

Year/Day: 276/20

Atmosphere: Oxygen/Hydrogen/
Nitrogen

Hydrosphere: 76%

Climate: Tropical

Sapient Species: Teirian

Tech Level: Level 5 (Low Federation)

Government: Populist Dictatorship

Culture: Teirian

Affiliation: Teirian Union

Resources: Average

Places of Note: Kijorelle Beach

Ship Facilities: None

Other Notes: The Teirian Union is at war with the Rynkan Confederacy.

EPISODE SEED

Didn't We Mention?

The Teirians send out an urgent distress call: one of their weapons facilities has had a reactor leak, and hundreds of thousands could die from radiation poisoning in Varba. Starfleet has arrived to find that the damage is highly underestimated, and that they may have been exposed to a biogenic weapon, themselves...

have elongated features. Their hair color ranges from white to a peppered grey, and both sexes of their species wear their hair long.

Teirians consider themselves to be a highly civilized race, having evolved a complex social pecking order. They are a polite species, showing manners and courtesy in the governance of their actions. They consider a lack of manners to be akin to barbarism, and they will go to great lengths to apologize for any insult that they believe they have inflicted upon someone.

Teirians believe that their hair is a symbol of strength and virility. Teirian hair grows little more than an inch every year, so an effective punishment among their society is to cut it. This punishment is enacted in households, professional trades, and even by the government. This is the ultimate in humiliation and shame for a Teirian. Individuals who feel repentant for their own actions will sometimes cut their own hair off as a symbol of their loss of pride.

10.3 CLANS

Teirians organize themselves into clan units, which are primarily territorial affiliations rather than any direct relation by blood. They tend to feel an obligation toward their clan, and will support and work hard for it.

The clans are ruled by the clan lords, which are hereditary positions of nobility. This makes all nation-states on Teirra dictatorships by nature. However, in some ways there is an edge of democracy to the system, as the most popular clans are also the most powerful.

A Teirian's allegiance to a clan is mutable. Cultural anthropologists liken the citizenry of the nation-states to the fans of sports teams. While most will stay loyal to their 'home' clan, a Teirian can switch his loyalties without undue social impact on himself. This often happens when the clan's leadership shifts in ideology, or the Teirian finds the clan is behaving dishonorably. All a Teirian must do to change their clan affiliation is move to a new region; there are no closed borders on Teirra. When this happens, a Teirian gives his or her support, loyalty, and devotion to a new clan.

While clans try to retain their membership numbers by offering incentives, they will not forcibly prevent a Teirian from moving from

one region to another. This would be an insult to the intellect of the citizen, and a serious affront to Teirian personal liberty. Freedom of movement is a Teirian's cultural right and only the worst criminals have that freedom taken away.

The current dominant clan on Teirra is the Vrigal, which is ruled by King Narmiset and a vast number of nobility below him. It is not the popularity of Narmiset that keeps the Vrigal clan in power. He retains his power through the popularity of his ten daughters, who are charitable and kind, and considered by many to be the most beautiful Teirian women on the planet. King Narmiset has made hugely unpopular decisions during his reign, but his daughters help to prop him up with their vocal support.

10.4 HISTORY

The Teirians have had little to fight over within their history. Their world is plentiful in food and territory. A few minor wars have broken out over time, but they have been few and far between, and had more to do with personal or clan honor and less with intolerance, resources, or territory. Each lasted only several weeks as cooler heads eventually won out.

Around 1850, the most powerful clan lords in the various regions consolidated their power into nation-states. Over the next ten years, brief struggles ensued as borders were settled upon.



KIJORELLE BEACH

The pristine, white-sands beach is a popular vacation spot for the clan lords. The waters are crystal-clear, and visitors are often taken aback by the stone ruins of an ancient Teirian city that are submerged under them. Other ruins also dot the landscape of the surrounding countryside.

Teirians entered their industrial age in 2056. Their information age came shortly after the invention of the integrated circuit in 2093.

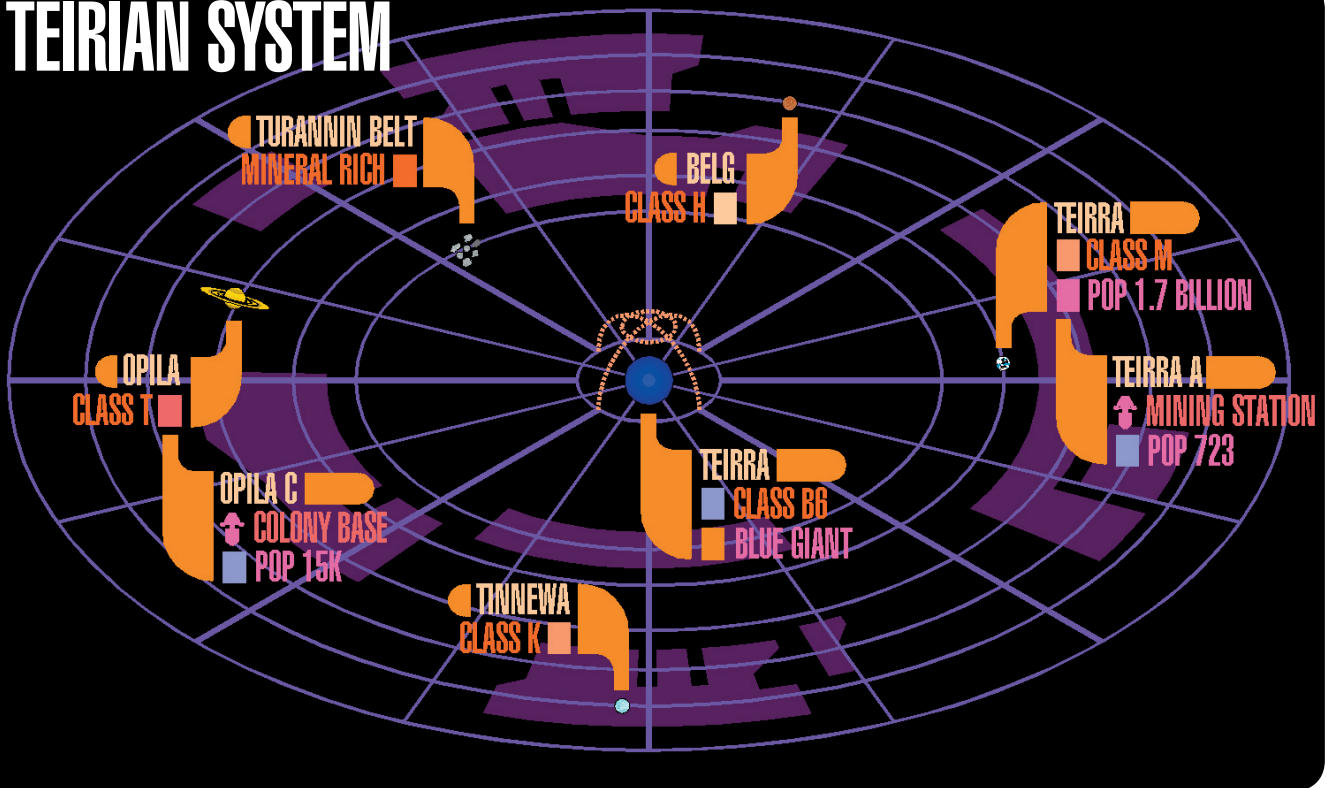
Teirians have always gazed to the sky and wondered what was among the stars. They have detailed astronomical data dating back thousands of years, being both keen observers and meticulous record-keepers. One of the most honorable professional fields on Teirra is astronomy. In recent times, entire universities have been established for the sole purpose of studying the cosmos.

It is little wonder, then, that the Teirians made their way to the stars. In 2097, the Teirians launched their first manned spacecraft, an orbiter that circled Teirra three times. In 2133, Teirians walked on their primary moon. By 2199, they had established a mining colony base on its surface. In 2260, they had established a colony base on the moon of a nearby Class-T ringed giant named Opila. The Teirians knew it was only a matter of time before they would break from the confines of their solar system and set sail for more distant stars.

This happened in 2331 when the first test of a warp engine occurred. However, considering their world was located within the Romulan Neutral Zone during a time of Romulan apathy for that region of space, they encountered no one. First contact came in 2341, when a Teirian ship sent toward Rynka found an eager and friendly people on that world.

When the ship returned from Rynka with promising news of a welcoming culture just a few scant light years away, the populace was overjoyed. The explorers were lauded as heroes. As trade increased, Rynkan goods became a valuable commodity. Everyone

TEIRIAN SYSTEM



System Type: Teirra is a B6 III Blue Giant star.

Inhabited Planets: Teirra is the only Class-M planet in the Teirian system.

Other Planets: Opila is a Class-T ringed gas giant. Belg is a Class-H planet. Tinnewa is a Class-K ball of methane and ice.

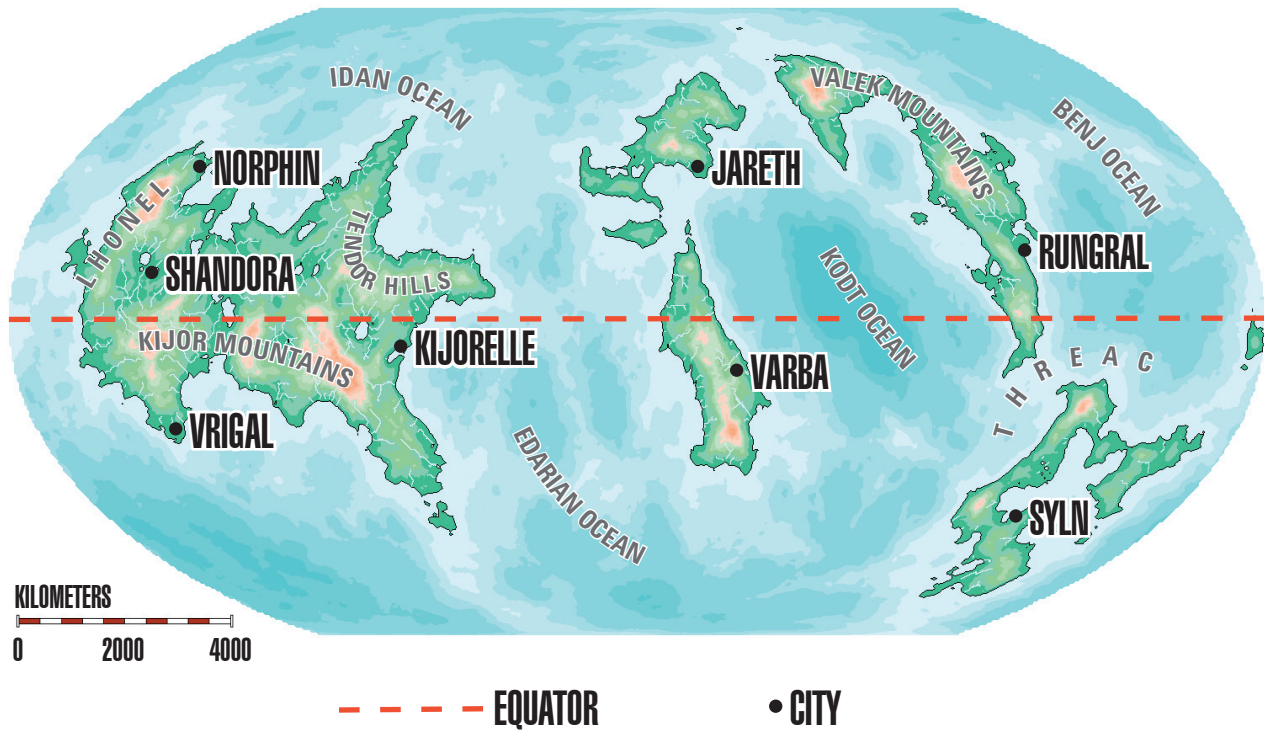
Other Stellar Objects: The Turannin Belt is a mineral rich asteroid belt. Mining ships often make sojourns to the belt in order to mine dilithium for the Teirran starships.

Artificial Objects: The Teirrians maintain a small mining colony base on the first moon of Teirra, and a colony base on the third moon of Opila with 15,000 inhabitants. The base on Opila-C is a closed environment as the planet is Class H.

Notes: A small orbital shipyard is located at Opila-C.



TEIRRA



TEIRIAN

Teirians are a tall, thin, pale species that is native to the planet Teirra. They are physically weaker than most humanoid species. Most adults know something about astronomy.

Attributes

Fitness 2 [6]
Strength -1
Coordination 3 [5]
Intellect 2 [5]
Perception +1
Presence 2 [5]
Willpower -1
Psi 0 [5]

Skills

Athletics (Choose
Specialization) 2 (3)
Charm (Manners) 1 (2)
Culture (Teirra) 2 (3)
History (Teirra) 1 (2)
Language
Teirian 2
Life Sciences (Choose
Specialization) 2 (3)
Space Sciences (Astronomy) 1 (2)
World Knowledge (Teirra) 1 (2)

Advantages/Disadvantages

Curious +1
Obligation (Clan) -2
Species Enemy (Rynkans) -2

wanted a piece of the new culture, they wanted to know these Rynkans and what they were like.

When the alliance was signed in 2350, a five-day celebration was held on Teirra. The population was drunk with enthusiasm for their new-found friends. When it all broke down in 2357 due to the colonial mishap on Od'ete VI, the Teirians were mournful of the tragic turn of events. The accusations of biological warfare shot their way by the Rynkans, however, shocked them and outraged them. They wouldn't stand for it, and if the Rynkans wanted a war, they would give them one.

The war was harsh on the people of Teirra. They were not accustomed to such long, bitter struggles. As it seemed like there was no end in sight, many within the Vrigal, the current Teirian ruling clan, pushed for stratagems that could end it quicker.

They turned to the very thing they had been wrongfully accused of: biological warfare. Using samples of the virus that took the lives of the Rynkan colonists on Od'ete, they retro-engineered the virus and made it slightly weaker in the hopes of spreading it farther throughout the Rynkan population.

Social strife erupted when the general population learned of the military's use of biological weapons, and there were many demonstrations against the government by the clans. The world was firmly divided on the topic. Many considered it to be dishonorable and deplorable, but others saw it as a purely necessary evil. It is a debate which continues on Teirra to this day. The Vrigal is currently waning in power because of biological warfare. With three of King Narmiset's daughters coming out against the Vrigal's use of biological weapons, the clan still retains some measure of popularity, and can still boast of being the most popular clan on Teirra.

10.5 RELATIONSHIPS

Teirians hate the Rynkans, but most would gladly end the war if the opportunity presented itself. It is only the stubborn pride of the Vrigal's ruling lords that keeps peace talks from occurring. Should a clan lord come forward with a peace proposal, it is likely that their clan would gain enormous popularity, maybe even enough to unseat the Vrigal.

Teirians dislike the Federation, and by proxy, the Occans. Twice now, the Federation has destroyed Teirian warships. They believe the Federation is selfish with their lack of assistance to the Teirian cause.

The Teirian people are distrustful of Klingons and Romulans. The warlike nature of these two powers makes them nervous, and they fear that if they win

the battle with the Rynkans, there will just be another bully waiting in line to conquer them.

The Teirian people like Andorians. They think that Andorians are rather attractive looking creatures, and want to further their relationship with Fimdari.

They distrust the Siinogans, but only because they are so different from the Teirians. Like most humanoids, the Teirians fear what they do not understand, and the Siinogans are the strangest creatures that they have ever met.

10.6 BESTIARY

Unor

Type: Scavenger

Size: 50kg, .2m

Form: A dark green beetle with a hard carapace.

Attributes: Fitness 1 (Vitality 1), Coordination 1 (Reaction 1), Presence 1, Instinct 2 (Ferocity 1)

Base Movement: 2

Resistance: 1

Special Abilities: None

Weapons: Acid spit (2d6/turn for 5 turns)

Description and Additional Notes: The Unor is a large insect that feeds only on a specific plant found across Teirra. It is normally very docile, but if provoked it will shoot a jet of acid at the eyes of its victim. It is too heavy to fly, though it still has vestigial wings that it can rattle as a warning to potential predators.

Elmok

Type: Gatherer

Size: 1.25m, 40kg

Form: Six (6) limbed primates with dirty grey fur

Attributes: Fitness 2 (Strength +1), Coordination 3 (Dexterity +1), Presence 2, Instinct 3 (Ferocity -1)

Base Movement: 4/8

Resistance: 1

Special Abilities: Craft 1 (Weaving +1) Athletics 3 (Climbing +2), Sleight of Hand 2 (Steal +1)

Weapons: Main Hand/Foot Claws 3 (3d6 damage)

Description and Additional Notes: Elmok are non-sapient primates that inhabit the lush jungles of Teirra, building enclosed spherical nests

from vines and brush high up in the largest trees. They grow to be roughly half a meter tall and sport six limbs. Two legs, Two upper arms and two smaller arms between the hips and shoulders. Both the upper legs and arms end in "false hands", two fingers with semi retractable claws and a false non-opposable thumb which is really an extension of the wrist bone. Smaller secondary arms seem to be almost vestigial remnants of their evolution, with weak hands that have 2 fingers and an opposable thumb. The secondary hands are usually used for "weaving" their nests and holding their infant offspring. Elmok are not very ferocious, tending to live in family groups of connected nests. They do, however, love to steal shiny things and their nests can sometimes be filled with strange and wondrous collections of nick-knacks taken from passing Teirnan. Unlike human compared to apes, the Elmok do not appear to have a common ancestor with the Teirran, seeming to be the last remnants of a failed evolutionary path.

Azarkal

Type: Scavenger

Size: .3m, 10 kg

Form: Short stout creatures with brilliantly colored scales of Red, Green and Yellow

Attributes: Fitness 2 (Strength -1), Coordination 2, Presence 2, Instinct 2 (Ferocity -2)

Base Movement: 7/14

Resistance: 1

Weapons: Spray Bomb (4) Special Damage: If sprayed all social interactions for the afflicted are at -2 for next 2d6 days. Any other person trying to do something that requires a degree of concentration or focus while in the afflicted's presence gets -2 on their contests as well

Description and Additional Notes: Azarkal are small, Teirran mammals but with brilliantly colored overlapping scales made of keratin that give it a very reptilian appearance. Their body is larger in the middle but tapers down to a pointed head and short tail. They have no visible ears, being hidden underneath their scales, but can feel vibrations through the ground by way of their soft and sensitive undersides. Insectivores, they have no teeth but a long projectile like tongue that they use to probe and catch bugs in trees and the ground. When threatened they roll into a ball,

and flare their scales, and secrete streams of very odorous liquid from small sacs in all directions. The stink is extremely hard to wash off and can last for weeks on unwary victims. Most of the time, though, Azarkal are very docile, and they make popular as pets (but only after they have been de-scented).

Draug

Type: Pouncing Hunter

Size: 25 to 50kg, up to 1.5 meters long, .75 meters tall

Form: Sleek, furred feline body, with a canine like muzzle, and tail about half body length, also furred.

Attributes: Fitness 2, (Vitality 2), Coordination 2 (Dexterity 3), Presence 1, Instinct 2 (Perception 4) (Ferocity 4)

Base Movement: 20

Resistance: 2

Special Abilities: Stealth 4, Athletics 3 (Jumping +1, Running +1)

Weapons: Claws (3pts), Bite (4pts)

Description and Notes: The draugs are a predatory pack hunter native to the Teirian rain forests. Most packs tend to be 4 to 6 creatures in size, though larger packs of up to 24 have been noted when hunting is good or in the deeper forests where prey is plentiful. Typical tactics involve one or two Draug's chasing a prey animal into a grove of trees where the rest of the pack waits amongst the branches to leap down. Standard attack method is for the creature to lock on with its jaws, and rake their prey with their claws. If captured young, the Draug can be trained to make formidable guard or attack animals (they imprint the trainers as their pack), though they are still quite dangerous when wounded or scared.

11.0 STATION 419

"But the power of destiny is something awesome; neither wealth, nor Ares, nor a tower, nor dark-hulled ships might escape it."

- Sophocles

11.1 CITADEL CLASS

The *Citadel*-Class space station was designed at the Utopia Planitia Design Yards in 2367, under the lead designer of Captain Alex DeLarge. It was designed to replace the aging *Regula*-Class multi-purpose installation. The first structural core was produced in 2368 over Mars, where it was subsequently towed into position near the Black Cluster and christened Citadel Ought Prime. Construction on the station was completed in 2370. Unfortunately, Citadel-01 met its end at the hands of the Breen in 2375.

A notable feature of the *Citadel* -Class station is its modularity. Whole sections can be removed from levels and replaced relatively quickly, so that a station's purpose can be altered as situations require, or damage can be repaired quicker than in non-modular designs.

11.2 THE TOWER

Station 419 Upsilon (Starfleet Registry S419U) is a *Battery* variant of the *Citadel*-Class deep space station. It is positioned at the Romulan/Klingon border of the Federation. While it is primarily a defense outpost, it acts as a refuel and repair depot for ships passing through the Dulcais sector.

The station has a bulbous saucer section at the top with a small cylinder protruding at the base. The cylinder connects

CITADEL VARIANTS

The following variants are available for the *Citadel*-Class space stations. Each differ in design and layout.

VARIANT	PURPOSE
<i>Assembler</i>	Manufacturing
<i>Battery</i>	Defense
<i>Detention</i>	Penal
<i>Director</i>	Administrative
<i>Respite</i>	Recreational
<i>Hope</i>	Medical
<i>Monitor</i>	Surveillance
<i>Theorem</i>	Research

OTHER CITADELS

As of 2376, there are 39 *Citadel*-Class space stations scattered throughout Federation space. The following are a few examples:

C86: Station C86 is a *Theorum* variant *Citadel* station in orbit over Galor IV.

Deep Space 17: DS17 is a *Director* variant *Citadel*-class station located within the Beloti Sector.

K2NE: The K2NE station is a *Citadel*-Class *Detention* variant located in orbit of Beta Antares IV.

Station T7: This station is a *Citadel*-Class *Hope* variant medical facility located within the Sol sector.

Ford Station: Ford Station is a *Citadel*-Class *Assembler* variant shipyard in the Vega star system that was established during the Dominion War.

the upper saucer section with other sections and finally terminates at four large fuel tanks that can hold 1.47 million cubic meters of deuterium slush each. There are 33 decks connected by turbolifts and jeffries tubes. The upper saucer section consists of levels 1-16 and these levels hold the command section and housing. Level 17 is dedicated to emergency power batteries. Levels 18-20 are the recreation saucer. Level 21 is dedicated to the docking arms. Levels 22-28 are dedicated to the shuttle bays and cargo bays. Levels 29-32 comprise the engineering section, and Level 33 is access to the deuterium tanks. Most sections require security access to enter.

11.3 PERSONNEL

Station 419 requires a crew of 630 to operate at full capacity, divided into three shift rotations during a 24-hour period. There are 185 civilians located on board, but the station can house up to 1,000 persons comfortably. In an emergency, the station can shelter ten times that number. At any given time, there are approximately 700-900 people on board.

11.4 SERVICES

The station provides docking facilities for four ships at the docking arms, and has a full shuttle complement. Most ship damage can be repaired using the station's EVA, work bees, and industrial replicators. Ships can replenish their deuterium fuel from the station's slush tanks, and cargo bay facilities are available for the storage and routing of bulk and liquid cargos.

Entertainment facilities are provided for the residents and visitors on the station in the form of two mall levels and a fitness deck. The station's Mall levels provide holodecks, dining, shopping and a wide variety of other entertainment. The Mall is also home to a variety of Federation bureaucratic offices, such as the Office of Colonial Affairs, and the local Federation Diplomatic Corps office.

11.5 CONSTRUCTION

Station 419 is a relatively new space station. Construction of the core spaceframe began in 2370 at Utopia Planitia Shipyards on Mars. The station was initially slated for the Cardassian border, but with the destruction of Outpost B6 by the Klingons, Starfleet shifted the destination to the Dulcais Sector. It was towed to its present location in 2371, and construction was completed in 2373.

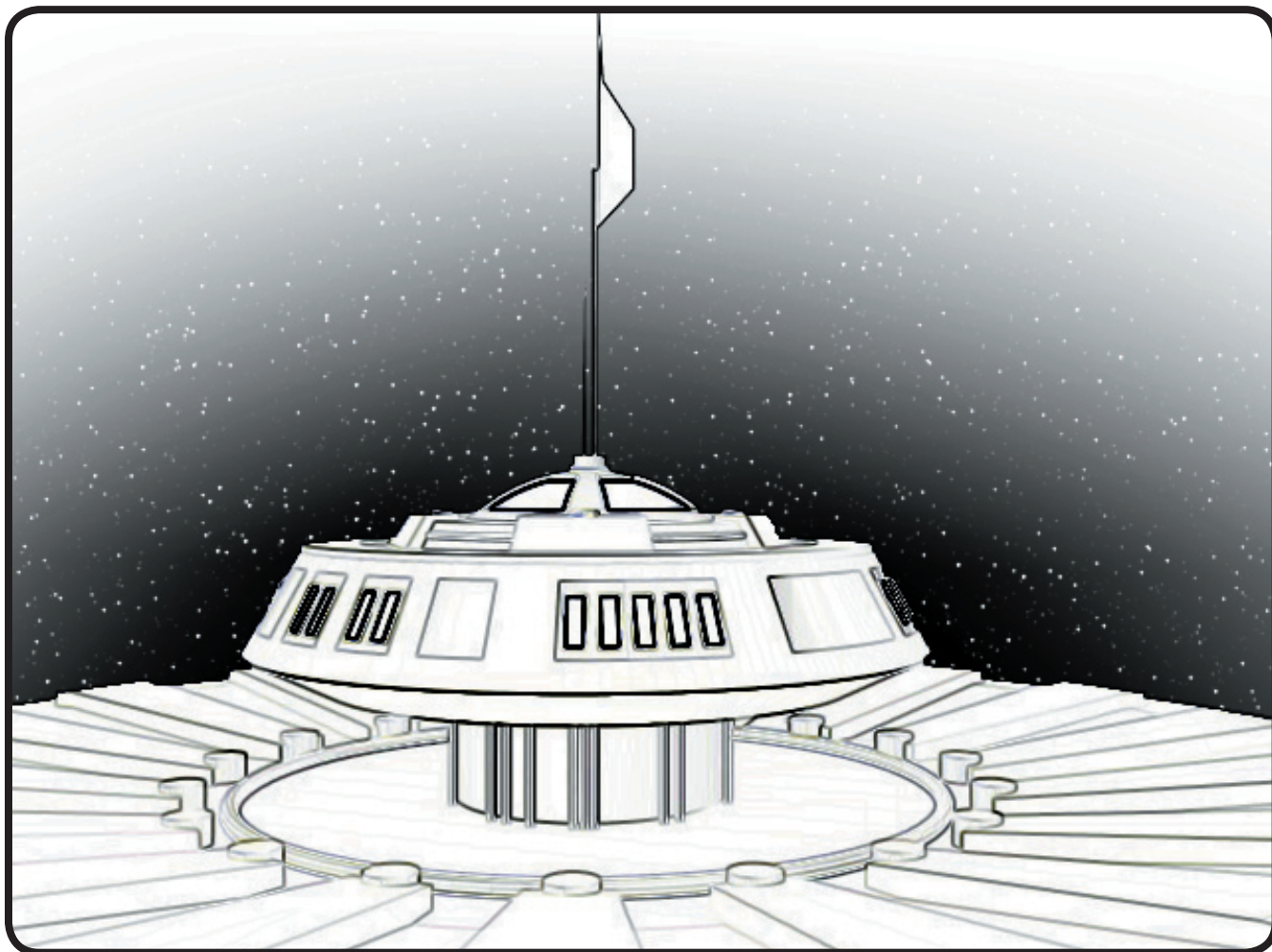
11.6 SI LISTENING POST

Starfleet Intelligence maintains a listening post central to Level 3. This post is a highly classified secret, and has remained so

despite operational security lapses with other classified secrets on the station. Only Starfleet Intelligence officers have the necessary clearance to access this area; not even the station's senior officers can enter.

This listening post is mostly automated, providing computers that sift through and sort all sector-wide subspace communications, both incoming and outgoing. The computer system, which is independent of the rest of the station's computers, runs search algorithms across each message for visual and auditory clues. If it encounters a 'suspect word' (such as spy, Dominion, anomaly, etc), the message is flagged for perusal by an actual agent. If the message seems harmless, it is discarded. If not, it is routed to SI HQ for further analysis.

In addition to the listening facilities, the 87732 Observatory can be tied in to the SI computers from this location. SI has strict



STATION 419 UPSILON

General Characteristics

Type: Strategic (Battery variant)
Location: Dulcais Sector
Commissioned: 2373

Hull Characteristics

Size/Structure: 4 (cylindrical, 400m x 275m, 33 decks)
Resistance: 5
Structure Points: 300
Docking: 4 Ships

Personnel Characteristics

Crew/Inhabitants/Capacity: 210 / 1,000 / 10,000 [86 pwr/round]
Entertainment: 5 [15 pwr/round]

Systems Characteristics

Computers: 1 primary, 2 secondary [6 power/round]
Transporters: 5 personnel, 1 cargo 5 emergency [6 pwr]
Tractor Beams: 1 ventral, 1 dorsal, 2 at pylons, 2 at shuttlebay [2/per rating used]
Power: 600

Sensor Systems

Long-range Sensors: +2/17 light years [6 power/round]
Lateral Sensors: +3/2 light years [4 power/round]
Sensors Skill: 5
Internal Security: 4

Weapons Systems

Type X Phaser

Range: 10/30,000/100,000/300,000
Arc: 720 degrees
Accuracy: 4/5/7/10
Damage: 22
Power: [20]
Weapons Skill: 5

Photon / Quantum Torpedoes

Number: 2,500 / 200
Launchers: 4
Spread: 5
Arc: Self-Guided (720 degrees)
Range: 15/350,000/1,500,000 4,050,000
Accuracy: 4/5/7/10
Damage: 20 / 30
Power: [5]
Weapons Skill: 5

Defensive Systems

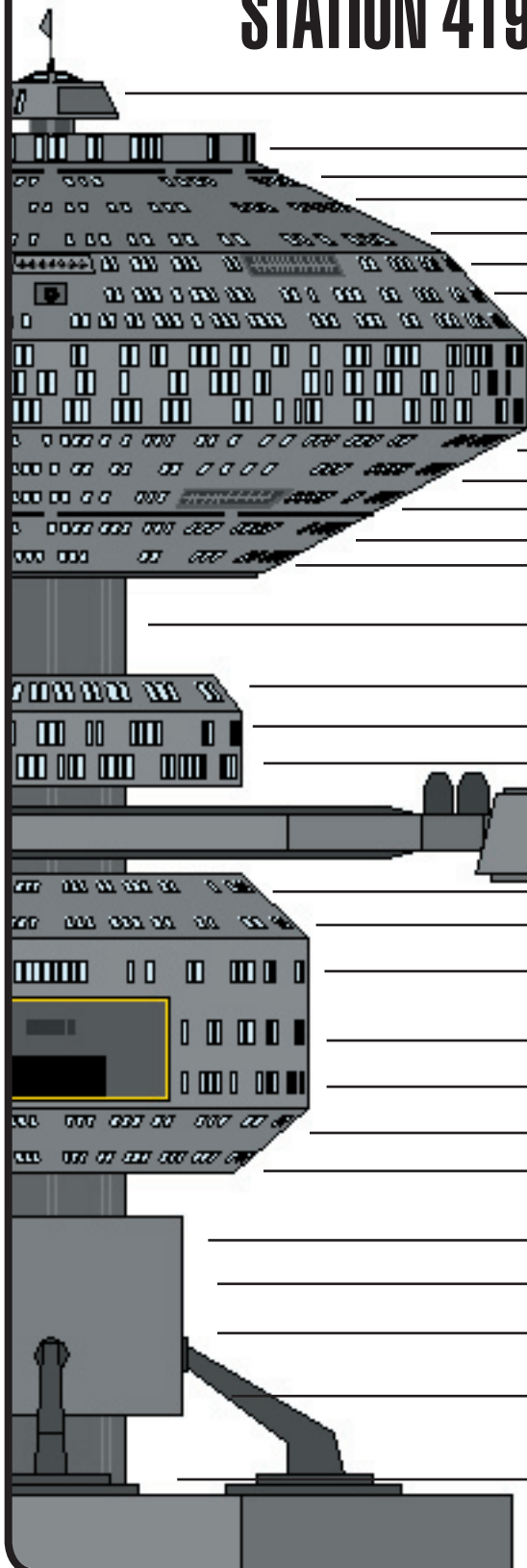
Starfleet Deflector Shield

Protection: 80/80/80/80 (120)
Power: [80]

Ships

2 Danube class Runabouts
4 Type VI Shuttlecraft
3 Type XV Shuttlecraft
2 Class Xa Prototype Combat Shuttles
U.S.S. Thomas Paine (*Brilliant-Class* Light Escort)

STATION 419 UPSILON LEVEL LAYOUT



- 1 - OPERATIONS
- 2 - ADMINISTRATION
- 3 - COMMAND QUARTERS
- 4 - VIP (ADMIRALTY) QUARTERS
- 5 - SCIENCES
- 6 - UPPER SENSOR ARRAY
- 7 - ARMAMENTS
- 8 - CREW QUARTERS
- 9 - CREW QUARTERS
- 10 - CREW QUARTERS
- 11 - WATER TREATMENT
- 12 - VIP (AMBASSADOR) QUARTERS
- 13 - ARBORETUM
- 14 - LOWER SENSOR ARRAY
- 15 - CIVILIAN QUARTERS
- 16 - CIVILIAN QUARTERS
- 17 - EMERGENCY POWER
- 18 - UPPER MALL
- 19 - LOWER MALL
- 20 - FITNESS CENTER
- 21 - DOCKING ARMS
- 22 - ENGINEERING OFFICES
- 23 - FABRICATION
- 24 - SHUTTLE REPAIR
- 25 - SHUTTLE STORAGE
- 26 - SHUTTLE BAY
- 27 - CARGO BAY
- 28 - CARGO BAY
- 29 - ENGINEERING
- 30 - ENGINEERING
- 31 - MAIN ENGINEERING
- 32 - ENGINEERING
- 33 - DEUTERIUM TANK ACCESS

SEE APPENDIX A FOR A FULL STATION MAP

THE MALL

The Mall is the station's social center, providing dining, shopping, entertainment and civilian services.

The Neutral Zone: This is a bar that is located on Level 18 (Upper Mall). It serves synthehol as well as real alcohol, but they do not serve food. The patrons dance to the sounds of an antique jukebox, and more than one Ensign has lost his week's credits in a game of pool.

Twilight's Edge: This fine-dining restaurant is located on the Upper Mall. The restaurant primarily serves replicated food, however the house usually offers freshly-cooked specialties as well.

Dream Factory: This civilian-owned establishment has two large holodecks and four smaller holosuites for entertainment and Starfleet training. It is located on the Upper Mall.

Warp Core: Located on the Lower Mall, this shop provides precious fuel for the residents of Station 419 in the form of real sector-local and imported coffees.

Temple: An all-faiths temple has been set aside on the Upper Mall for those with religious leanings.

Observation Garden: Located on the Lower Mall, this garden offers a resplendent view of space and the anomaly.

Diplomatic Office: The Federation houses a diplomatic mission on the Lower Mall.

Lecture Hall: There is a large lecture hall located on the Upper Mall that Starfleet uses for training lectures and mission briefings.

operational protocols regarding using the observatory in this fashion, as it is (technically) illegal to spy on allied powers. SI uses the observatory to monitor Siinogan activity, ship movements within the sector, and to watch for illegal activities near the Sandstorm.

11.7 THE ANOMALY

The anomaly appears as a bright blue-white light that rapidly pulses and flashes. The event horizon is approximately 1,000 meters in size, but the actual event itself is only about ten meters across. There is a 10,000 kilometer no-fly zone around the event.

The anomaly is a recursive-fold chroniton event of a previously unrecorded nature. Chroniton particles are emitted that decay until they reach their apogee, at approximately 500 meters away from the event. The chroniton particles then fall back into the body of the event, decaying further until they reach a state of neutral charge at the event's core. There they begin their life cycle again and the process repeats itself. Studying the anomaly has proved difficult, as probes entering it have imploded, and biological samples sent through are completely disintegrated.

The anomaly appeared in 2373, while S419U was still undergoing primary systems testing. The source of the anomaly is still a mystery which has yet to be solved. DTI has theorized that its appearance coincided with a temporal accident, either in the past or the future, but no solid evidence has been presented to make the case either way.

In 2374, engineers from Station 419 distributed a sensor buoy net around the anomaly to prevent approaching ships from using it as a sensor blind. The buoy net also signals away approaching ships and warns them of the no-fly zone. Due to the intense chroniton radiation, the buoys only have a lifespan of three years, so to prevent failure of any single buoy the crew of S419U replaces them every two years.

The anomaly acts as a temporal anchor. Objects within .02 light year of the event are not affected by fluxes in the timeline of surrounding space. Where the rest of the galaxy will slip into place around the timeline change,

objects around the anomaly, including Station 419, will not be affected. This gives the officers on board the ability to detect changes in the timeline. The residents will remember the old timeline, and station records will reflect it as well. This anchor effect was discovered in early 2376, when a timeline shift was noted (and subsequently corrected).

11.8 DTI

Due to the nature of the anomaly, the Department of Temporal Investigations has set up permanent residence on Level Five of Station 419. The existence of this office is classified, and it is listed on station directories as an office for the Federation Geological Survey. The office maintains a specialized set of secondary computers that assist in DTI's monitoring of the timeline. These computers hold checksum values for Memory Alpha, which are scanned and compared constantly to Memory Alpha's checksums. This is a constant search for discrepancies in their values, which would indicate a possible temporal flux event. Most discrepancies arise when someone attempts to modify a record, not from someone trying to modify history. In these cases the DTI analysts turn over the information they collect to Starfleet security for further investigation.

Upon a temporal shift, there are a series of protocols that immediately go into effect. All inbound and outbound ship traffic is immediately halted. All subspace traffic is suspended except for senior officers and DTI personnel. This is to prevent any corruption of the new timeline, and to allow DTI to consult with its superiors. These measures were put into place in order to minimize the confusion of a timeline shift. In the first shift, officers who had been known to be dead suddenly returned from shore leave. Officers who had never been assigned to the station in the preferred timeline arrived on board, wondering where their quarters were and why nobody remembered them. To minimize this 'cross contamination' during the confusing period that ensues after a shift, DTI introduced these emergency protocols.

11.9 SUPPORT SHIPS

Station 419 has a number of support ships assigned to it. There are two *Danube-Class* Runabouts: The *U.S.S. Cape Fear* (NCC 72812) and the *U.S.S. Amazon* (NCC 72014). There are a dozen *Workbee* craft (S419-B1 through S419-B12) for use in repairing damaged vessels. Four Type VI long-range warp shuttles are used for ferrying personnel across the sector: *U.S.S. Baer* (S419-01), *U.S.S. Lovelace* (S419-02), *U.S.S. Asimov* (S419-03) and the *U.S.S. Hawking* (S419-04). There are three short-range shuttlecraft for moving cargo and personnel that cannot otherwise be transported (S419-05 through S419-07). The station also has two new Type Xa Combat Shuttles, the *U.S.S. Levy* (S419-X1) and the *U.S.S. Shoemaker* (S419-X2).

Assigned to the station is the *U.S.S. Thomas Paine* (NCC-65530-C), a *Brilliant-Class* light escort that is used for patrol, escort, rescue, and other Starfleet missions. The *Paine* is a small but tough ship, and those who mock her only do so up until they face her in battle.



11.10 TYPE XA SHUTTLES

In 2375, Station 419 was given two prototype combat shuttles to test: the *Levy* and the *Shoemaker*. Initially designed after the Borg invasion at Wolf 359 in the hopes of harrying a large enemy such as a Collective's ship, the design was ultimately scrapped in favor of larger, more powerful gunships such as the *Defiant-Class* and the *Steamrunner*. Starfleet dusted off the plans and modified them for use

in the latter stages of the Dominion War as warp-capable fighters. By the time the prototypes were complete, the war had ended. Despite the scale-back of warship production once the armistice had been signed, Starfleet continues to make the shuttles, where they are replacing unarmed warp shuttles in more hostile corners of the Federation. After the tests on the prototypes were complete, Station 419 was allowed to keep its two prototypes.

TYPE XA COMBAT SHUTTLES

Class and Type: Shuttle, Type Xa
Commissioning Date: 2375

Hull Characteristics

Size: 2 (9.64m x 3.32m x 5.82m)
Resistance: 2
Structural Points: 40

Operations Characteristics

Crew/Passengers: 2/8 [2 power/round]
Computers: 2 [1 power/round]
Transporters: 1 Personnel [1 power]
Tractors: 1 FV [2 pwr/rating]

Propulsion Characteristics

Warp: 2/3.5/5 (5 hours)
[2/warp factor/round]
Impulse: .75c/.9c [7/9 power/round]
Power: 90

Sensor Systems

Long-Range Sensors: +0/5 light-years [6 power/round]
Lateral Sensors: +0/1 light-year [4 power/round]
Navigational Sensors: +0 [5 power/round]
Sensor Skill: 3

Weapons Systems

Type IV Phaser

Range: 10/30k/100k/300k
Arc: All (720 degrees)
Accuracy: 5/6/8/11
Damage: 8
Power: [8]

Enhanced Microtorpedoes

Number: 50
Launchers: 2
Spread: 2
Arc: Forward
Range: 10/30k/100k/300k
Accuracy: 4/5/7/10
Damage: 15
Power: [2]

Weapon Skill: 3

Defensive Systems

Starfleet Deflector Shield

Protection: 25/40
Power: 25

Description and Notes

Fleet data: The Type Xa combat shuttle is a heavy, short-range warp shuttle used as a light assault fighter. They are currently replacing standard warp shuttles in more hostile corners of the Federation. It can transport up to four passengers comfortably, but can carry eight passengers in an emergency. The shuttle is outfitted with enhanced quantum dual microtorpedo launchers. The range on these is reduced, but damage and accuracy are higher than microtorpedoes found on other vessels.

11.11 USS THOMAS PAINE

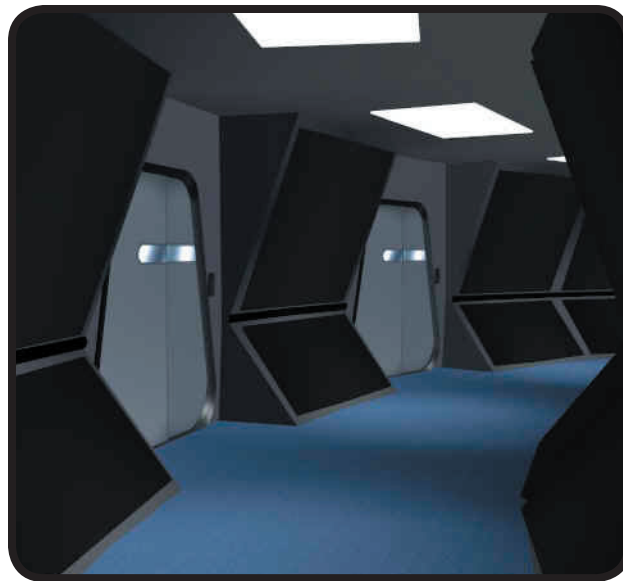
The *U.S.S. Thomas Paine* (NCC-65530-C) is a *Brilliant*-Class light escort that was commissioned in early 2375 after the destruction of her predecessor in the Dominion war. Station command requested a small, powerful ship to use on patrols, long-range missions, escort duty, and station defense.

Brilliant-Class Light Escort

The *Brilliant* Class is the smaller and more modular of two Light Escort designs produced by the SPDI, the prototype *U.S.S. Brilliant* languished on the drawing boards of shipyard engineers until anti-polaron innovations in Starfleet defensive systems allowed for the survivability of small vessels that otherwise lacked the structural integrity of larger ships, and thereby made escorts and 'gunships' practical again. This, combined with the need to transport Rapid Response Troops, civil engineering squadrons, medical teams, and POWs to and from captured and liberated planets, made the idea of the *Brilliant*-class design and that of its larger cousin, the *Umbria*-class Light Escort, fashionable to consider.

The prototype *U.S.S. Brilliant* was launched in 2374 for a 20-month shakedown cruise that would take it for six months at a time to three different Starfleet outposts, with a month of 'patrol duty' between each posting. With less than three months to go in the cruise, while serving out of Starbase 129, *U.S.S. Brilliant* was ordered to ferry a team of diplomats into Talarian space as part of a request for mediation between the Talarians and the Tholians. Things went horribly wrong and *U.S.S. Brilliant* was destroyed by the Tholians with all hands aboard. Despite this, the cruise was considered a success for the data about the class' merits and flaws it brought back to the shipyards, and the next three ships of the class, *U.S.S. Thomas Paine*, *U.S.S. Cascade*, and *U.S.S. Incandescence*, were completed and sent to strategic posts. A few dozen *Brilliant*-class Light Escorts are planned over the next decade, as more outposts find themselves in need of something larger than a Runabout, but not as blatantly aggressive in tone as a *Defiant*-class Heavy Escort.

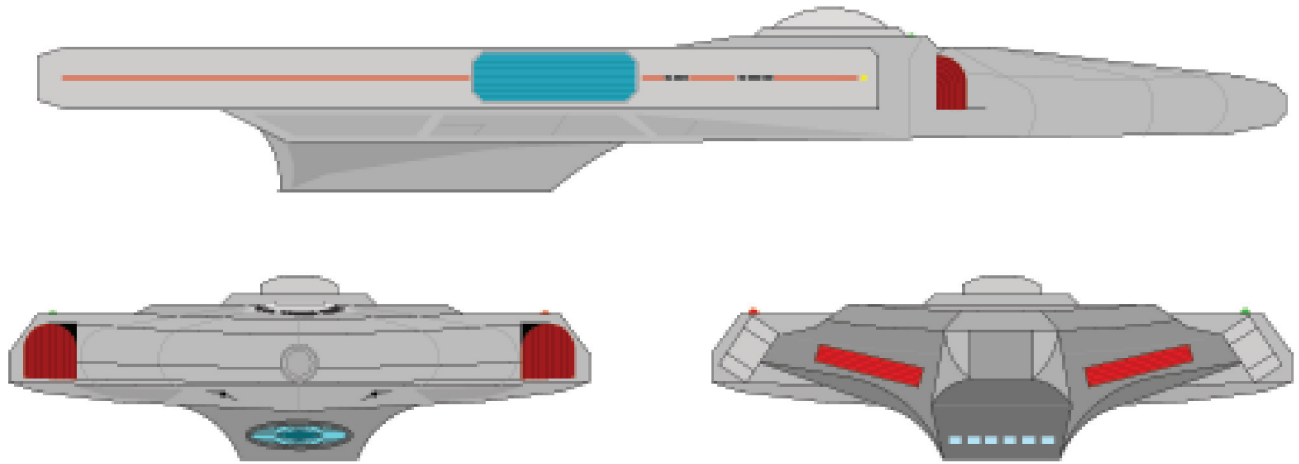
The most obvious design innovations to



the naked eye are in its cargo carrying capacity and transporter systems. With regards to the first, almost 40% of a *Brilliant's* capacity is divided between a modular storage locker which allows for swapping out en masse of mission-specific away team equipment packages, and an auxiliary secure cargo compartment which lacks exterior doors and is accessible through internal corridors and cargo transporter use only. With regards to the transporter systems, the *Brilliant*-Class has combined both personnel transporter arrays into one 'double-room', with a 12-person dais in the center of a cavernous 'transporter bay' with four control consoles (two operations, one swappable between command and security, and one swappable between science and medical) at equal arcs. The effect borders on the stunning when used for the first time to transport diplomats or first contact teams, or evacuate danger zones, especially since the large bay can be used as a medical triage area.

Unfortunately, the needs that make these innovations possible are something of a problem, involving complete redesigns of the ship's EPS grids using the latest isomagnetic technologies. While this redesign allows for pinpoint control of power flows in perfect working order, it is vulnerable to physical damage, and while the old, proven-reliable CIDSS-based deflector shield system has a reasonable absorption threshold, the *Brilliant* class will almost never emerge from a battle completely unscathed. It is worth noting, however, that *U.S.S. Thomas Paine-C*, while

USS THOMAS PAINE



operating in the Dulcais Sector, has stood against Klingon, Romulan, and Dominion vessels twice its size and survived to limp home afterwards, and that more recently *U.S.S. Argon*, under the temporary command of Captain Ariel Ibanez of the 17th Fleet, employed 'scorpion-style' evasive maneuvers to destroy a renegade *Ambassador*-class Heavy Cruiser in a one-on-one battle and took only moderate shield grid and power grid damage in the process.

11.12 87732 OBSERVATORY

The 87732 Observatory is a *Newton*-Class stellar observatory located 5 light years rimward of S419. It doubles as a subspace relay

station and has a very sensitive sensor net. It is unmanned, but there are accommodations in the central pylon for a maintenance crew of four. Federation scientists use the array to study stellar phenomena locally and in nearby sectors. Most of the information that the array collects is also shunted to the Starfleet Intelligence listening post on board Station 419.

It was constructed in 2315 and last upgraded in 2352.

11.13 DIPLOMATIC MISSION

In agreement with Romulan demands, Station 419 houses a permanent diplomatic mission. Each diplomatic team consists of an

BRILLIANT CLASS

Class and Type: Brilliant Class Light Escort
Commissioning Date: 2374

Hull Characteristics

Size: 3 (98m long, 4 decks)
Resistance: 2
Structural Points: 60

Operations Characteristics

Crew/Passengers: 20/75/175 [5 power/round]
Computers: 2 [2 power/round]
Transporters: 2 each personnel, cargo, emergency (see below) [3 Power/Rd]
Tractors: 1 FV, 1 FD [2 pwr/rating]

Propulsion Characteristics

Warp: 6.0 / 9.2 / 9.6 (12 Hours)
[2/warp factor/round]
Impulse: .72c / .9c [7/9 power/round]
Power: 120

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]
Sensor Skill: 3

Weapons Systems

Type VII Phaser

Range: 10/30k/100k/300k
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 14
Power: [14]

Type II Photon Torpedoes

Number: 40
Launchers: 1
Spread: 4
Arc: Forward, self guided
Range: 15/300k/1000k/3500k
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapon Skill: 4

Defensive Systems

Starfleet Deflector Shield

Protection: 40/50
Power: 40

Description and Notes

Fleet data: See the Thomas Paine information.

STARFLEET FLEET DEPLOYMENTS

During the years of the Dominion War, many ships were posted to the Dulcais Sector. Some were lost or destroyed, however Starfleet Command is always quick to find reinforcements. Due to the temporal anchor at Station 419, they place an extremely high value on the continued defense of the sector.

NAME	CLASS	REGISTRY	CAPTAIN	FLEET	ADMIRAL
Accountability	Ambassador	NCC-5783-C	Cpt Alice Martin	230th/17th	Thamor
Aegis***	Akira	NX-2120-D	Cpt Tarsis Balin	Detached	Whitehorse
Agamemnon	Nebula	NCC-11638-B	Cpt T'Pona	229th/17th	Whitehorse
Antietam*	Norway	NCC-64872	Cpt Carmichael	229th/17th	Whitehorse
Baden Powell	Saber	NCC-61992	Cmdr Lexington	229th/17th	Whitehorse
Champion	Norway	NCC-10233	Cmdr Davis	229th/17th	Whitehorse
Discovery	Nebula	NCC-70982	Cpt Potrikos	19th Mobile	Nechayev
Freyr	Defiant	NCC-74288	Cpt Blackwell	230th/17th	Thamor
Ganning*	Steamrunner	NCC-52266	Cpt Xoshkina	230th/17th	Thamor
Glasnost*	Springfield	NCC-73542	Cpt Gerrin	229th/17th	Whitehorse
Indomitable	Defiant	NCC-74262	Cpt Verne	230th/17th	Thamor
Inverness	Freedom	NCC-48833	Cpt Dawn Spicher	229th/17th	Whitehorse
Little Big Horn*	Sovereign	NCC-71882	Admiral Graves	17th **	Graves
Merrimac	Excelsior	NCC-38969	Cpt Alysha Davenport	229th/17th	Whitehorse
North Carolina*	Steamrunner	NCC-52245	Cmdr Lilling	229th/17th	Whitehorse
Sorrento	Springfield	NCC-73554	Cpt Kennesaw	229th/17th	Whitehorse
Starionto*	Steamrunner	NCC-52238	Cpt Brix't'fadl	230th/17th	Thamor
Sutherland*	Nebula (refit)	NCC-72015	Cpt Jurn	19th Mobile	Nechayev
Teohuiticlan	Niagra	NCC-28531	Cpt Argasso	3rd Diplo	Soresaro
Thomas Paine	Brilliant	NCC-65530-C	Cpt Tarsis Balin	229th/17th	Whitehorse
Tripoli*	Hokule'a	NCC-19386	Cmdr Whittington	19th Mobile	Nechayev

The Dulcais Fleet is the peacetime name for the 229th Tactical Wing of the 17th Fleet under the tactical command of Admiral Whitehorse. The Acamar Fleet is the peacetime name for the 230th Tactical Wing of the 17th Fleet, under the tactical command of Admiral Thamor.

* Ship was destroyed or listed as missing in action during the Dominion War.

** The USS Little Big Horn is the flagship of the 17th Fleet.

*** The USS Aegis is secretly assigned to the Federation Science Council and the Department of Temporal Investigations. It is posted at Station 419, however all records show it as being part of the 229th Tactical Wing of the 17th Fleet.

Ambassador and several aides. Each contingent is also allowed diplomatic guards. A diplomat's quarters is considered the embassy of the respective power they represent.

The Federation, Romulans, Klingons, Ferengi, and Nausicaans all have diplomatic personnel on board at any given time. There are sometimes more, however, depending on the needs of the sector.

All diplomats are expected to adhere to all station regulations, which also includes weapons regulations. While diplomats who disobey the laws of the Federation or station regulations enjoy diplomatic immunity, the station can deport them back to their own homeworlds.

Diplomatic meetings take place regularly to handle the business of local and galactic politics. These meetings are often heated affairs as the powers work to hammer out their differences.

Station command keeps tabs on these meetings via the station's Diplomatic Attaché officers, who are trained in the arts of diplomacy, negotiation and galactic law.

All Ambassadors hold the equivalent rank of Admiral and should be treated with the utmost respect and courtesy at all times.

11.14 JOINT OPERATIONS

Starfleet must work with organizations both inside and outside the Federation, and this relationship is described as the Joint Operational Command. Officers under the JOC act within the station's chain of command and must follow the rules and regulations of Starfleet. Their ranks within their empire are equivalent to Starfleet ranks, and Starfleet subordinates must follow their orders as they would orders from any other superior. The senior JOC officers report to the station's second officer, who also acts as the Joint Operations Manager. The JOC is a complicated endeavor, but is necessary so that the vastly different groups work together seamlessly.

The Klingons, Romulans, and the Andorian Defense Force all have exchange officers on board Station 419.

11.15 LEVEL DETAILS

Level 1: Operations

This Operations level is dedicated to the Command Center as well as the primary offices of the station. The Commanding Officer's office is located on this level. It has a sitting room entrance as well as entrance from the Command Center. The Executive Officer's office is off of the main corridor, as is S419's Ward Room. A small office doubles for either the Duty Yeoman or the Officer of the Watch, as necessary.

Level 2: Administration

This level is dedicated to administrative offices, command offices, and some security offices. A large briefing room is available that can double as an auxiliary classroom. Additionally, there are conference rooms located here.

Level 3: Command Quarters

This level is comprised primarily of the Command Officer quarters. The upper phaser array is also located on this level, as are the phaser capacitor systems.

Centrally located is a classified Starfleet Intelligence listening post, which eavesdrops on enemy subspace communications. All subspace traffic that passes through the sector also passes through here. All messages are scanned for content by the computers. If the system comes across a message that is suspect, it is flagged for review by SI personnel. The post uses the 87732 array to spy on enemy powers.

Level 4: Admiralty Quarters

This level is dedicated to quartering high-level VIP guests such as Admiralty. Surrounding these quarters is the station's hydroponics and soil gardens.

Level 5: Sciences

This level is primarily comprised of offices for science personnel, command personnel and operations personnel. A security satellite station is also located here. Two large classrooms are available for instruction and briefings. Science Labs on this level include Astrophysical, Geological, Botanical, Biologi-

cal, Agronomical, Chemical and Planetary. An array of satellite secondary computers assists the primary computer in laboratory analysis. Centrally located is the top-most level of the primary computer core. The Department of Temporal Investigations maintains a secret office on this level under the name of the Federation Science Council Planetary Survey.

Level 6: Upper Sensor Array

The outer ring of this level is dedicated to sensors, tractor beam generators and offices relating to their maintenance and use. Primary life support is also located here among the inner rings, whereby the station's air supply is continually scrubbed of contaminants, making it safe for the life forms located within. Centrally located is an upper level of the primary computer core.

Level 7: Armaments

This level is dedicated to the photon torpedo tubes. One tube is located in each quadrant of the deck, surrounded by offices and control centers necessary to the maintenance and use of the torpedo systems. Beside each tube is a set of fire control centers. The lower level of Primary Life Support is also located here. Central to the deck is the middle level of the Primary Computer Core.

Level 8: Crew Quarters

This level is dedicated to crew living space. Centrally located is a lower level of the station's Computer Core.

Level 9: Crew Quarters

This level is dedicated to crew living space. Centrally located is the bottom section of the station's Computer Core.

Level 10: Crew Quarters

This level is dedicated to crew living space. Additionally, there are water storage tanks on the level for both consumption and coolant.

Level 11: Water Treatment

This deck is devoted to water treatment

and waste reclamation. Offices necessary to the operation of the facilities are located nearby, and a ring of overflow crew quarters is on the outer ring.

Level 12: VIP Quarters

This deck is dedicated to the housing of VIP personnel such as visiting dignitaries and diplomats. The diplomatic meeting room is located here, with a large negotiations table. The central portion of this deck is open-air, surrounded by a balcony and several sets of spiral stairs that go down to the arboretum below. A water pumping/treatment facility is also here for the waterfall that flows down to Deck 13's arboretum.

Level 13: Arboretum

This deck houses the station's arboretum, to provide an outdoors-like environment for crew recreation. Many species of alien flora are grown here, in addition to a waterfall that cascades down a faux rock facade from the above deck. Surrounding the arboretum are the station's primary gravity generators. Outside of this are several dormitory-like quarters used as backup housing, as well as standard quarters around the outer ring.

Level 14: Lower Sensor Array

This deck holds the lower sensor array, the lower tractor array and the lower phaser bank array. It also holds engineering offices necessary to the operation and maintenance of these various systems. Centrally located is the station's secondary mass storage which is used in replication.

Level 15: Civilian Quarters

This level houses the station's civilian contingent.

Level 16: Civilian Quarters

This level houses the station's civilian contingent. Centrally located is part of the station's emergency power batteries.

Level 17: Emergency Power

This small level is entirely dedicated to emergency power batteries.

Level 18: Upper Mall

This deck is the primary recreational/social deck of the station. It houses the station's restaurant, the station's bar, holodecks, and a variety of shops that sell an assortment of wares. Station security is located here, which includes an armory and holding cells. The Infirmary is also on this deck, with several medical bays and laboratories.

Level 19: Lower Mall

This deck is the secondary recreational/social deck of the station. It houses the Federation Diplomatic Services offices as well as the station's Coffee Shop and Observation Garden. A theater is also here for stage productions. There are several medical labs and bays on this deck which are accessible via turbolift.

Level 20: Fitness Center

This level is dedicated to the fitness of the crew. There are two locker rooms for changing and cleaning up after a long workout. The majority of the deck is open with areas painted off for various activities. Around the outside is a jogging track. Several 'indoor' courts are also located here. The gravity of each area can be adjusted as required for various sports activities.

Level 21: Docking Arms

Each docking arm holds a security station, a customs station, a transporter pad, and a quarantine bay. A bridge control room is also present, allowing for the arm to control the bridge of a docked ship should it be necessary. Computer facilities also exist to repair and update a docked ship's computer. Offices necessary to the function of this area are also located here. A locker room holds suits for EVA's and a storage area holds various replacement parts. The area is cavernous and vast in order to assemble parts necessary for the repair of docked ships before they are beamed into space for placement into a damaged ship. Centrally located near the turbolift system are a variety of offices, as well as two flight control centers used in the docking of large ships.

Level 22: Engineering Offices

This level holds various engineering offices around the outer ring. Centrally located is part of the station's secondary



mass storage for replication.

Level 23: Fabrication

This level is the primary fabrication level. If the crew needs something that cannot be obtained via a food replicator, they come here to get it. Three major industrial replicators are dedicated to the creation of large machinery. A variety of fabrication laboratories are located centrally, as well as blacksmithing plasma forge for those who like to do things the old fashioned way. An array of capacitors lines the outer ring. A large ship elevator is also located here, for moving parts into the cargo bays as well as moving ships up and down.

Level 24: Shuttle Storage

This deck is dedicated to the storage of the station's runabouts and shuttlecraft. Centrally located are various storage bays. The primary flight control center is also located here, which oversees flight operations in the station's nearby airspace. A large ship elevator is also located here, for moving parts into the cargo bays as well as moving ships from storage to the launch bay.

Level 25: Shuttle Repair

This deck is for the repair of shuttlecraft. An assortment of engineering offices are also located here, as well as the Shuttle Launch Control. A large ship elevator is on this level, for moving parts into the cargo bays as well as moving ships from bay to bay.

Level 26: Shuttlebay

This level is comprised of the shuttle bay. It also houses the work bees necessary in the repair of docked ships. Two locker rooms are located here which contain EVA suits as well as sanitary facilities. A variety of engineering offices are also located here, in addition to the station's shuttle tractor guidance system that assists in bringing small craft into the bay.

Level 27: Cargo Bay

This level is the station's primary storage facility. A cargo transporter is located on this level, as well as several storage bins for a liquid or grain-like cargo.

Level 28: Cargo Bay 2

This level is the station's secondary storage facility. The lift control is also located here, in addition to several storage bins for the storage of liquids or grain-like cargo.

Level 29: Engineering

This level is the uppermost part of engineering. It holds the shield generators systems.

Level 30: Engineering

This is the upper level of engineering, which controls the power flow to the rest of the station.

Level 31: Main Engineering

This is the main engineering level, which holds the Matter/Antimatter core. In the case of a containment failure, the M/AM core can be ejected as that quadrant of the deck 'falls away'.

The section then clears away from the station with automated thrusters so that damage can be minimized in case of a core breach. Also located here is the Chief Engineer's office.

Level 32: Engineering

This is the lower section of Engineering, which controls the power flow to the rest of the station.

Level 33: Deuterium Tanks

These tanks hold slush deuterium for refueling docked ships. In times of emergency, they can be ejected into space manually or via computer system. When released, automated micro-burst thruster control packs housed with the locking clamps push the tanks away from the station.

11.16 COMMAND ROSTER

Commanding Officer

Every Starfleet installation has an officer that is ultimately responsible for the safety of his crew. He is also responsible for his crew's actions, overseeing their missions and ensuring their success. He interprets the rules and regulations, and executes them. All Commanding Officers are rigorously tested, physically as well as mentally.

Yeoman

A Yeoman is a senior NCO or junior officer who serves as a general assistant to a senior command branch officer. He helps arrange the officer's schedule and official correspondence, does computer research to sort



S419U CREW ROSTER

* **Commanding Officer**

* **Executive Officer**

- * Mission Specialist
- Crew Management Officer
- Training Officer
- Asst. Training Officer
- Cultural Resource Officer

* **Second Officer**

- * SI Station Chief
- * Rapid Response Officer
- * Diplomatic Attaché
- Diplomatic Security
- Asst Diplomatic Attaché
- Colonial Affairs Liaison

* **Operations Manager**

- * Asst Operations Manager
- * Flight Deck Control
- Junior Flight Deck Control
- Shuttlecraft Pilot
- Customs Inspector
- Systems Manager
- Junior Systems Manager
- Communications Officer
- Quartermaster
- Junior Quartermaster
- * Mission Operations
- Junior Mission Ops

* **Chief of Engineering**

- * Assistant Chief
- * Core Systems Engineer
- Computer Systems
- Environmental Systems
- Weapons Systems
- Comm/Sensor Systems
- * Structural Engineer
- Junior Structural
- * Power Plant Engineer
- Reactor Engineer
- * Vehicle Maintenance
- Vehicle Maintenance Chief
- Transporter Chief

* **Chief of Security**

- * Asst Chief of Security
- * Tactical Duty Officer
- Junior Tactical
- * Security Duty Officer
- Junior Security
- * Armory Officer
- Junior Armory
- Dispatch Officer
- Junior Dispatch

* **Chief Medical Officer**

- Assistant CMO
- Medical Officer
- Counselor
- Assistant Counselor
- Junior Counselor
- Pharmacist
- Chief Nurse
- Nursing Officer
- Combat Medic

* **Science Officer**

- * Asst Science Officer
- * Astrometrics
- Lab Technician
- Biosciences
- Planetary Sciences
- Social Sciences
- Physical Sciences
- Mathematician
- Research Archivist

* **Joint Operations Manager**

- * SI Station Chief
- * SI Case Officer
- Signals Intelligence
- Records Officer
- * Diplomatic Attaché
- Diplomatic Security
- Asst Diplomatic Attaché
- Romulan Liaison Officer
- Andorian Defense Liaison
- Klingon Liaison Officer

* = Line Officer Position

BOLD = Senior Officer

and supplement incoming department reports, and otherwise performs all the little administrative, clerical, and computer tasks that make a senior command officer's job easier. The CO, XO and ZO all have yeomen positions.

Executive Officer

The Executive Officer runs the Starfleet Installation when the Commanding Officer is unable to. He assists the CO and serves as a liaison to the rest of the crew. He oversees the station's daily operations and advises the CO on important affairs.

Mission Specialist

This 'catch-all' position is arranged on a case-by-case basis for individual stations, starbases, outposts, and even large ships, specifically for mid-grade-to-senior command officers with a special portfolio. Sometimes the Mission Specialist is an expert in piracy, sometimes in economic diplomacy, sometimes in fleet logistics.

Crew Management Officer

A specialist in negotiation and regulations who assists the CO and XO in maintaining discipline, handling minor intra-crew disputes, etc. This person is not a counselor, but rather discipline and minor legal matters among the crew.

Training Officer

A training specialist who handles refresher courses, continuing education classes, post-Academy certifications, and the training of enlisted men or civilians who wish to qualify for OCS or a Starfleet Academy entrance exam; also assists the CO and XO in instructional matters with colonies, or the education and/or re-education of minor children, displaced individuals, and so forth. This person will be involved in regular away missions in which his or her signature skill is appropriate, as well as any event involving large-scale humanitarian relief in which there are children. This officer ensures that the children on board Station 419 are meeting educational standards set forth by the Federation.

Asst. Training Officer

The Assistant Training Officer reports

to the Training Officer and helps that officer in the discharge of all duties of that position; but primarily focuses on the maintenance of training records, continuing education for enlisted personnel and supervises the curriculum of the dependent school system on the station as well as acting as one of the teachers for said program.

Cultural Resource Officer

Similar to the Diplomatic Attaché, but highly specialized in one or two particular cultures, such as an alien race or civilization active in the area (Klingon, Romulan, Ferengi, Siinogan) or an organization or sub-culture known to be highly active in the region (Orion Syndicate Pirates, Federation Merchant Marines); has more of a grounding in the culture, language, and even military tactics of chosen specialty cultures, and advises on tactical and intelligence matters involving those cultures as well as diplomatic matters.

Second Officer

The Second Officer leads the station when the CO or XO are unavailable. This posting is also the Joint Operations Officer.

Rapid Response Officer

The Rapid Response Officer is a full-time contingency planner, trainer, and field commander for missions carried out under the Rapid Response Team concept -last resort missions of counterassault, hostage extraction, and pinpoint-but-definite uses of firepower where science and diplomacy have failed. The Rapid Response Officer reports to the Station's Second Officer, and is required to train and certify junior officers from other departments as 'Rapid Response Ready' for on-call tasking to emergency missions. This officer also functions as a general backup to the Second Officer for general tactical and, when trained accordingly, strategic planning.

Colonial Affairs Liaison

Handles communications with local Federation and allied colonies, and maintains a careful watch on non-allied colonies (like Occa and Bak'TUR). This officer coordinates cross-departmental efforts to assist colonies

that might have issues beyond their own resources. They also arrange inspections of colonies that require them as part of treaty or aid agreements, or are still young enough to require monitoring by Starfleet before being given independent governance.

11.17 OPERATIONS ROSTER

Operations Manager

The Chief of Operations is the Operations Manager and has the primary responsibility of coordinating and allocation of resources, and ensures that shipboard systems do not interfere with each other. The resources he manages are physical, technical and personnel. Physical resources are phasers, PADDs, cargo coming on and off, etc. Technical resources include energy distribution, sensor allocation, and housing assignments. Personnel resource management includes assemblage of away teams, management of duty rosters, etc. The Operations Manager also oversees air traffic control for the station.

Asst Operations Manager

The Assistant Operations Manager acts as an assistant to the Operations Manager. This officer aids in managing physical, technical and personnel resources, as well as assisting in air traffic control for the station. He often will act as advisor to the Operations Manager in personnel and management matters, acting as a liaison for personnel.

Flight Deck Control

The Flight Deck control officer is responsible for maintaining traffic flow in and out of the shuttlebay of Station 419. This officer is also responsible for assigning small craft to away missions, and keeping track of their availability and condition for such missions. In this aspect, the Flight control officer is an assistant to the Operations Manager in managing the auxiliary vehicles that are assigned to Station 419.

Junior Flight Deck Control

The Junior Flight Deck Control officer assists the officer above him in managing auxiliary craft, such as shuttlecraft and runabouts,

assigned to Station 419. He assists in traffic control for the station's shuttlebay. This officer will also keep the Flight Deck Control officer apprised of operational condition of such auxiliary craft and their availability.

Shuttlecraft Pilot

This post is for a shuttlecraft pilot, who is responsible for small craft piloting and making regular runs between Station 419 and Dulcais Prime.

Customs Inspector

This position leads joint Science-Medical-Security-Ops teams on manual inspections of cargo that moves onto or off of the station. This includes releasing goods to the Quartermaster, as well as helping with mail delivery.

Systems Manager

The Systems Manager is responsible for directing subspace communications traffic, as well as allocating sensor use and computer processing time among the various departments for their purposes. He assists the Operations Manager in handling departmental use of resources, as well as ensuring that such resources are available to Operations in an emergency.

Junior Systems Manager

The Junior Systems Manager aids the officer above him, the Systems Manager, in directing subspace communications traffic from and to the station. He also assists in managing and allocating use of sensors and computer processing time between departments.

Communications Officer

Handles routing and monitoring of local communications traffic, and prepares duty rosters of crewmen and NCOs for the 6-month rotations to live on the nearby Subspace Relay Stations for which S419 is responsible.

Quartermaster

An assistant to the Operations Manager and Assistant Operations Manager, the Quartermaster is responsible for allocation and

management of non-tactical personal equipment, such as PADDs, tricorders, etc, as well as crew and visitor quartering assignments. This officer also is responsible for handling merchant and trade dealings that come through the station.

Junior Quartermaster

The Junior Quartermaster aids the Quartermaster in quartering assignments for crew and civilians living aboard the station. This officer also assists in assignment of non-tactical personal equipment to Starfleet officers and maintaining inventories of such equipment for assignment. This officer may act as a liaison between visiting merchants and the Quartermaster as well.

Mission Operations

The Mission Operations officer is responsible for monitoring the status of away missions, involving auxiliary craft from the station as well as ground missions. He will monitor passive communications between ships and crew, as well as vital signs via combadge. In an emergency this officer would also be responsible for remote operation of such vessels. He would be directly involved in any rescue attempts on away missions that meet with trouble or disaster.

Junior Mission Ops

The Junior Mission Operations officer aids and assists the Mission Ops officer in monitoring away team missions, including communications between ships and crew, remote operation of auxiliary craft from the station, and organization of away team rescue missions as needed.

11.18 ENGINEERING ROSTER

Chief of Engineering

The Chief of Engineering sees to it that all systems on Station 419 are operating at peak efficiency. He also oversees the team of engineers that manage the various systems of both station and starship, handles emergency repairs and damage control during such emergencies and battles that may occur, and handles upkeep and repairs on auxiliary vessels assigned to the station.

Assistant Chief

The Assistant Chief of Engineering assists and advises the Chief, in areas of systems status

and state of repair, and personnel matters within the Engineering team. He is also responsible for assisting in emergency repairs and damage control, both aboard the station, and aboard auxiliary vessels.

Core Systems Engineer

The Core Systems Engineer is responsible for integrating the work of the subordinate systems engineers on Station 419 to ensure that when consoles are activated and commands issued to these consoles, they work as expected. Any system not necessary to maintain the integrity of the station or ship, or move it through space -- in short, any system which makes the station or ship more than a flying or floating chunk of metal -- is monitored by the Core Systems Engineer on behalf of the Chief of Engineering.

Computer Systems

The Computer Systems Engineer is responsible for maintaining the computer systems throughout Station 419. This includes replicators, core computers, operational subroutines, and all computer systems hardware and software throughout Station 419. This officer also assists the Core Systems Engineer and the rest of the engineering team in keeping Engineering systems at peak efficiency and making repairs.

Environmental Systems

The Environmental Systems engineer is responsible for maintenance and repair of engineering systems including inertial dampeners, gravity systems and life support. He assists the Core Systems Engineer and the engineering team in overall maintenance and emergency repairs of Station 419. This officer is also the primary operator of such systems, and is responsible for calibrating rooms for the comfort of given species, both crew and visitors, as well as assisting Operations in managing station evacuation drills and systems management.

Weapons Systems

The Weapon Systems Engineer is responsible for maintaining the phaser arrays, torpedo launchers and tractor systems on Station 419 and the station's various assigned Runabouts. This includes both the high-energy components that actually generate the nadiion streams or launch the torpedoes as well as the dedicated fire-control computers to provide any accuracy in firing these systems. This officer handles the testing and integration of new or repaired weapon systems,

oversees the enlisted men crews who work to provide manual fire capability in the event computer systems fail, and assists the Structural Engineer, when called upon to do so, in the testing of defensive tactical systems such as the station and ship shield grids.

Comm/Sensor Systems

The Comm/Sensor Systems engineer is responsible for maintaining the comprehensive suite of subspace arrays that connect Station 419 to the rest of the galaxy, both actively and passively. He works constantly to keep these arrays harmonized to the level of any ambient background interference, ensures that the dependent systems which feed sensor data to stations and work encryption or translation algorithms against comm traffic function as expected, leads enlisted man repair crews when these arrays are damaged, assigns enlisted work crews to remote sensor buoys and communications relays, and repairs and maintains the independent probes launched by ship and station to handle remote monitoring.

Structural Engineer

The Structural Engineer is responsible for maintaining on Station 419 not only the physical structure of the station, but also the various systems which directly support and augment the physical structure, such as integrity fields and deflector systems. He handles external structural matters such as docking bays and internal ones such as the reconfiguration of cargo bays and living quarters. He serves as primary damage control officer, on behalf of the Chief of Engineering, during emergencies, monitoring hull breaches and keeping the defensive shield grid online and in most efficient configuration. After the emergency has passed, he personally leads repair crews to patch breaches and internal damage to the levels of the station.

Junior Structural

The Junior Structural Engineer assists the Structural Engineer in maintaining the physical structure of Station 419, as well as



the various systems that support and augment the physical structure, such as integrity fields and deflector systems. Responsibilities include maintenance on docking bays, as well as internal structure concerns such as reconfiguration of cargo bays and living quarters. He assists in damage control during emergencies, monitors for hull breaches works to keep the defense shield grid online and operating efficiently. He also works with the repair teams to patch both external and internal damage to the station.

Power Plant Engineer

The Power Plant Engineer is responsible for monitoring the power flow from all available power-generation cores of Station 419. She monitors power throughput on the EPS conduits, ensures that all cores, reactors, emergency capacitors, and similar systems are available when necessary, and monitors containment of such systems during emergencies to ensure that any feedback or failure will not have catastrophic results.

Reactor Engineer

The Reactor Engineer reports to the Power Plant Engineer specifically for the monitoring of the fusion reactors which power primary systems on Station 419. He works with the Environmental Systems and Structural Engineering teams to ensure that the dedicated emergency power reserves to maintain life support and structural integrity even in the otherwise complete power loss of the ship or station will remain in top readiness.

Vehicle Maintenance

The Vehicle Maintenance Engineer is a generalist who does for the runabouts, shuttlecraft, shuttlepods, and work bees assigned to Station 419 with the Chief of Engineering does for the ship and station itself. Since even the smallest warp-capable shuttlecraft has sensor and comm arrays, structural integrity fields, defensive systems, a computer core, and a micro-warp drive, he is expected to know enough about all these systems to at least direct teams of specialists in keeping the assigned pool of small support craft in working order.

Vehicle Maintenance Chief

The Vehicle Maintenance Chief is a senior specialist responsible for the overall physical integrity of the small craft assigned to Station 419. He is to the Vehicle Maintenance Engineer what the Structural and Power Plant Engineers are to the Chief of Engineering, handling the primary structural integrity and propulsion systems and freeing up the Vehicle Maintenance Engineer to handle the more detailed internal systems.

Transporter Chief

The transporter chief is an NCO specialist, in charge of diagnostic, repair and maintenance of transporter systems.

11.19 SECURITY ROSTER

Chief of Security

The Chief of Security is responsible for dealing with both internal and external threats to Station 419, and also acts as Chief Tactical Officer of the station when her Strategic Operations Officer, usually the station's Second Officer, is unavailable at that position. He is responsible for overseeing the Security department and managing department personnel, commanding security teams on away missions and other security missions, as well as dealing with persons taken into custody.

Asst Chief of Security

The Assistant Chief of Security aids and assists the Chief of Security in managing and directing the security teams of Station 419, and acts as a Tactical Officer in Operations when the Chief Tactical Officer is unavailable or incapacitated. He commands security teams on away missions and other security details, and handles matters of internal security such as prisoners in custody and security systems.

Tactical Duty Officer

The Tactical Duty Officer is responsible for maintaining and operating the external tactical systems on behalf of the Chief of Security, and directing a number of Junior Tactical Officers who pull 'bridge watches' under her on Sta-

tion 419 in this capacity. These tactical systems can include sensors, weapons systems, tractor systems, and the station's defensive grid.

Junior Tactical

Junior Tactical Duty Officers work under the direction of the Tactical Duty Officer to maintain and monitor external security systems for the station, and often will pull bridge watches in Operations in this capacity. These systems can include sensors, weapons systems, tractor systems and the station's defensive grid.

Security Duty Officer

The Security Duty officer reports to the Chief of Security for all matters of internal security and peacekeeping on Station 419. She is responsible for the coordination of simple 'walk-through' security patrols in heavy trafficked areas, as well as specific security details on secure areas, VIPs, and Away Teams. She maintains the brig and other makeshift detention areas on ship and station, assists Command Staff and JAG personnel in investigating crimes which take place on ship and station, and performs crowd control functions during emergencies such as civilian disturbances or evacuations.

Junior Security

Junior Security Duty Officers work under the Senior Duty Officer in matters of internal security on Station 419. These officers are responsible for walk-through security patrols, as well as specific security details on secure areas and away teams. They assist in brig duty and other detention assignments, and assist the Senior Security staff in investigations of crimes aboard the station, as well as performing crowd control during emergencies.

Armory Officer

The Armory Officer reports directly to the Chief of Security, and is responsible for the assignment of personal weapons, the simple maintenance of these weapons, and the safety and security of personal weapons confiscated from prisoners and civilians aboard the station.

Junior Armory

The Junior Armory Officer assists the

officer above him in maintaining the weapons in the Station's Armory. He assists in the assignment and inventory of personal weapons such as phasers, as well as seeing to the safety and security of personal weapons confiscated from prisoners and civilians.

Dispatch Officer

This officer is the head of the Security Dispatch Section. They are in charge of staffing Station Security's console around the clock. The officer oversees the dispatch of requests for emergency security presence aboard the Station. They coordinate with other sections and departments in the dissemination of critical Security Information and requests for assistance by Security from other departments.

Junior Dispatch

Junior Dispatch Officers work under the Dispatch Officer in manning Station Security shifts. They are responsible for emergency dispatch of Security presence aboard Station, monitoring Station Security systems, and coordinating with other Sections and departments in the dissemination of critical Security Information and in the requests for assistance by Security from other departments.

11.20 MEDICAL ROSTER

Chief Medical Officer

The Chief Medical Officer is responsible for the overall health and condition of personnel on Station 419, as well as civilians on the station. She is an Administrator, as well as chief physician and surgeon, and oversees the running of the station's infirmary. If necessary, the Chief Medical Officer can remove anyone from duty, including the commanding officer.

Assistant CMO

The Assistant Medical Officer assists the CMO in overseeing the infirmary on Station 419. She is responsible for monitoring health and conditions on the station, as well as treating illness and injuries that may occur among



staff and civilians. The Assistant Medical Officer also handles the duty roster within the department on behalf of the CMO, and coordinates training needs within the department.

Medical Officer

The Medical Officer is a shift duty physician in the infirmary on Station 419. This is a doctor, who is responsible for treating illness and injury, performing tests and experiments at the direction of the CMO and Assistant Medical Officer, and performing standard physicals.

Counselor

Because of his training in psychology, the Counselor technically falls under the Medical Department and answers directly to the CMO. He is responsible for the overall mental health and morale of Station 419 personnel, as well as aiding civilian residents on the station. Counselors also aid Command Officers in diplomatic matters when necessary.

Assistant Counselor

The Assistant Counselor assists the

Counselor in overseeing the Counselor's department by handling the department's duty roster, seeing to continued training of Junior Counselors where needed, and also acts as a Counselor to the station's personnel. He has training in both psychology and sociology, and acts as an advisor to command staff in diplomatic situations.

Junior Counselor

The Junior Counselor is a duty officer in the Counseling office, performing the duties of Counselor to station personnel and civilians. She is a trained psychologist whose duties include monitoring mental health and morale issues among the crew, and aiding in solving disputes between crew and/or departments and civilians.

Pharmacist

The officer responsible for the formulation and synthesis of medicines on behalf of the medical staff, and keeps an eye on the stores of non-replicable medicines.

Chief Nurse

The Chief Nurse position is for career nurses. The Chief Nurse supervises the nurses and enlisted medics on the station, and the Physician Interns. Focusing more on patient care than patient diagnosis and treatment, the Chief nurse supervises most of the functions of the ward and post-procedural observation of a patient.

Nursing Officer

The Nurse is a junior medical officer who assists the regular Medical Officers and the Chief Medical Officer in the infirmary under the supervision of the Chief Nurse. He or she is also responsible for care of patients being treated in the infirmary, running tests and correlating medical data, and upkeep and inventory of medical equipment and medicines. Some nurses are career RNs, some are Physician interns.

Combat Medic

A nurse, reporting to the Station's Chief Nurse, specifically trained for battlefield medicine and HazMat (Hazardous Materials) duty. Under Interstellar law government the protection of medical personnel on the battlefield, the combat medic does not bear arms. They are, however, permitted to engage in weaponless self-defense.

11.21 SCIENCES ROSTER

Science Officer

The Science Officer is the Chief Science Officer on Station 419. He mans the science position in Ops, running scans and taking initial readings of phenomena. He is also an administrator for the Science division on the station, organizing the different departments within the science division itself.

Assistant Science Officer

The Assistant Science Officer assists the Science Officer in departmental managing, and mans the science stations on Station 419 when the senior Science Officer is unavailable. He handles the duty roster assignments for the Science department on behalf of the Science Officer, and engages in

scientific study of a wide range of phenomena and other scientific endeavors.

Astrometrics

The Astrometrics Science Officer handles the space sciences division of the Science Department. This officer studies Astrometrics and Stellar Cartography, Astronomy, and particle physics, just to name a few.

Lab Technician

The Lab Technician is a junior science officer who aids the officer above him in a given department. This officer is responsible for collecting and correlating scientific data for study, and the study of that data to formulate theories and conclusions. All science departments has several lab technicians under their command.

Biosciences

The Biosciences Officer handles the Life Sciences division of the Science department. He studies the areas of biology, botany, ecology, and zoology, to name a few. This officer also studies Medical sciences from the research point of view, such as viruses, bacteria and medical/ecological disasters.

Planetary Sciences

The Planetary Sciences Officer handles the Planetary Sciences division of the Science department. This officer is responsible for study of planetary bodies, and will often be involved in matters relating to Geology, Planetology, Mineralogy and Climatology, just to name a few areas of study.

Social Sciences

The Social Sciences officer handles the Social Sciences division of the Science department. He is responsible for the study of Sociological matters, including geographical and archeological studies of planets and civilizations, Economics and Political Science. This division is often involved in first contact situations where complete evaluations of a civilization are necessary before a decision is reached regarding making a contact, or after such contact has been made.

Physical Sciences

The Physical Sciences Officer heads up the Physical Science division of the Science department. He is responsible for the study of such areas as physics, chemistry and computer science.

Mathematician

The Station's Mathematician is a junior Physical Science officer and reports to the Physical Sciences officer. This officer works with the various departments to meet their computational needs, whether it is assistance with a complex formulae being entered into the computer or working with the training department to provide supplemental mathematical education.

Research Archivist

The Research Archivist is a general science position that aids all divisions of the Science Department. This officer is responsible for collat-

ing, cross-referencing, indexing, and presenting data collected by the various departments.

11.22 JOC ROSTER

Joint Operations Manager

The Joint Operations Manager runs the Joint Operational Command officers for the station, and is also the second officer of the station.

SI Station Chief

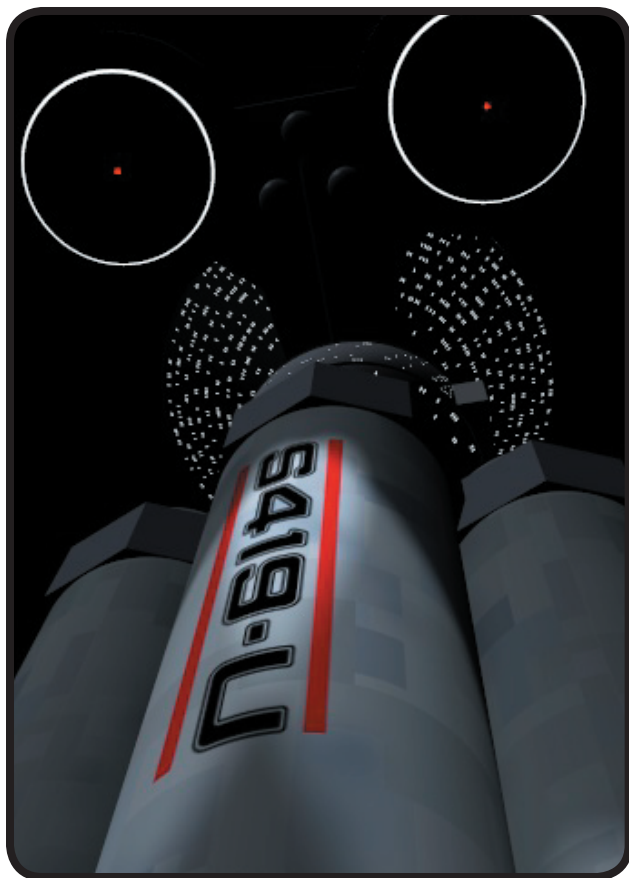
The SI Station Chief is the senior Starfleet Intelligence officer aboard the station. This officer is the primary decision-maker in counterintelligence matters aboard the station, advising Station Command in ongoing intelligence matters and preventing the dissemination of such information to civilians, foreign unallied powers, and Allied officers that lack necessary security clearance. They work with the Security Chief in investigating information leaks. Gives final approval to all SI cell operations that do not require local Station resources, and passes on to Station Command all joint station-cell operation requests. They also are responsible for supervising other SI cell officers.

SI Case Officer

Deputy to the Station Chief, this officer plans active intelligence-gathering and covert intelligence operations. This officer leads field operations that are directly related to the gathering of intelligence, as opposed to counterintelligence. Actively recruits information assets and debriefs foreign intelligence sources.

Signals Intelligence

A junior Starfleet Intelligence cell officer trained to monitor near-space and long-range communication signals for both intelligence and counter-intelligence purposes. The Signals Intelligence officer assists with monitoring Station 419's own comm traffic under circumstances carefully limited by regulations. The officer is a specialist in decipherers and translating foreign signals.



Records Officer

A junior Starfleet Intelligence detachment officer trained to track and oversee classified computer records, file classified mission reports, and perform searches of classified archives. This officer makes recommendations to the Station Chief as to declassification or reclassification of records. Also performs any computer 'hacking' required by the Intelligence cell.

Diplomatic Attaché

A generalist in the areas of diplomacy, negotiation, law, the social sciences, and so forth; less theoretical but more practical knowledge than a Social Science Officer in Science section and more theoretical but less practical knowledge than a Counselor; primary job is, like the counselor, to advise the senior officers on general matters of diplomacy, to assist in negotiations with foreign powers, and to serve as an on-call resource for civilian diplomats and dignitaries on the station. This person will be heavily involved in regular RP with the station's current diplomats, and will also be used in episodes where local civilizations are welcomed to the Federation, or when ceremonial alliance matters between the UFP and the Romulans or the Klingons are concerned.

Diplomatic Security

The Diplomatic Security Officer is member of the station's in-house, uniformed diplomatic team, reporting to the Diplomatic Attaché to see to the security of all SDC, FDS, and foreign diplomatic personnel assigned, posted, or otherwise resident on the station. The Diplomatic Security Officer is posted inside meeting chambers with delegates, their honor guards, and the Diplomatic Attaché, and is responsible for oversight of other guards from Station Security who might be posted to exterior guard duty. This officer also serves as the voice of Station Command in all investigations and incidents involving violence against or amongst the station's diplomatic complement, and also oversees passive inspections of items under diplomatic seal to ensure that no packages with harmful radioactive or infected contents make their way onto the station.

Assistant Diplomatic Attaché

This officer assists the Diplomatic Officer as required and attends the diplomatic meetings.

Romulan Liaison Officer

The Romulan Liaison Officer acts as a liaison between Starfleet and Romulan personnel. He is a representative of the Romulan Star Navy's military interests in this sector. He represents the interests of the exchange officers on board the station, and works directly with the Operations Manager to manage them. He must be versed in the art of diplomacy as well as in Starfleet rules and regulations.

Andorian Defense Liaison

The Andorian Defense Liaison Officer acts as a liaison between Starfleet and Andorian Defense Force personnel. He is a representative of the Andorian Defense Force military interests in this sector. He represents the interests of the exchange officers on board the station, and works directly with the Operations Manager to manage them. He must be versed in the art of diplomacy as well as in Starfleet rules and regulations.

Klingon Liaison Officer

This officer represents the interests of the Klingon forces in the Alpha Quadrant Alliance and the Federation/Klingon Alliance. This officer reports to the IKDF (Imperial Klingon Defense Forces) even if a member of the Chancellor's or a Great House fleet instead of the IKDF before this posting. While acting as Liaison the officer reports back through the IKDF structure and up through the JOC branch to Starfleet, implementing sharing of information, strategic coordination, and a balance of perspectives. The IKDF Liaison officer may or may not attend the Diplomatic Meeting in a parallel role as the Starfleet Diplomatic attaché based on actual credentials and the will of the Klingon Ambassador on the station.

A1: STATION MAP

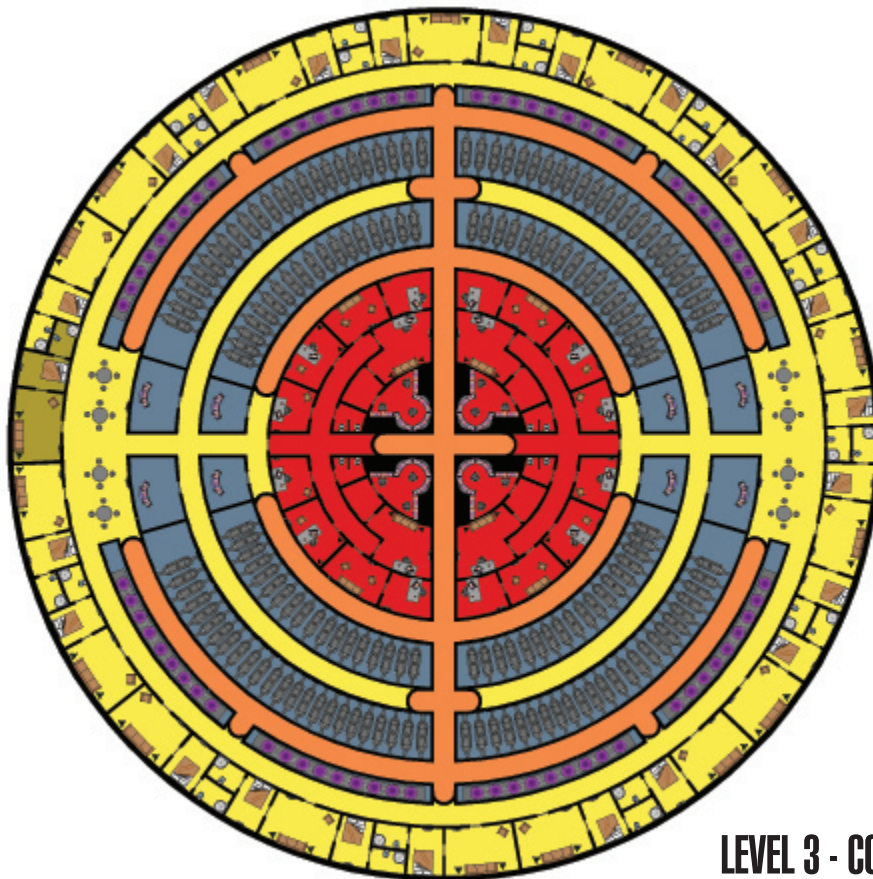


LEVEL 1 - OPERATIONS

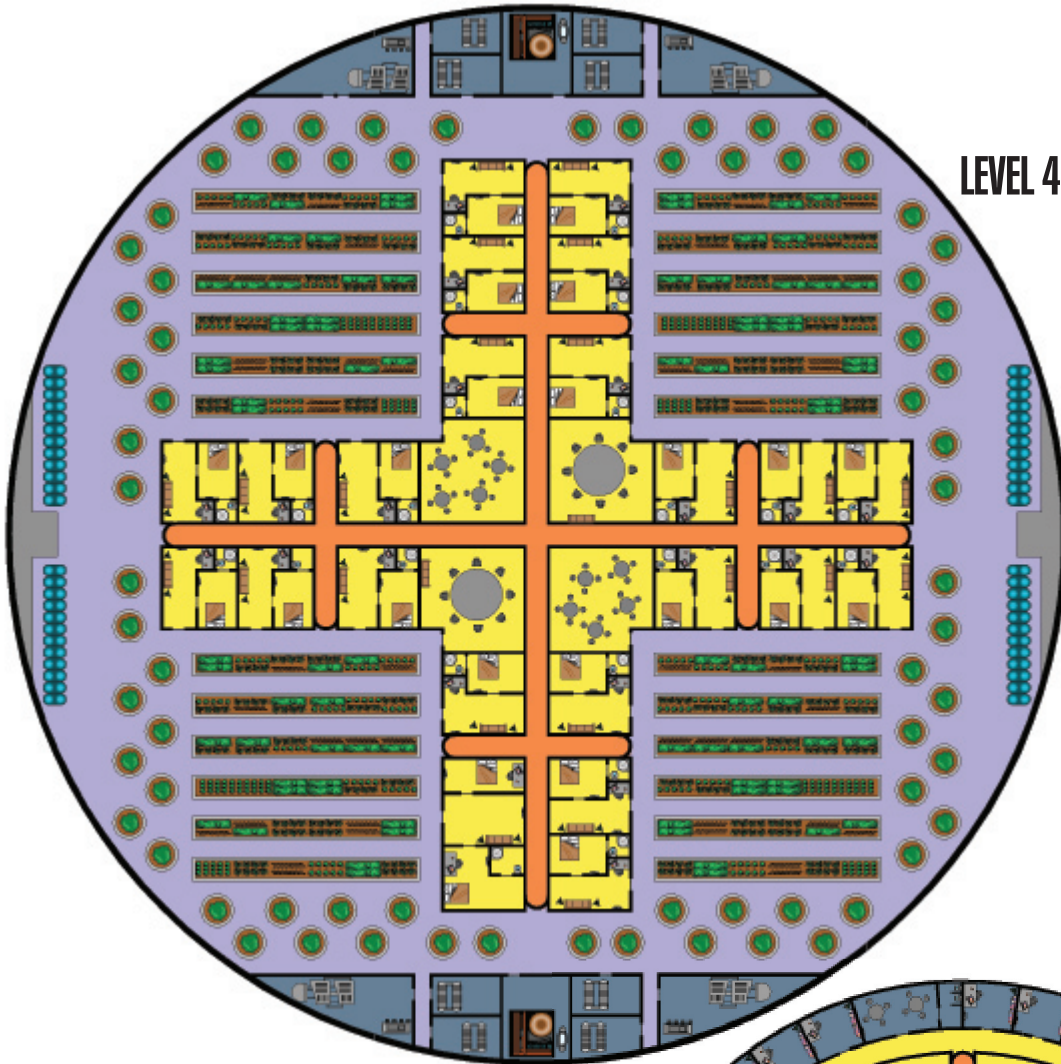


LEVEL 2 - ADMINISTRATION


10 METERS

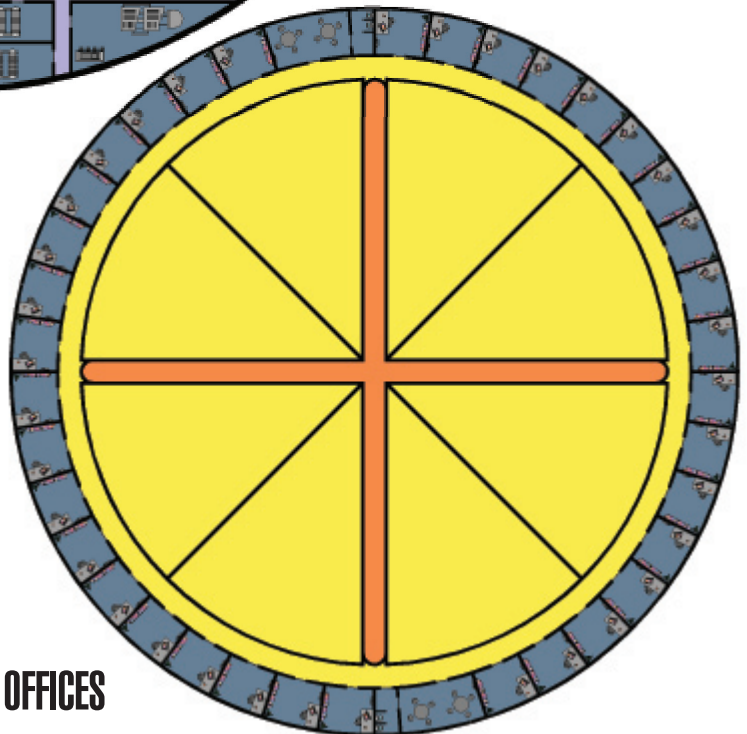


LEVEL 3 - COMMAND QUARTERS

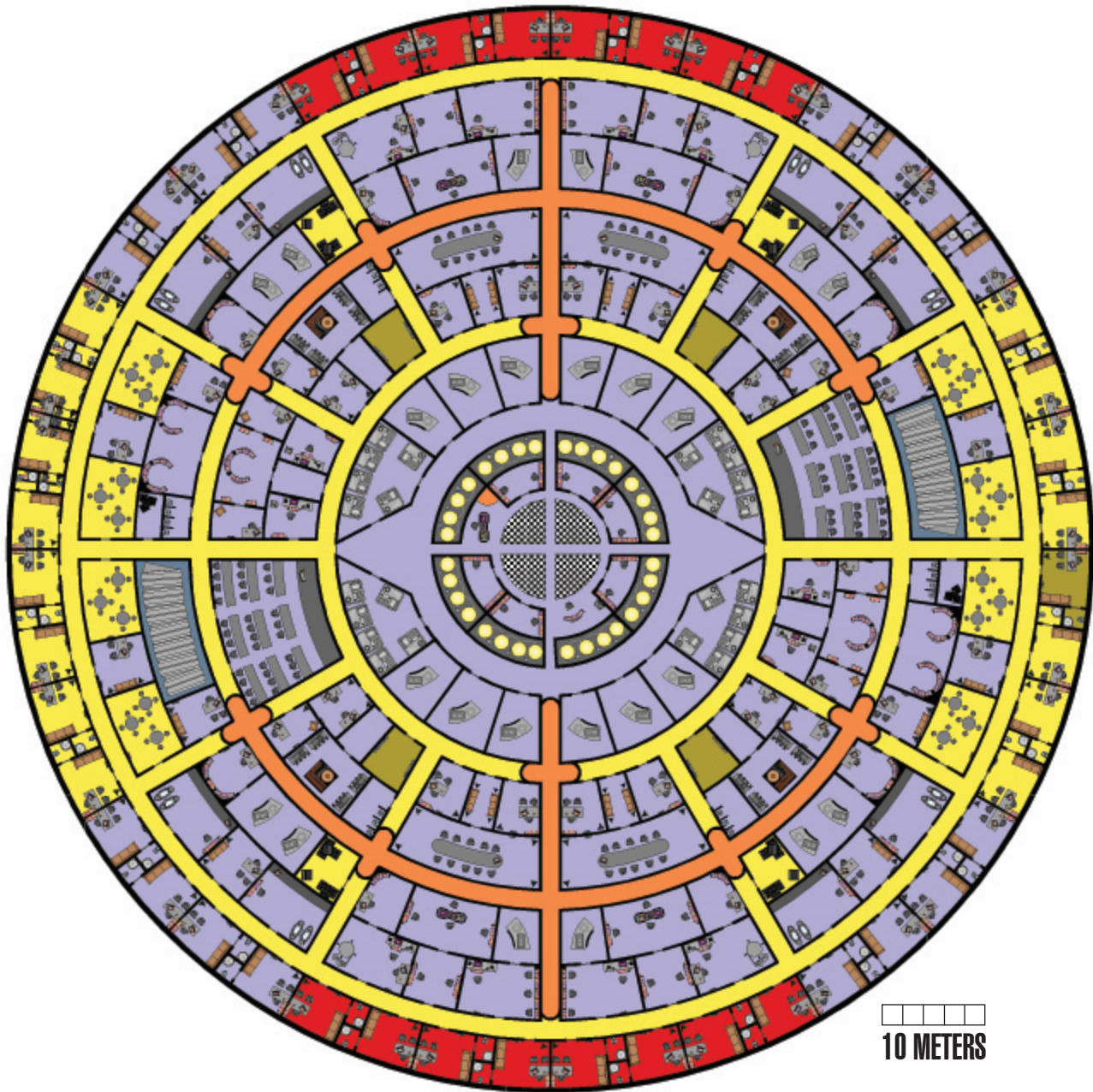


LEVEL 4 - VIP QUARTERS

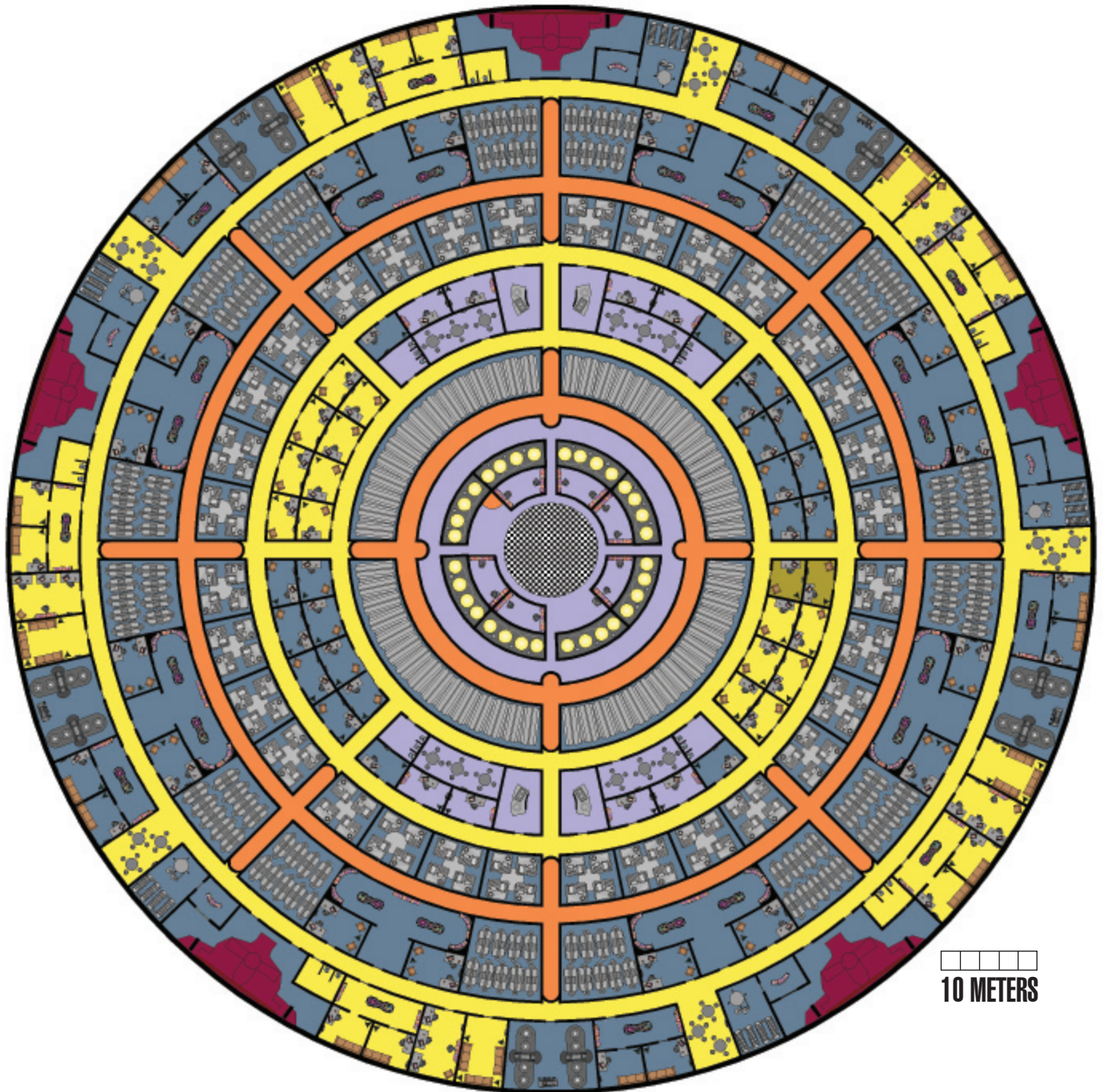

10 METERS



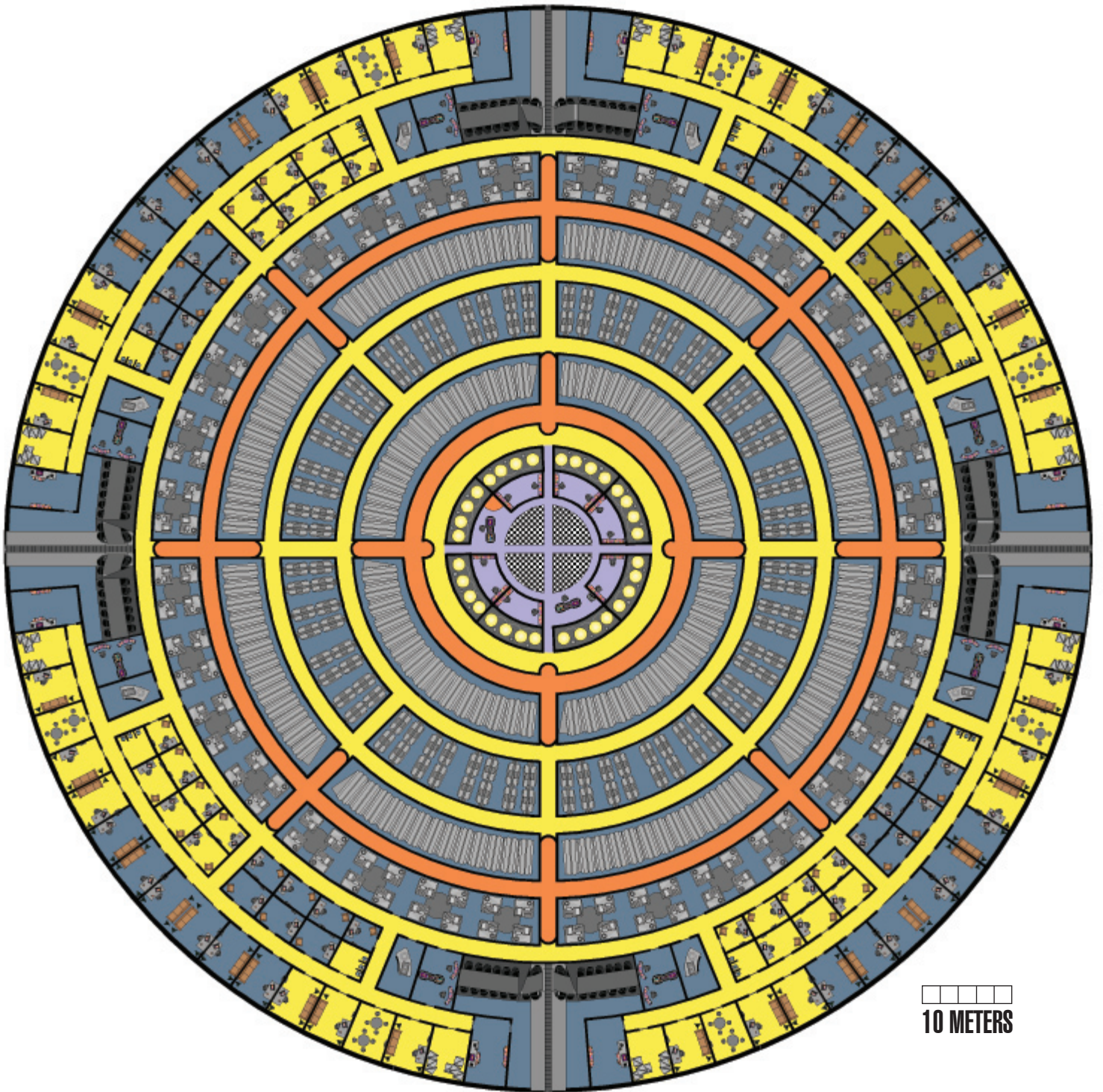
LEVEL 22 - ENGINEERING OFFICES



LEVEL 5 - SCIENCES

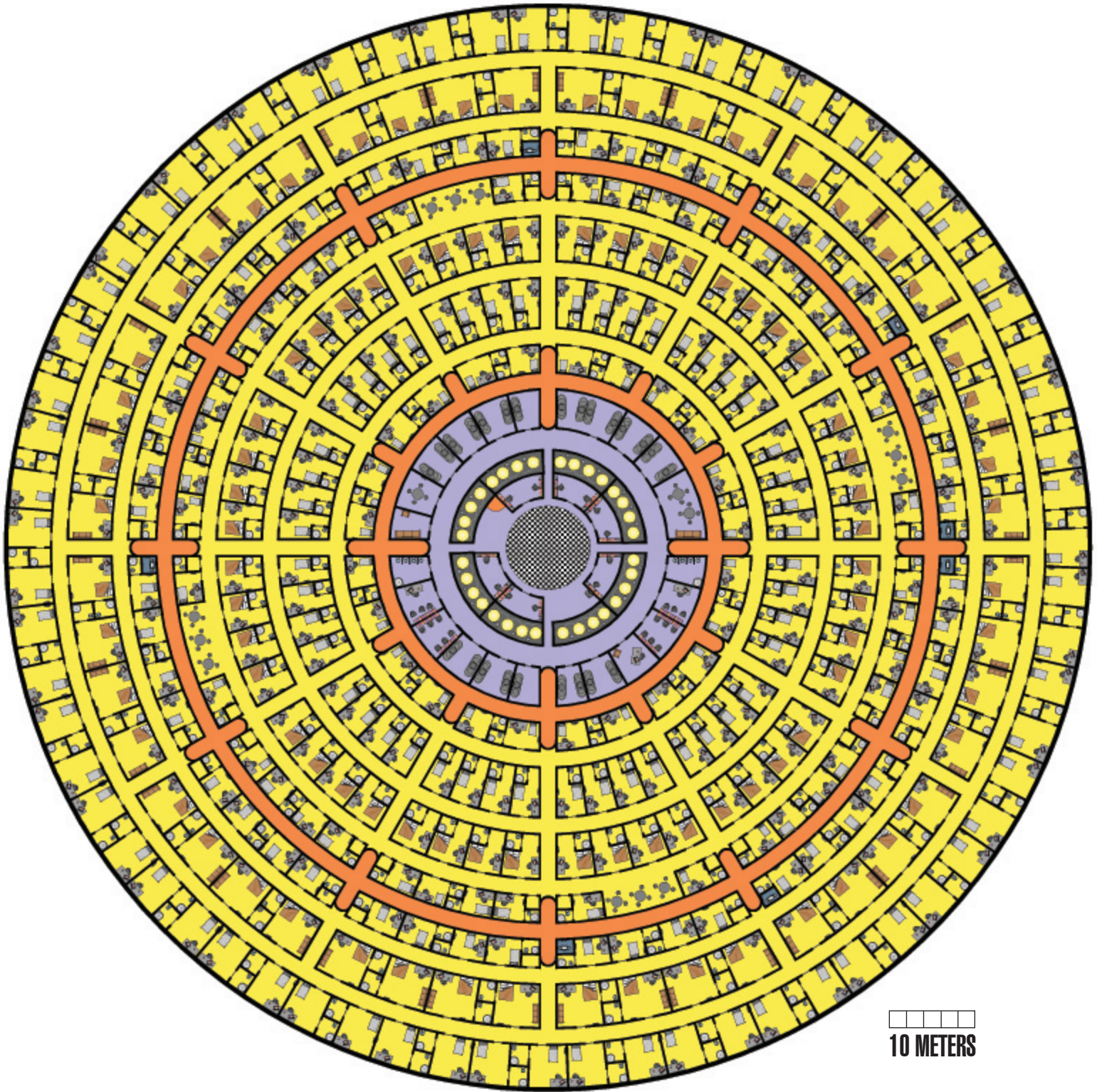


LEVEL 6 - UPPER SENSOR ARRAYS

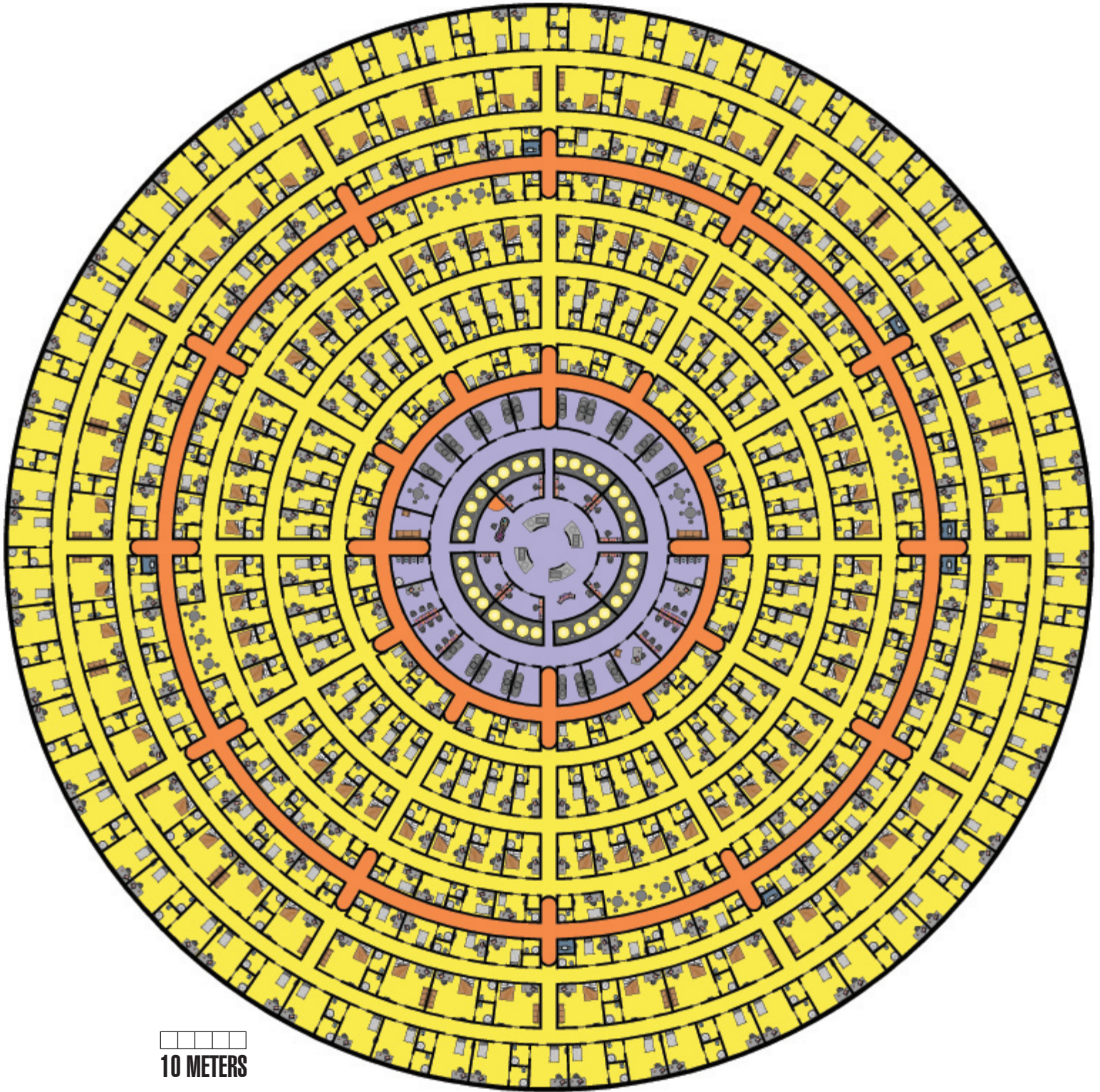


LEVEL 7 - ARMAMENTS

10 METERS

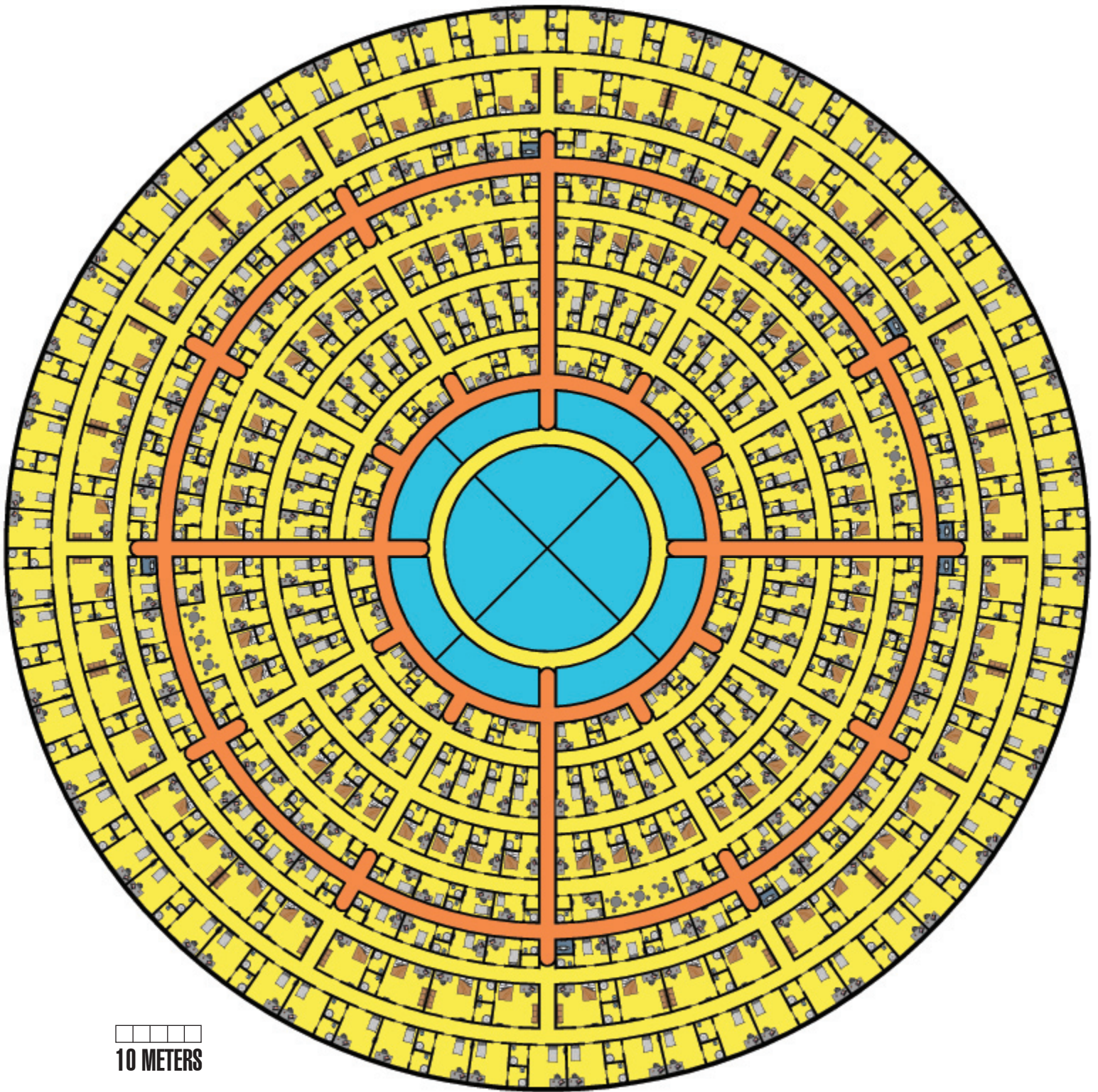


LEVEL 8 - CREW QUARTERS



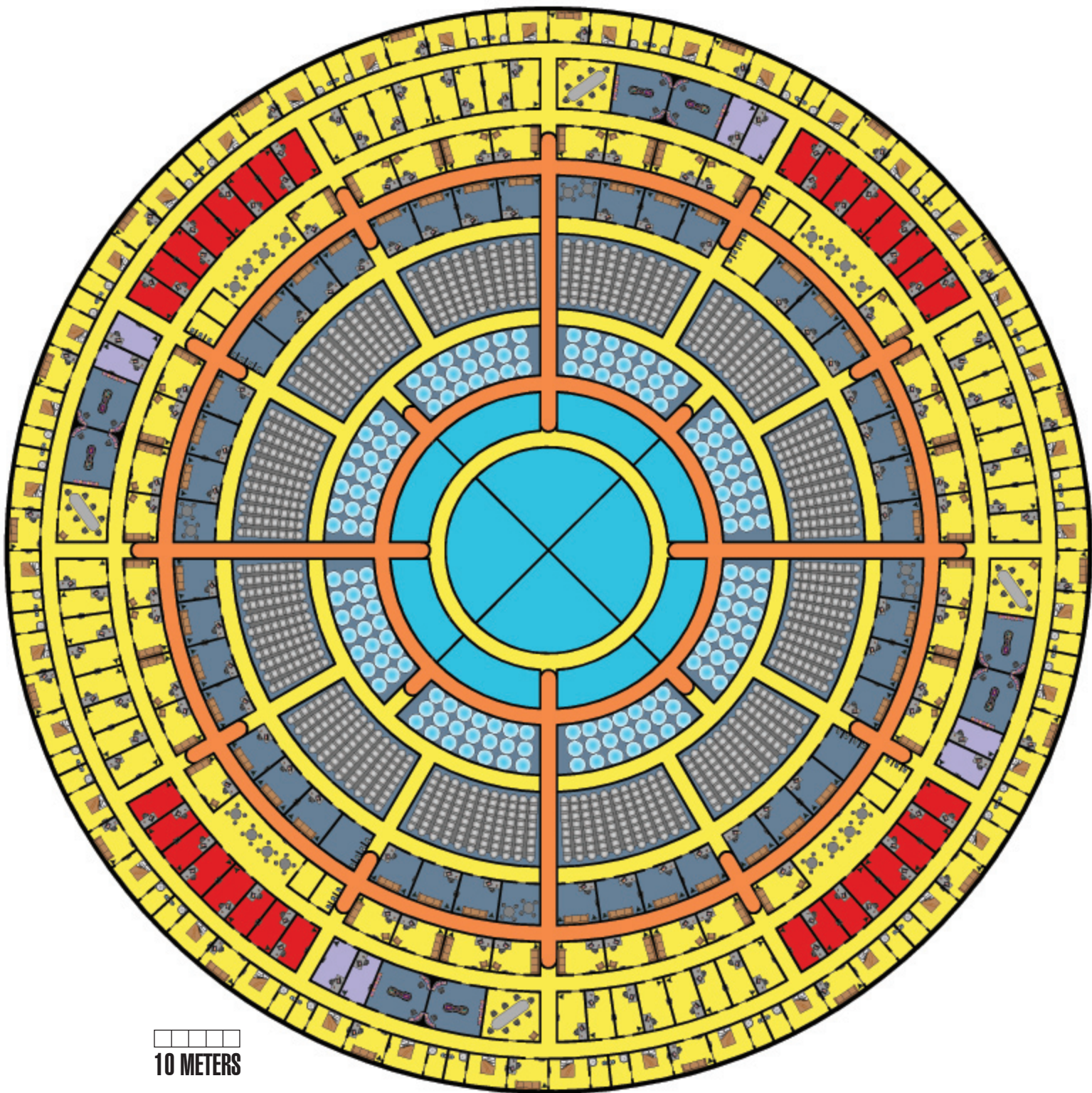
10 METERS

LEVEL 9 - CREW QUARTERS



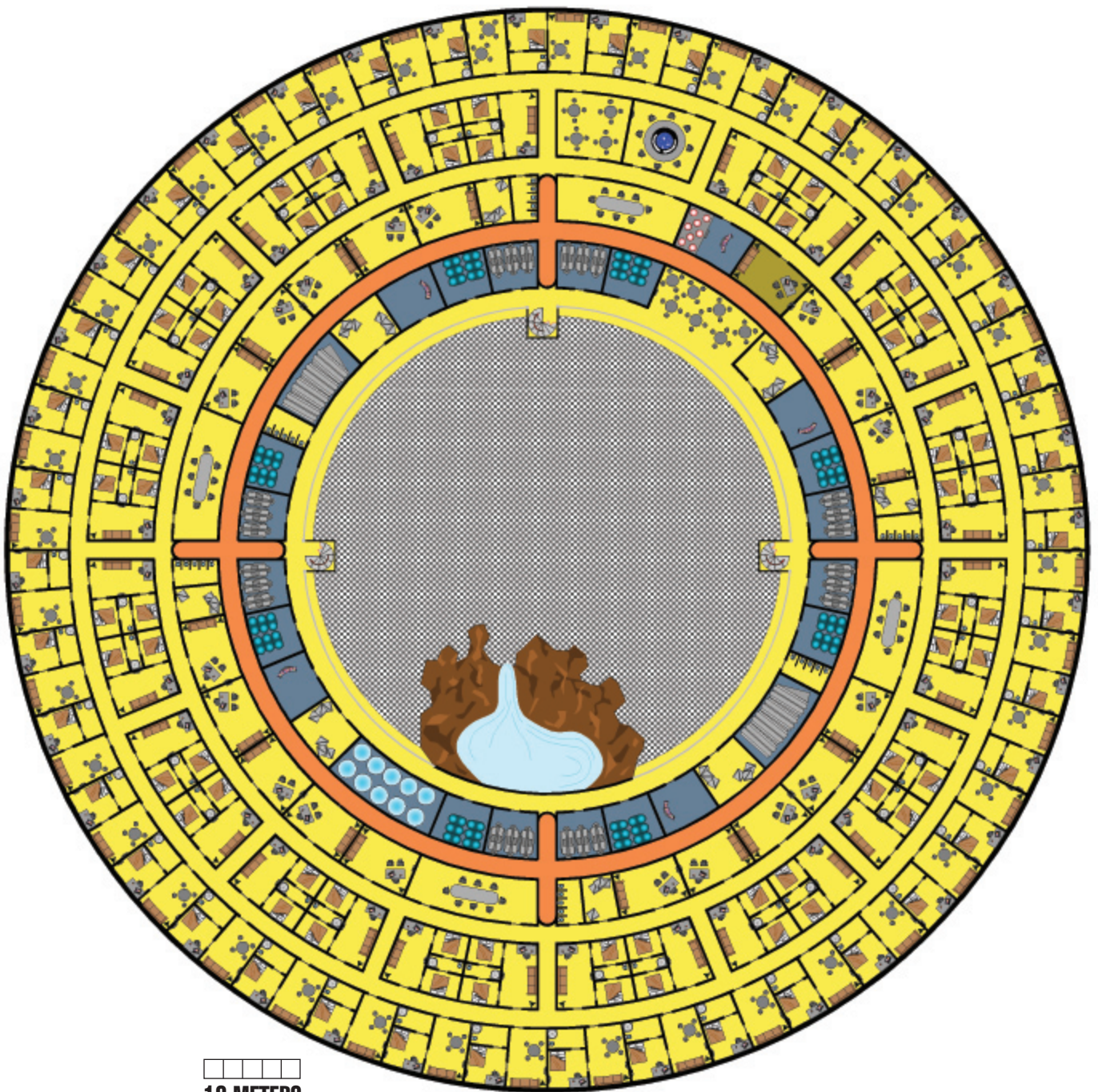
10 METERS

LEVEL 10 - CREW QUARTERS



10 METERS

LEVEL 11 - WATER TREATMENT

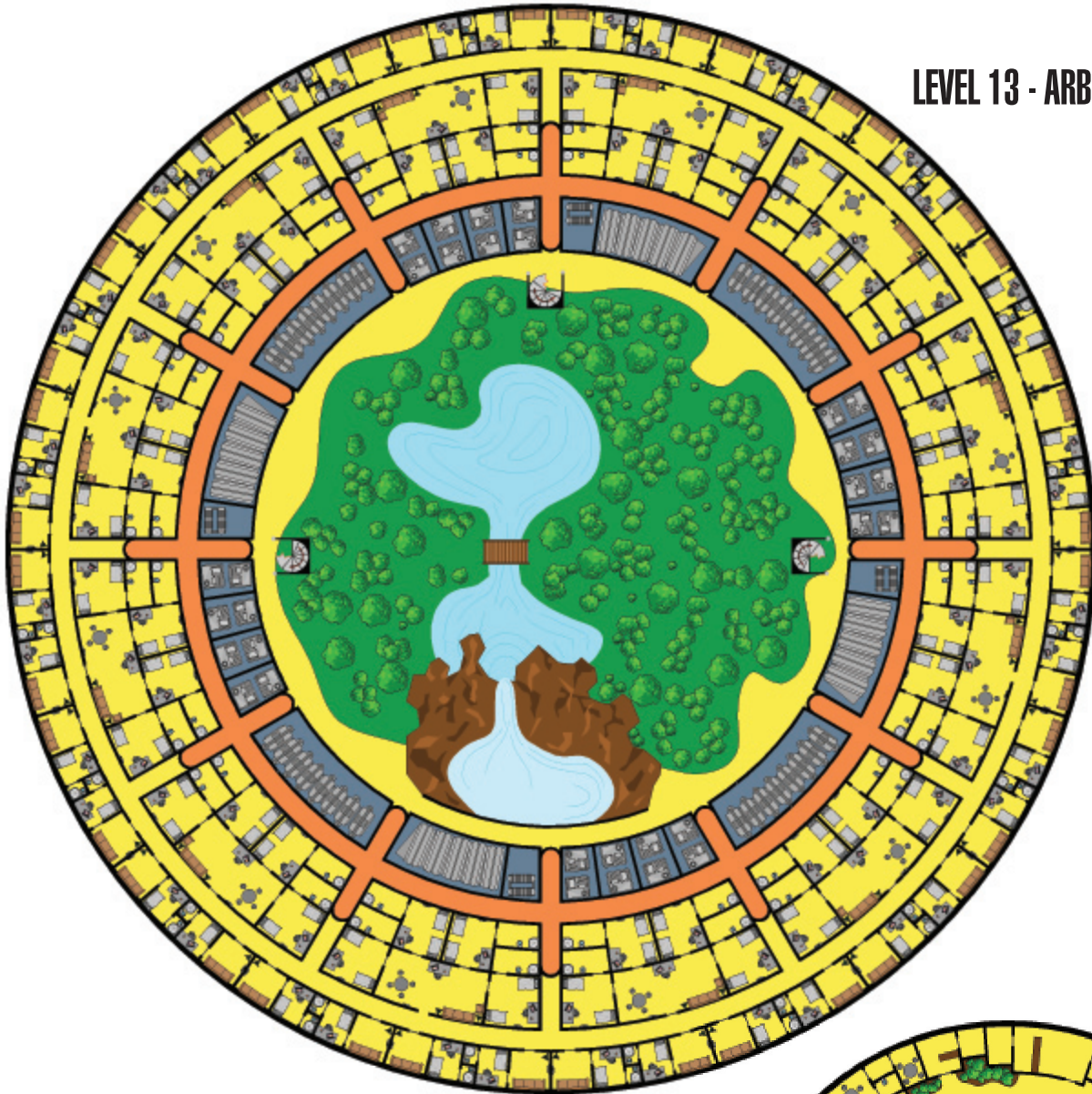


10 METERS

LEVEL 12 - DIPLOMAT'S DECK



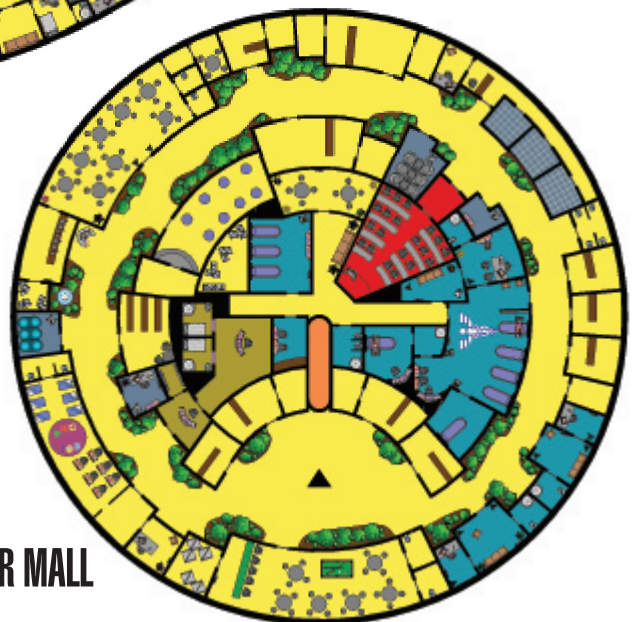
LEVEL 13 - ARBORETUM



□ □ □ □ □
10 METERS

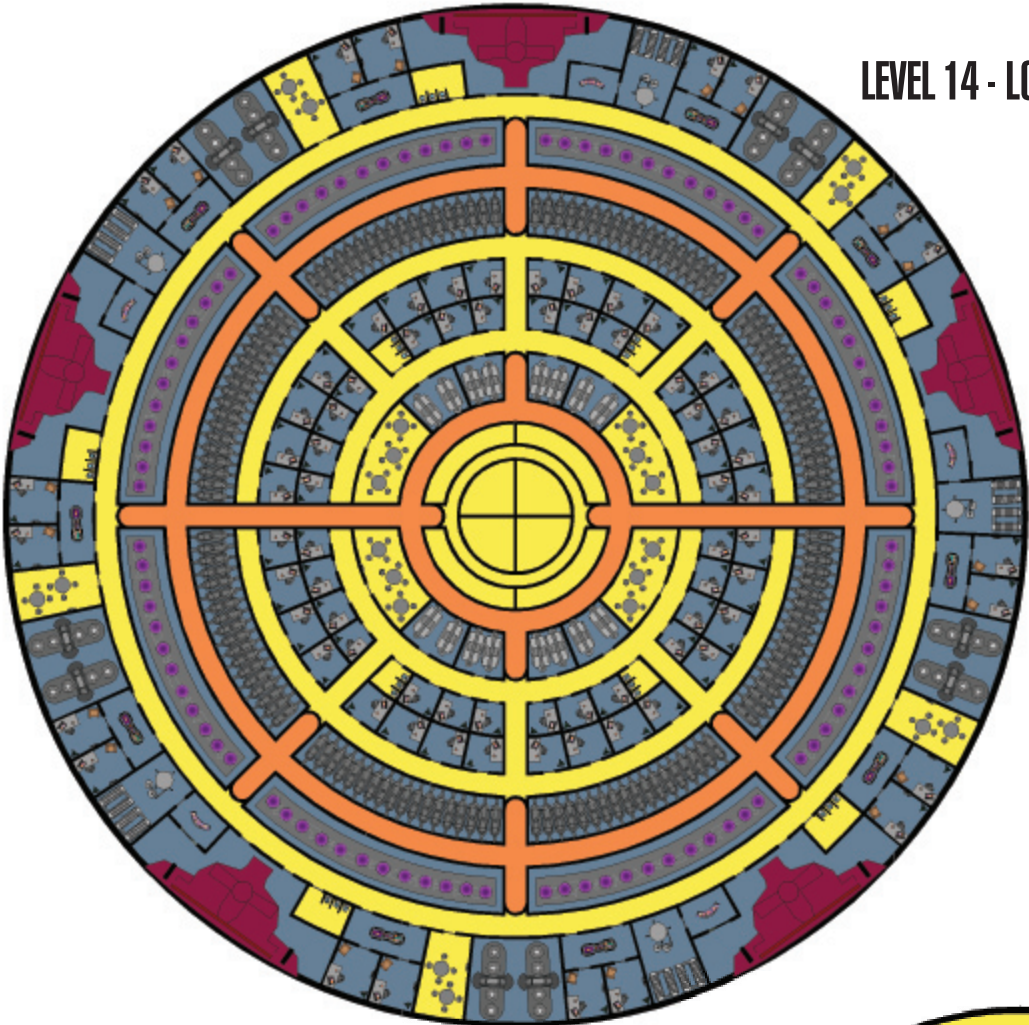


LEVEL 17 - EMERGENCY POWER

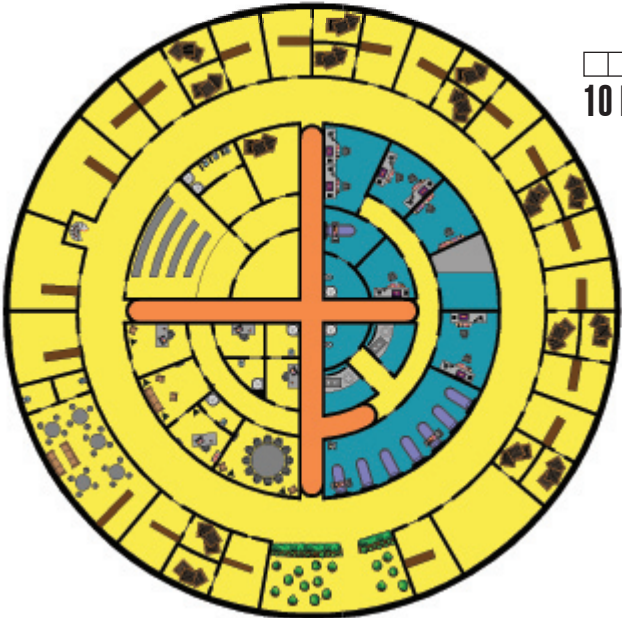


LEVEL 18 - UPPER MALL

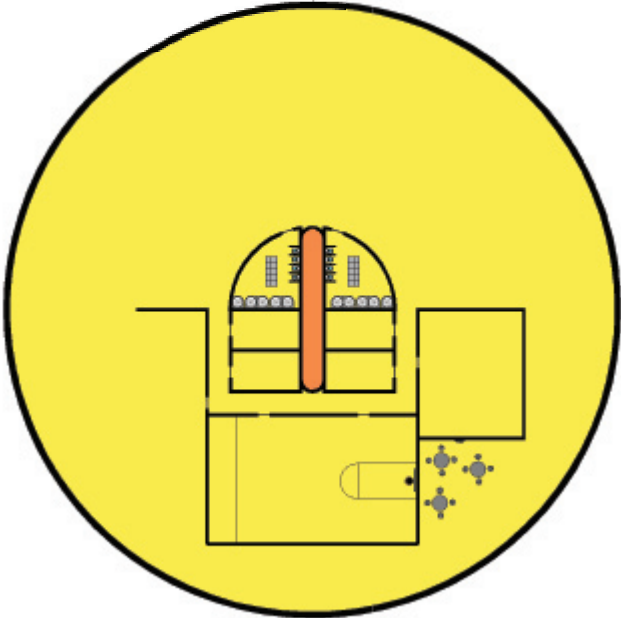
LEVEL 14 - LOWER SENSOR ARRAY



10 METERS

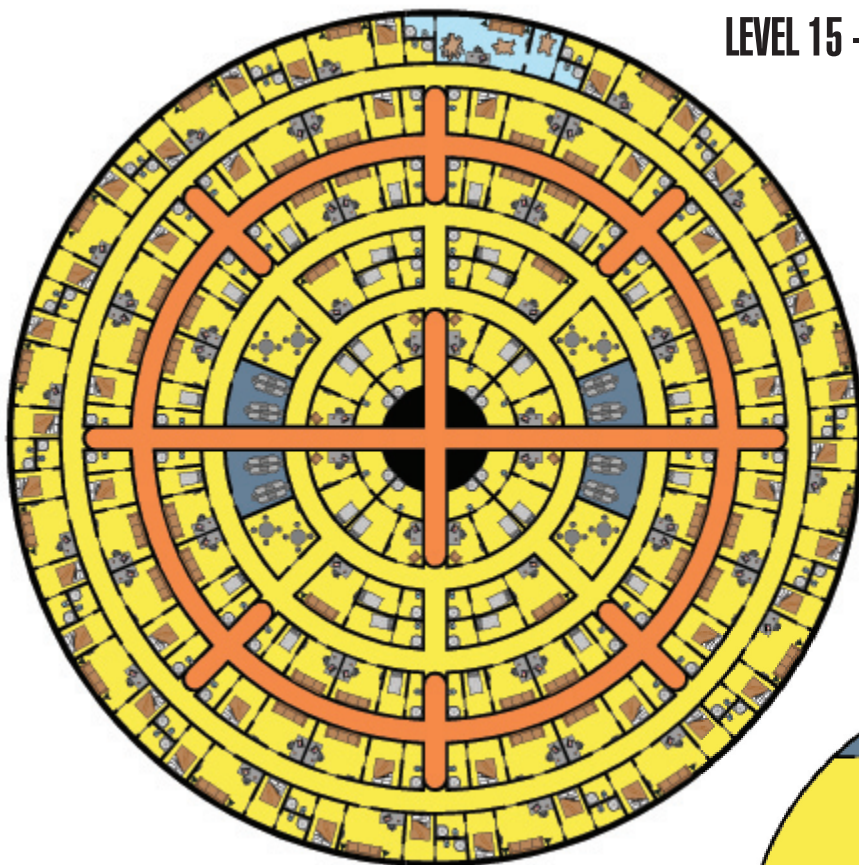


LEVEL 19 - LOWER MALL

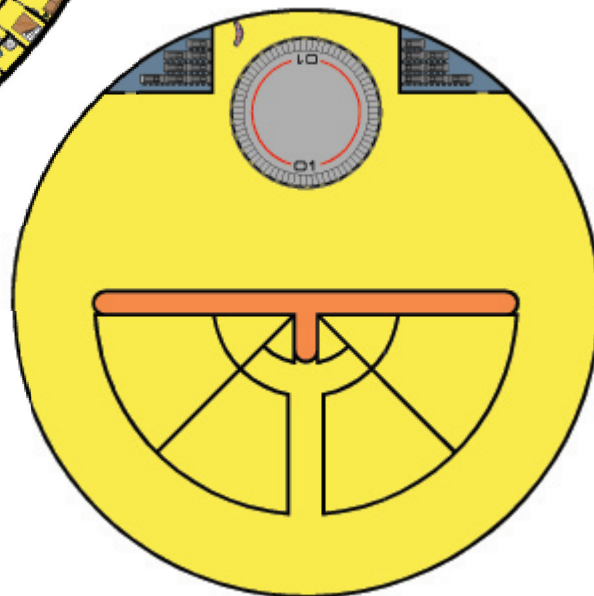


LEVEL 20 - FITNESS CENTER

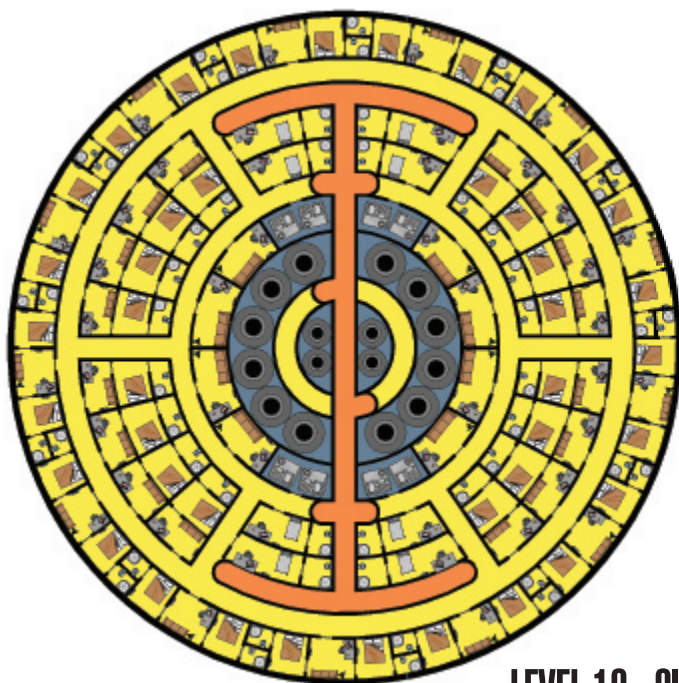
LEVEL 15 - CIVILIAN QUARTERS



10 METERS

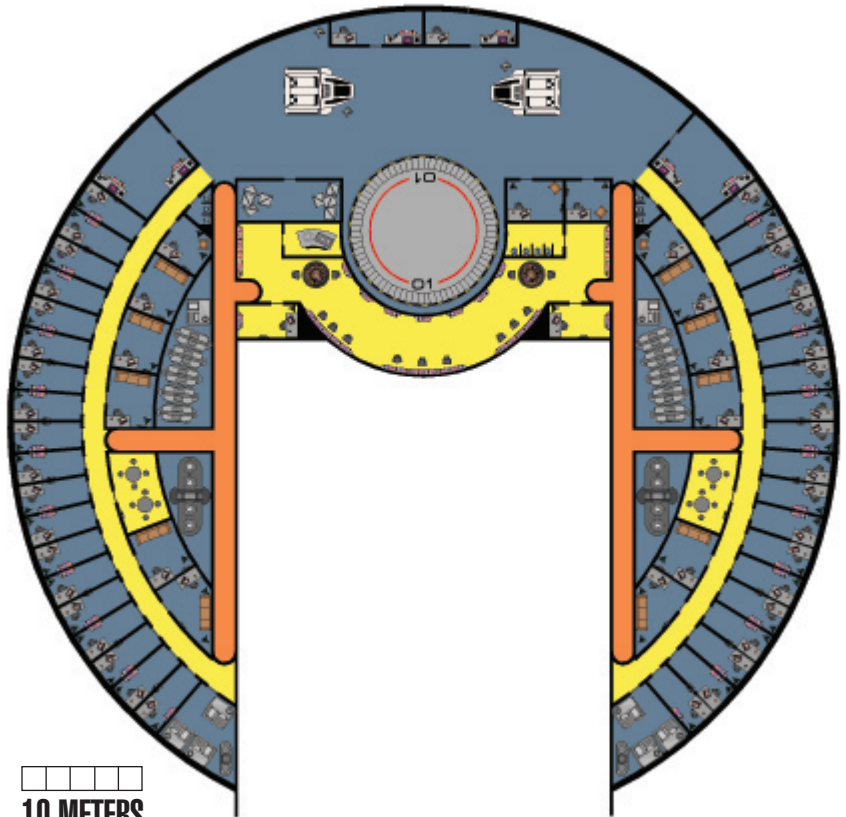


LEVEL 28 - CARGO BAY 2

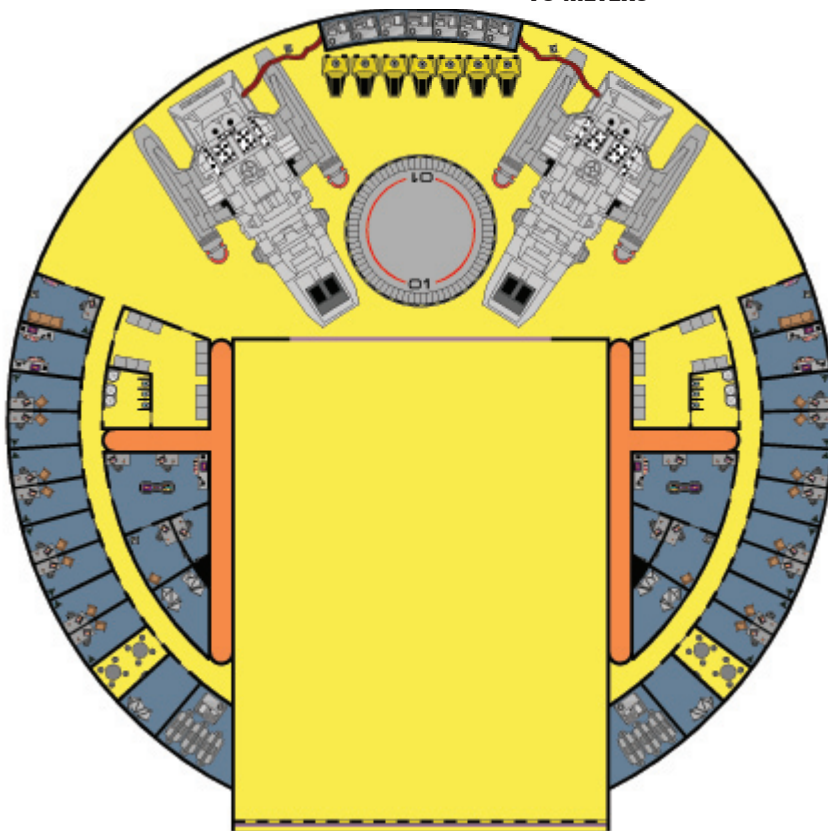


LEVEL 16 - CIVILIAN QUARTERS

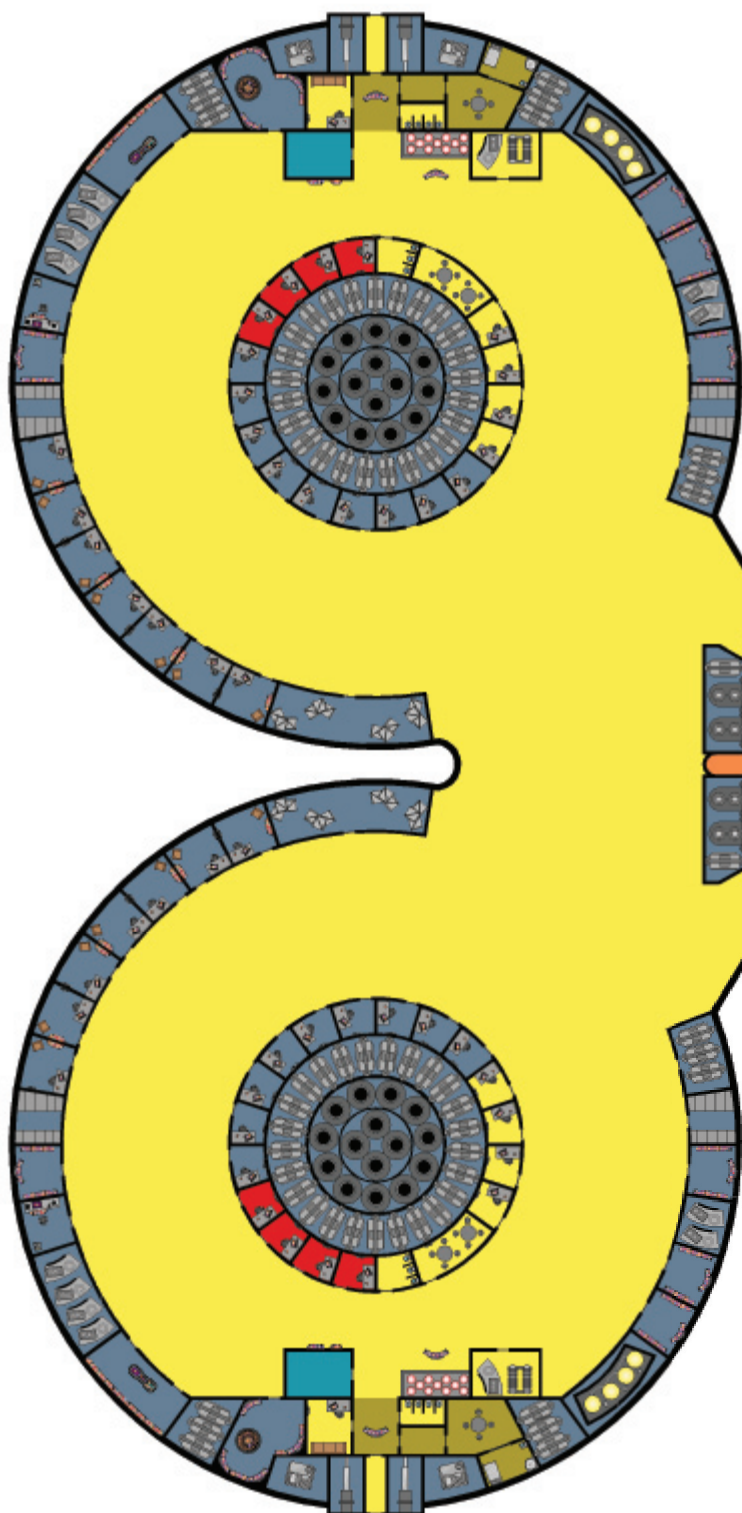
LEVEL 25 - SHUTTLE REPAIR



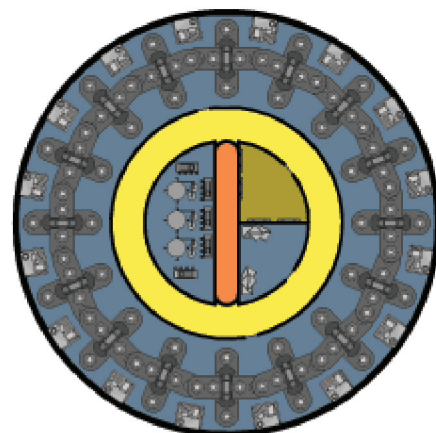
10 METERS



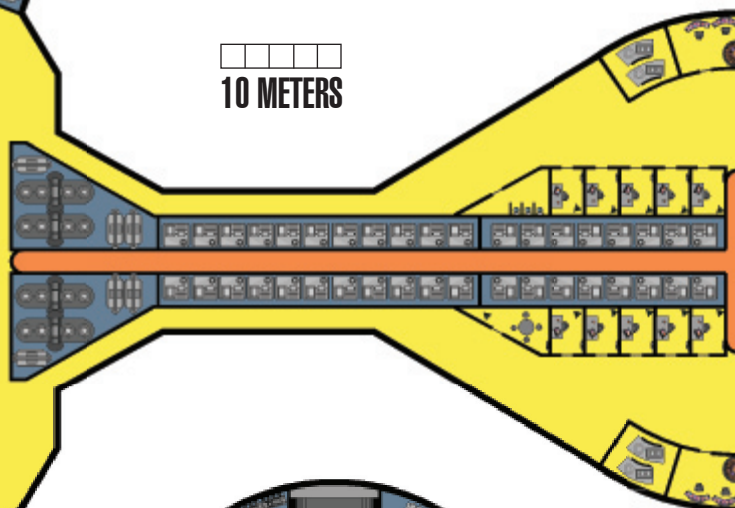
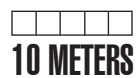
LEVEL 26 - SHUTTLE BAY



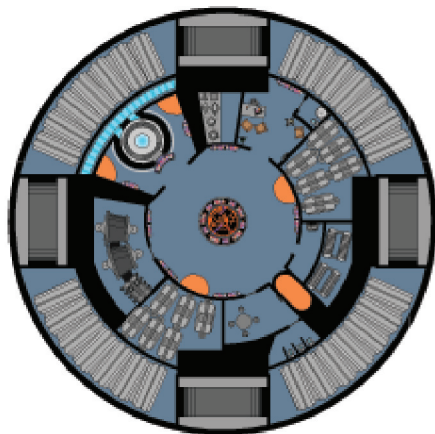
LEVEL 21 - DOCKING ARMS



LEVEL 29 - ENGINEERING

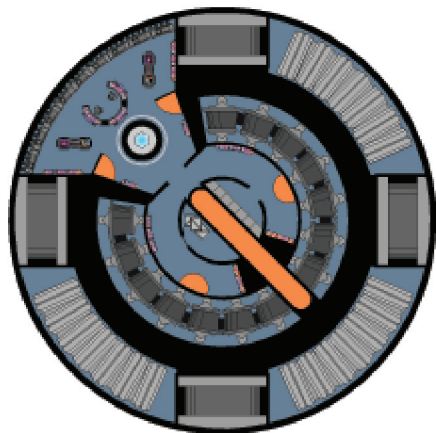
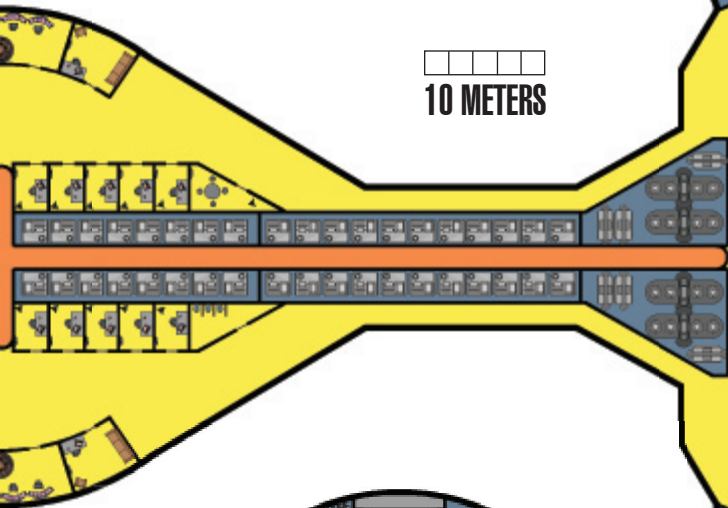


LEVEL 30 - ENGINEERING

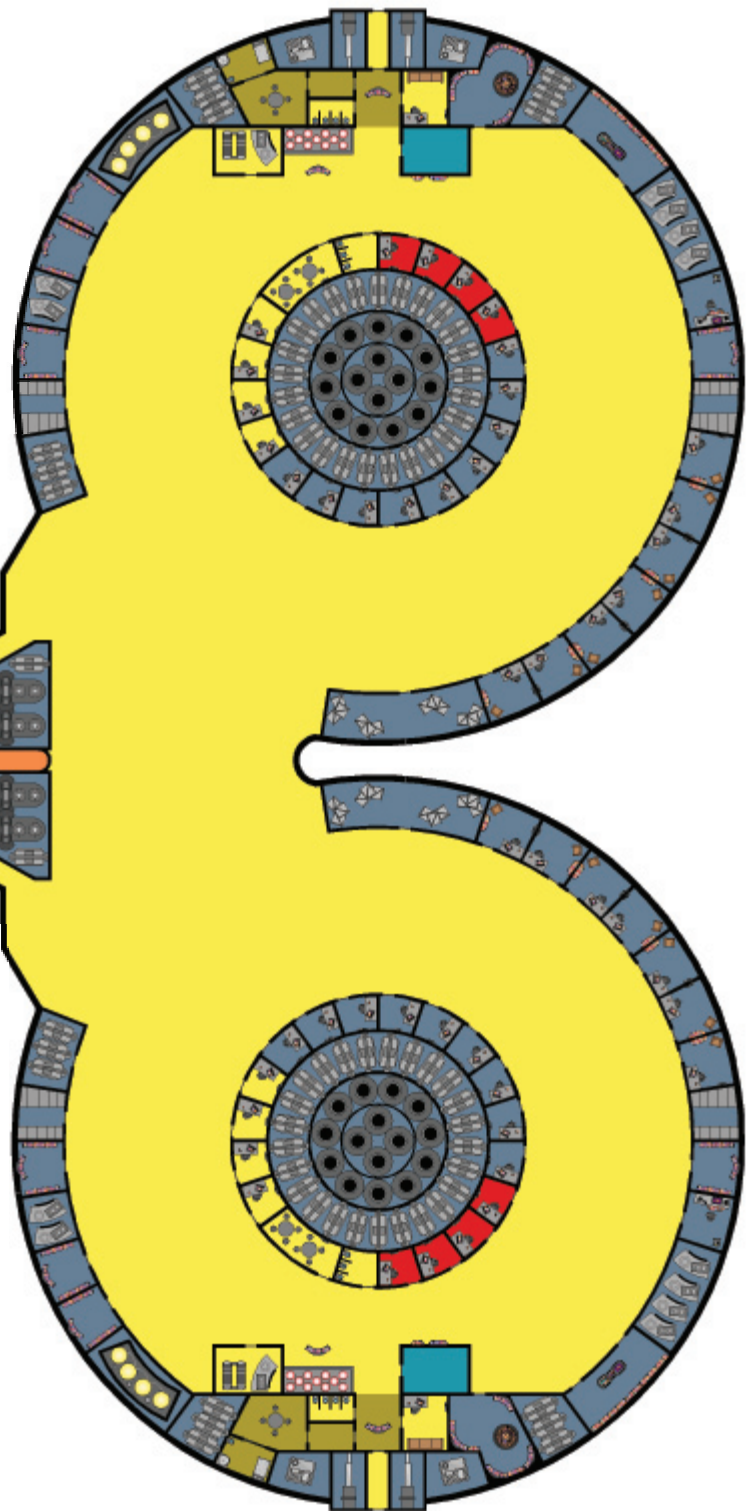


LEVEL 31 - MAIN ENGINEERING

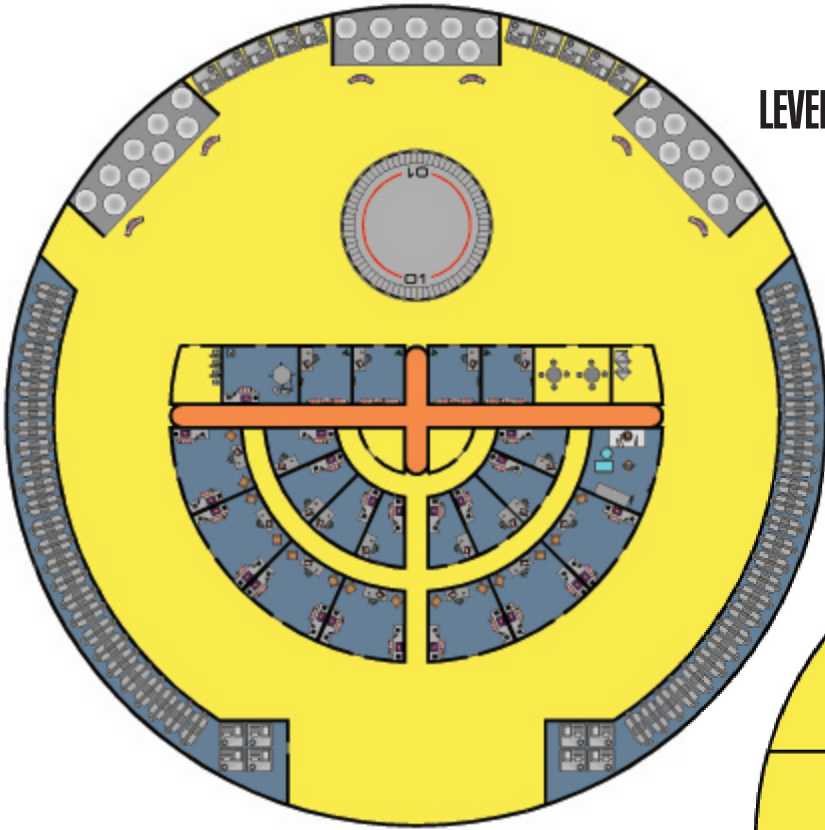
10 METERS



LEVEL 32 - ENGINEERING

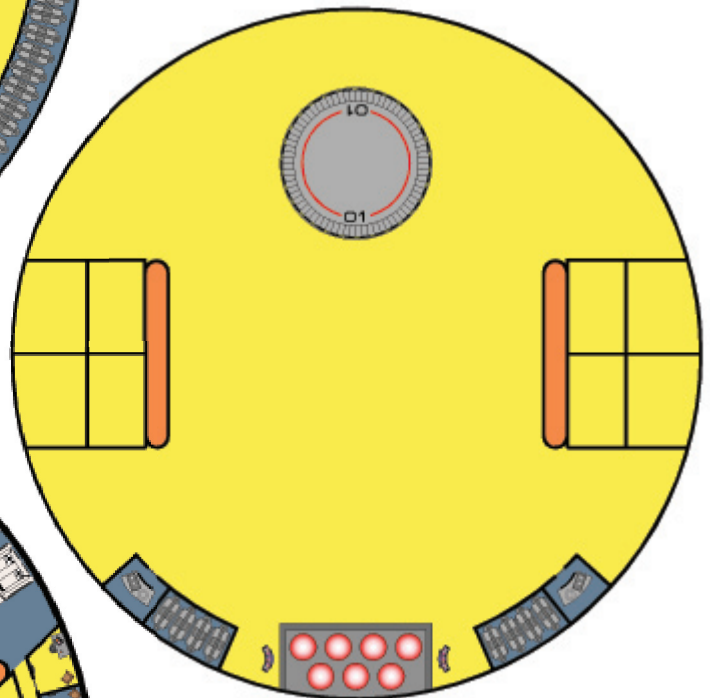


LEVEL 21 - DOCKING ARMS

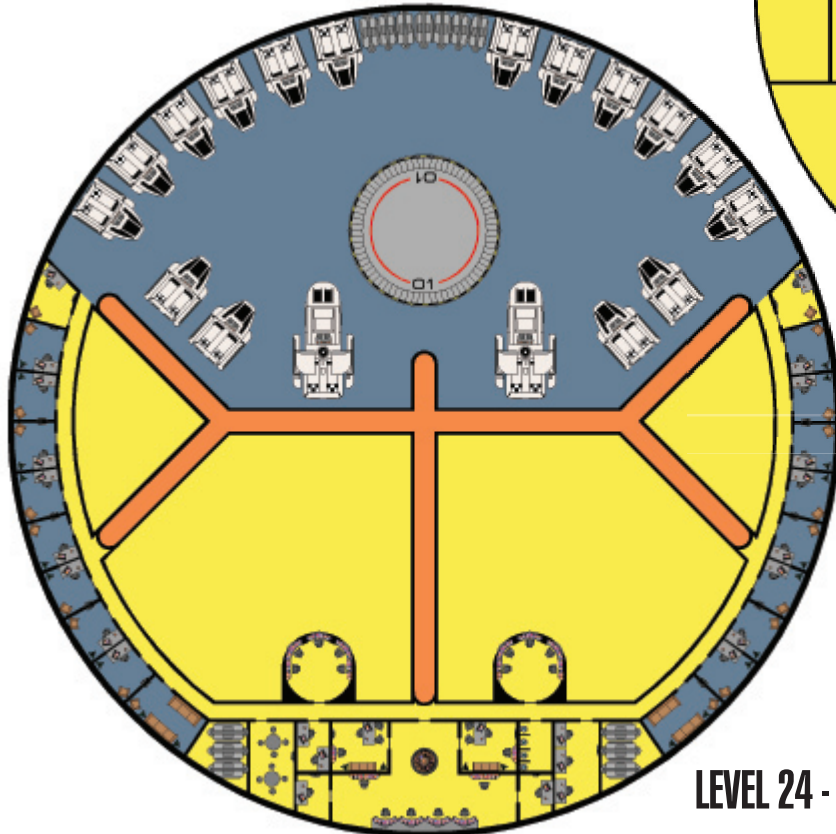


LEVEL 23 - FABRICATION

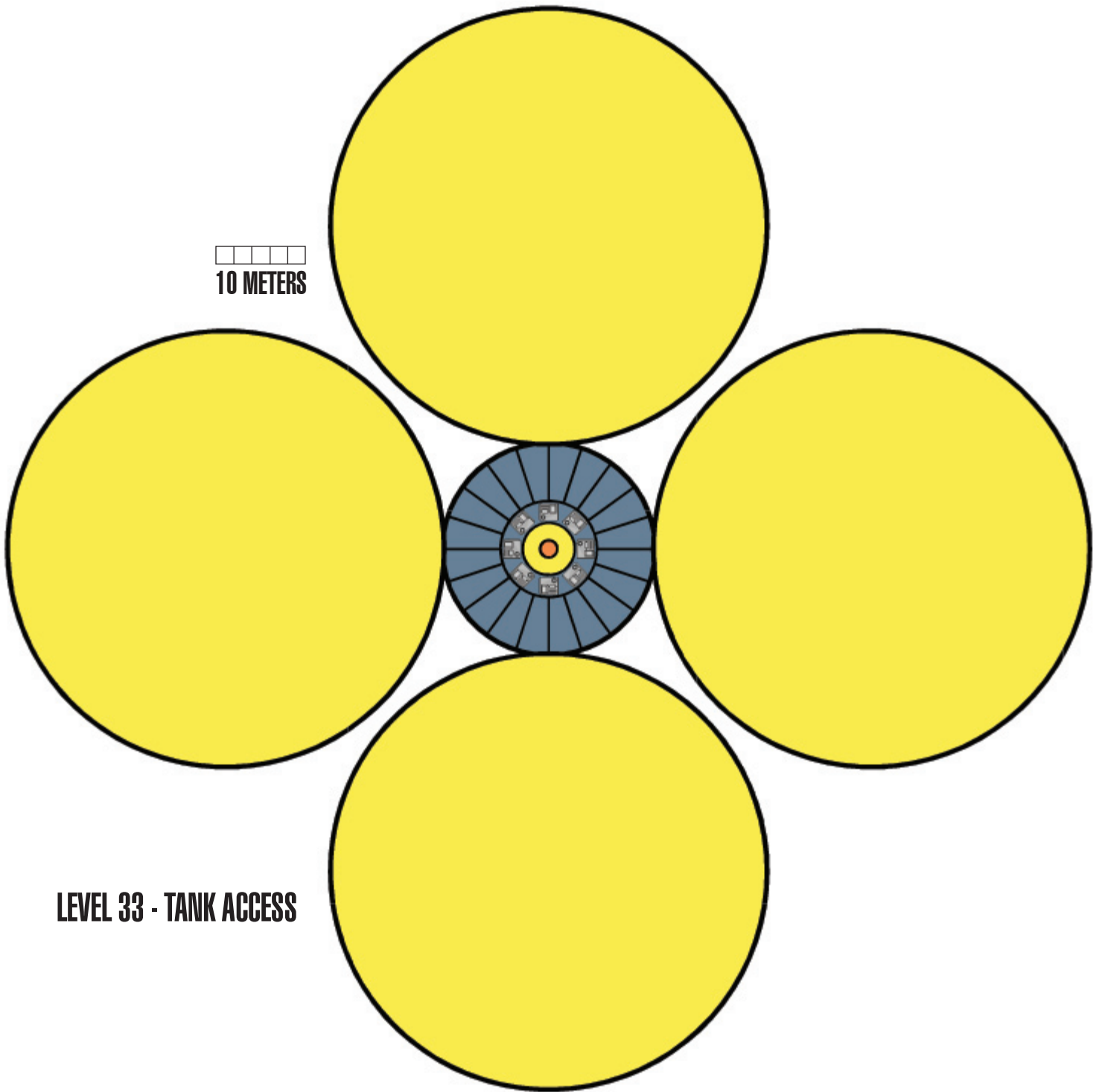
10 METERS



LEVEL 27 - CARGO BAY 1



LEVEL 24 - SHUTTLE STORAGE



10 METERS

LEVEL 33 - TANK ACCESS

A2: TIMELINE

SECTOR HISTORY

Circa 16500 BC

The Siinogan Goddess lays her first brood. The Siinogan civilization begins to rise.

Circa 2200 BC

IrDOSians enter the Stone Age.

412

A Romulan ship named the *Trela* strays away from the main diaspora fleet due to engineering problems encountered in the Sandstorm. It crash lands on Trelab. They establish the Aristocracy and begin to breed a new race of servants.

415

The first Romulan-Grel crossbreed is born on Trelab, are called Trelan. The Romulans form a feudal society with the Aristocracy on top.

672

The Grel rebel against the Trelans and a war ensues.

822

The first physical effects of the interbreeding of the Romulan Aristocracy on Trelab are noted. The Aristocracy ends its public life and withdraws to seclusion and secrecy.

936

The Grel are driven to complete extinction by the Trelans. By this time, most Trelans believe that the Aristocracy is merely a myth, but the real power on the world still resides with the inbred Romulans.

1270

Romulan-Vulcan war.

Circa 1500

The Rynk pride becomes the dominant pride on Rynka.

Circa 1850

Clan lords on Teirra consolidate their power into nation-states.

1877

The hold that the Romulan Aristocracy has on Trelab dangles by a thread – there are too few of them left to continue a viable population of the Aristocracy. Slowly, Trelans are allowed into the ranks to shore up genetic defects and the now ultra-secret Aristocracy continues.

Circa 2000

The Rynkans destroy all enemy prides.

The last pure-bred Romulan dies on Trelab.

2002

The Aristocracy on Trelab comes out of the shadows and rules publicly again, now consisting entirely of the Trelan.

2050

Rynkans enter their Industrial Age.

2056

Teirians enter their Industrial Age.

2093

Teirians enter their Information Age.

2097

First manned space flight over Teirra.

2100

Rynkan sub-prides organize themselves into nation-states.

2110

On Earth, Harding Christopher publishes his xenophobic treatise entitled *Only Human*.

2111

Dulcais Sector is first surveyed by the Vulcan ship *T'Kalan*.

2120

The Andorians launch a scientific survey ship, the *Athirith*, toward Fimdari to study the ghelroid animal population there.

2122

S.S. Rockingham, a colonial ship of people who oppose alien contact with Earth, is launched from Terra, and its destination is the Larus Sector.

2123

The *S.S. Rockingham* disappears due to engineering and communications failures. It wanders for four years.

2125

Communications with the *Athirith's* camp at Fimdari cease. Andoria asks the Vulcans, who have a ship in the area, to investigate. The Vulcans find the camp hastily evacuated, but no signs of where they went or why.

2127

S.S. Rockingham settles on Occa. Harding Christopher, a prolific author of xenophobic literature, is elected to be the first President of Occa.

2132

Andorians colonize Fimdari. Keth Claness is the most prominent among the colonial keths. The Fimdari Keth Council is formed and Agreth Claness is elected First Chair.

2133

First manned mission to Teirra's alpha moon.

2134

Agreth Claness is killed in a duel by Ikelen Romisi. Romisi becomes the new First Chair.

2138

The Andorian survey ship *Lalnath* detects an emergency beacon of human origin in the Occa system. They find a human colony thriving there. The landing party is arrested. Several hours later they are told they are unwelcome on Occa and were unceremoniously tossed off-world.

2139

Vulcans make first contact with the Siinogans. The away party is captured by the Siinogans and their knowledge of the galaxy is ripped from them by Goddess. Goddess decides that species expansion is the best way to survive in this strange frontier of space.

2140

The Siinogans develop warp drive technology.

2141

The Second Siinogan Hive's queen is born to Goddess. Later that year, the Second Siinogan Hive reaches what is now called Bak'TUR. They name it Egg of Goddess.

2154

S.S. Santa Maria launched from Earth.

2155

Dulcais is settled by Terrans in the *S.S. Santa Maria*. Ulf Miller is elected to be the colony's first President.

2156

The Romulan-Earth war begins.

A Fimdaran ship carries two Human ambassadors to Occa to meet the people there. They spend three days on the planet. While treated well during their visit, they expressed their discomfort with the population.

2158

The Second Siinogan Hive prospers and grows.

2159

Dulcais is bombed from orbit by the Romulans. The *Vil*, a vessel from Fimdari, arrives to drive the Romulan ship out of orbit. President Miller is killed in the attack. Miller's successor is his Vice President, Lynn Bjorn. She is given emergency powers with a five-year sunset clause, and elections are suspended in the interim.

2160

The Romulan war ends. When the treaty is announced, the pro-tem President of Dulcais, Lynn Bjorn, renounces her emergency powers and announces her resignation upon successful colonial elections. Three months later, Ng Chan is sworn in as Dulcais' third President.

2161

Dulcais enthusiastically joins the United Federation of Planets.

The Andorians lose a science vessel, the *Hrashal*, in the Sandstorm.

Fimdari announces its independence from Andor.

2162

Andor blockades the Fimdari system with a fleet of five ships.

John Chu is sent to Occa to offer Federation membership to the world. The crowd at the rally where the proposal is announced riots, killing the Occan president and forcing Chu to flee the planet.

2163

Terrorism on Dulcais in the name of Fimdaran

independence results in the destruction of the colony's water filtration plant. The Andorian perpetrators are caught. The UFP finally takes notice of the Fimdaran problem. At the UFP's insistence, the blockade of Fimdari is released.

2164

The Tugala Conference between Andoria and the Fimdarans is held on Dulcais, which results in the decree that Fimdari is indeed independent of Andor and can forge its own destiny. Two months later, Fimdari joins the United Federation of Planets. On Dulcais, Ng Chan is re-elected as President in a landslide.

2165

The first Celebration of Ashaara is held on Dulcais and Fimdari simultaneously to celebrate the brotherhood that the two colonies have for each other.

2166

Dulcais fully recovers from the violence of the Romulan wars and President Chan is lauded for his work with both the Andorians and the reconstruction. Chan, ever humble about his achievements, erects a statue of Lynn Bjorn in Dulcais City's town square for her 'selfless dedication to Dulcais'.

2185

Ikelen Romisi, the First Chair on Fimdari, dies.

2199

Teirians establish a mining colony on their alpha moon.

2204

Siinogan explorers bring back holographic technologies from an Okuda-sector race called the Kunra.

2215

Klingons survey Bak'TUR from orbit.

2216

Barash, a prince Siinogan, is bred on Siinoga and sent to Egg of Goddess.

Klingons invade Egg of Goddess and confront the still-fledgling Second Siinogan Hive. They claim the world as their own and rename it Bak'TUR.

Kinash, the Hive Queen of Egg of Goddess, escapes with Barash to Alpha Onias III. Barash is left on the world and Kinash dies with the rest of the ship in a crash at Alpha Onias VI.

2217

Klingons attempt to invade Siinoga. They find that the Siinogans have moved underground in response to the previous year's attacks on Egg of Goddess. The Klingons bomb the surface, declare victory, and return to Bak'TUR.

2218

Federation's first contact with the Klingon Empire ends in disaster.

2220

Parnoth is built on Bak'TUR as a prison mine.

2223

The Klingons issue a demand to the Federation to turn over control of the Fimdari system to them. The Federation refuses and 70 years of hostilities begin.

ADF builds Akalna, a military base on Fimdari.

2224

Klingons attempt to invade Fimdari. Captain Reemar, the notable Tellarite captain of the *USS William Wallace*, leads a fleet to victory over the Klingons. The *USS William Wallace* is destroyed and Reemar is heralded as a martyr.

2228

The Federation builds Outpost B6 Upsilon, located in orbit of Fimdari.

2250

Rynkans enter the Information Age.

Alsaga Memorial Hospital is built on Fimdari.

2260

Teirians establish a colony base on a moon orbiting the gas giant Opil in the Teirra system.

2268

Romulans and Klingons sign an alliance.

2290

Matheson's Folly. Admiral Eric Matheson led the *U.S.S. Indomitable* to defeat over Bak'TUR.

2292

Romulans abrogate their treaty with the Klingons.

2293

Khitomer Conference.

2333

Parnoth prison mine is closed.

2344

Narendra III is invaded by the Romulans.

2311

A hurricane completely destroys the city of Handel on Dulcais.

2312

Weather control net is built on Dulcais.

2315

Starfleet builds the 87732 Observatory to monitor Neutral Zone activity.

2331

Warp drive developed on Teirra.

2335

Using chemical booster rockets, Rynkans put a man on their moon.

2340

Rynkans launch an observatory platform.

Cho'veQ of the House of G'Tak becomes colonial governor of Bak'TUR.

2341

Rynkans observe a Teirian ship approaching Rynka. Akrilo Bryyn, discoverer of the ship, is selected to represent the Rynkan population to the Teirians explorers.

Six months later, the Teirian explorers arrive and first contact between Teirra and Rynka goes well.

2343

Teirians and Rynkans exchange scientists, resources and technology.

2346

Romulans invade Khitomer.

2348

Rynkans produce their first warp-capable ship.

2349

Rynkan Starbase construction completed.

2350

Rynkans propose a joint colonization venture to the Teirians. Rynkans and Teirians form an alliance.

Drought on Occa begins to create social strife.

2352

Starfleet upgrades the 87732 Observatory.

2357

Rynkans and Teirians colonize Od'ete VI in a joint venture. Six months later, a virus native to Od'ete kills the Rynkans. The Teirians are immune. The Rynkans accuse the Teirians of biological warfare and abrogate their alliance. War is declared.

2359

The Andorian Astronomical Survey builds the AAS Observatory in the Fimdari system, in orbit of Terolis.

2360

The Rynkans and Teirans fight a pitched battle over Fimdari.

2362

The city of Rav'nakk on Bak'TUR is considered to be a jewel of the Klingon Empire.

2364

Cho'VeQ is slain in an honor duel by Kravek.

2367

The *U.S.S. Enterprise* discovers Barash living on Alpha Onias III. He is returned to Siinoga where he undergoes chemical imprintation by Goddess and becomes a Hive Queen.

2371

The Klingons abrogate their treaty with the Federation. The Federation and Klingons engage in a battle near Outpost B6 Upsilon, and the outpost is destroyed.

The Federation begins construction on Station 419 Upsilon under the protection of the 229th Tactical Wing of the 17th Fleet.

2372

Doctor Phellnum P'Trell of Fimdari wins the Carrington award.

2373

The Federation signs a new peace treaty with the Klingons.

Station 419 Upsilon construction is completed.

2374

Siinogans invade Bak'TUR, conquering it. The remaining Klingons on the world form a guerrilla militia.

The Occan people, dissatisfied with their government, stage a coup to overthrow their leaders. The Occan government invites the Federation to visit their world under the pretense of Occa finally joining the Federation. The Occans hoped to acquire weapons technologies in order to suppress the rioting popu-

lace. The Federation refuses to give the Occan government weapons, and leave the world.

The Occan military overthrows the government. The surviving government officials flee to Station 419, where they ask the Federation for political asylum. Unknown to the Occan people, the military had crawled into bed with the Dominion in exchange for weapons technologies of their own. The revolutionaries suddenly find themselves as slaves to the Dominion. Minister Vhyapist claims the title of President Pro-Tem.

Admiral Whitehorse is placed in charge of the Dulcais Sector after Admiral Winnifred Sinclair is discovered to be a rogue time traveler from the future.

The Siinogans ally themselves with the Dominion. Siinogan chemist drones begin to manufacture Ketracel White for the Dominion forces, from a secret hive base on Occa.

2375

Jem'Hadar cloning facilities are constructed on Occa.

A Dominion fleet from Occa invades Fimdari. The skies over Fimdari are wholly occupied, but on the surface, the fighting continues for weeks.


A diversionary fleet is sent by Starfleet to attack the Siinogans on Bak'TUR. The Dominion falls for the diversion and moves most of its fleet out of Fimdaran space. A small strike unit consisting of Romulan and Starfleet light assault craft is sent to Fimdari, and they manage to wrest the planet out of Dominion control. The Dominion lines split and are vulnerable.

An Alliance fleet forces the Dominion to give up Bak'TUR's skies.

An Alliance fleet destroyed the remaining Dominion ships over Siinoga.

Romulans discover an Iconian ruin on Occa.

Peace is signed between the Dominion and the Federation.



The Klingons re-conquer Bak'TUR.

2376

Starfleet Intelligence learns of the Iconian Ruin on Occa and attempt to secure it. It is discovered that the ruin led to the Locus, a mythical Iconian armory. Starfleet is forced to retreat after a violent struggle against the Romulans for control of the Locus.

Occan elections are monitored by Romulan and Starfleet representatives. The Repatriation party wins the election and Minister Trefois is elected president.

Bak'TUR makes significant recovery from the wars surrounding it.

Starfleet returns to the Iconian ruin on Occa and find the gate sealed.

