

Law and Order: UFP
The Law Enforcement
Sourcebook



**An Unofficial Star Trek Role-playing Game
Sourcebook for the ICON rules system by
Last Unicorn Games**

By DanG

Foreword

“Police arrested two kids yesterday, one was drinking battery acid, the other was eating fireworks. They charged one and let the other one off.”

Tommy Cooper

This book has been a long time coming. Once upon a time I read the Raiders, Renegades and Rogues sourcebook and in the short chapter about law enforcement in the Rogue series there was a hint at an ICON link, which promised additional online content. My first expectation was detail about Law Officers, after all some of the relevant material was already in place, there couldn't be much left. After all one of the main characters in DS9 was a Police Officer and it had been made pretty clear over the course of seven series that Constable Odo was not the same thing as Starfleet Security.

It turned out that my expectation was wrong. But fortunately that just gave me the spark to create a Law Enforcement Officer template and a few training packages. A short while later I added the Ferengi FCA Liquidator template, but that was as far as it went and it lay fallow for a long period...

... until one day I found myself trying to build a post Dominion War treatment of the Maquis, and how their actions were no longer considered criminal once their cause was taken up by the rest of the Federation. And my notes started to grow and grow.

This is the result.

I am not trying to recreate the wheel, a fair amount of material has been copied over from both Raiders, Renegades and Rogues and their treatments of law in the Federation, likewise there is a good deal of tied in material in the Price of Freedom sourcebook about Federation Judiciary, Penal colonies and Starfleet JAG. I have transcribed some of this material without permission for ease of use, although some changes have been made where appropriate.

Yes, I did also say that I felt that this was unofficially an addition to the LUG Raiders, Renegades and Rogues sourcebook.

Enjoy.
Dan Gurden.
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Chapter One Crime in the Federation.

Introduction

** adapted from Raiders, Renegades and Rogues sourcebook published by Last Unicorn games, 2000*

The United Federation of Planets takes justifiable pride in its tradition of respect for the rule of law. Since its inception, the Federation has devoted itself to the promotion of law and justice among its diverse member worlds and to eliminating the root causes of criminal behaviour and lawlessness. On the worlds of its founders, such as Earth, Vulcan and Andoria, the Federation has largely succeeded; these worlds are free from crime, conflict, hunger and want.

Advanced Federation technology largely eliminates the need for criminal activity, since it provides for all the daily needs of the populace.

Out on the edges of Federation space, however, tradition often takes second place to the practicalities of daily survival. Conditions on the frontier remain more primitive leading to greater needs among colonies and other worlds distant from the prosperous Federation core. The frontiers of Federation space are also often near areas of conflict or tension, such as the Romulan Neutral Zone or the Demilitarized Zone established with the Cardassian. In these regions social pressures and individual needs sometimes blossom into criminal activity. Federation authorities do what they can to deal with these criminal elements, but their resources are often stretched so thin that they cannot enforce the law effectively throughout the frontier. In any event, until society addresses all the reasons for its existence, it does not seem likely that crime will ever disappear entirely.

Federation Law

The Federation legal system draws both its authority and its mandate from two basic principles – a fundamental respect for law and a sincere

appreciation for the rights of all sentient beings. The Federation takes violation of its laws very seriously, as any criminal operating in or near UFP territory knows all too well.

The most important thing to understand about Federation law is that it technically applies only outside a Federation member worlds sphere of influence – in Federation controlled space and on Federation controlled stations and colonies. Individual Federation member worlds maintain certain sovereign rights, including the right to determine their own laws. The Federation charter does stipulate certain requirements for membership, but otherwise member worlds remain free to create and enforce their own laws.

Many members of the Federation take their cues from core planets such as Earth, Vulcan, Betazed and Andoria, but each world retains its own unique laws and customs.

Crimes committed on a planets surface – or on board stations or vessels controlled by that world – fall under the jurisdiction of those worlds legal authorities, unless the crime involved Federation property or personnel. Crimes committed in Federation controlled space, on board Federation vessels and stations, and on Federation protected colonies fall under the jurisdiction of the Federation.

In general Federation law respects and upholds the rights of the individual. This includes serious offences such as murder, assault, rape and kidnapping. Federation law also recognises and respects the individual ownership of property, treating it as an extension of the individual, so acts like theft, arson and vandalism are also considered crimes. Federation member worlds must uphold this code of conduct; a society that considers the murder of outsiders or even members of its own culture, an acceptable activity would likely not achieve Federation membership, although accommodation

is made for some cultural differences such as Andorian ritualised duels.

The Federation also regulates the possession and use of certain illegal items and materials. These include things like illegal pharmaceuticals, technologies, many types of weapons, dangerous lifeforms and certain types of Biotechnology. Starfleet is charged with apprehending smugglers who attempt to transport or sell prohibited materials in Federation space, but the sheer vastness of UFP territory, and the scope of Starfleet's duties as a whole make this mission difficult. In practice regional planetary and port authorities handle most trade enforcement and import inspections and smugglers can and do operate within the Federation, although in most instances this occurs on the outskirts of Federation Space.

Criminal Activity in the Federation

Federation citizens rarely become involved in criminal activities. Most Federation citizens hold a strong respect for the law and choose not to violate it for personal gain. Most Federation worlds remain prosperous and peaceful, and those qualities tend to limit the economic and social needs for criminal activity. With replicators able to produce any material goods one might need, criminals often find themselves with little reason to operate in Federation space at all. Still, Federation society does produce criminals from time to time.

Federation criminals generally possess motivations beyond that of mere greed. Some of the motivations include political, ideological or philosophical beliefs, revenge, desperation or even mental illness.

The last motivator is now relatively easy to detect and treat by the 23rd century. Cases of mental illness in the Federation are rare, due to the

advanced state of medical science. Still, sometimes an illness can go undetected and untreated, leading to criminal behaviour on the part of the victim. This is more common in frontier areas that lack modern medical facilities; such areas also demand higher-stress lifestyles, which can be a factor towards mental deterioration or breakdown.

The Federation accepts mental illness as a defence for criminal activity and chooses to treat the mentally ill as victims rather than criminals. The UFP Judicial system generally remits these individuals into the custody and care of a medical facility capable of treating them, such as the facility on Elba II. Once cured of their illnesses, these people may rejoin society.

Scholars of Criminal behaviour debate at length whether individuals who engage in criminal activities for pleasure should also be considered 'mentally ill.' For the time being the Federation does not consider such individuals ill, just misguided. These people become involved in criminal behaviour out of boredom or a desire to do 'forbidden' things. The excitement of criminal activity becomes addictive to some of them, and they commit crimes solely for the thrill. All other considerations – money, property, or other forms of personal gain - remain secondary.

This small minority of criminals has popularized and romanticised the idea of the lifestyle among the Federations criminal elements. They often see themselves as outcasts and rebels fighting against an oppressive society, and may even consider themselves superior to other beings because they live free from societal and moral constraints. The Federation does what it can to prove these criminals wrong and to rehabilitate them when opportunities present themselves.



Political, philosophical and ideological agendas motivate the last type of criminal found within UFP society. The Federation respects and honours many different belief systems, but it also expects citizens to behave within the dictates of the law. Most political factions within the Federation have no difficulty with this, working to further political change or their own agendas through accepted channels.

A small minority of politically active groups and individuals choose to stray beyond the bounds of legality in order to effect change. For example the New Essentialist Movement, popular in the early 2370's, has many law abiding adherents throughout the Federation, working to restore what they see as the moral core of Federation society. A small group of activist however are willing to take more direct action to make their political statement about the complacency of Federation society. Another major faction known for its illegal activities, the Maquis, seeks to push Cardassians out of colony worlds in the Demilitarised Zone that were ceded to them in treaty.

Although profit and personal gain do not motivate most politically minded groups, some of these organisations may engage in theft or smuggling to further their goals. For example, the Maquis occasionally engage in Piracy against Cardassian targets, seizing ships and cargoes to sell on the black market, or using captured vessels and weapons against the Cardassians. The needs of such renegade groups in

the Federation also provide business for non Federation smugglers, pirates, mercenaries and other rouses.

The Orion Syndicate

Perhaps the most feared criminal organisation in the Alpha Quadrant, the Orion Syndicate is savvy enough to operate with near impunity even within the boundaries of the Federation. The Syndicate controls a large portion of the piracy, illegal salvage and smuggling in the quadrant, and protects its interests brutally and efficiently.

Although its methods and goals remain those of a criminal gang, the Syndicate has adopted the somewhat fragmented organisation of a secret society or subversive group. It is structured as a series of cells, so members can identify only a few other colleagues should they be caught and interrogated. Prospective members must be sponsored by a current member in good standing, and must pay an exorbitant fee for the privilege of membership. Should a member betray the organisation, they will be targeted for assassination, as well as their sponsor. Members are often so afraid of reprisals that they have been known to commit suicide when capture looms, rather than risk even the appearance of having divulged information to the authorities.

It has long been widely assumed that the syndicate is or was controlled by members of the green skinned Orion species, one of a number of intelligent species native to the Rigel system. Most Orions however are law-abiding residents of that trading hub with no connection to the syndicate, even if some wish they did.

During the Dominion War the Syndicate even tried to forge an alliance with the Dominion, and in doing so their threat level was raised significantly to a more serious level, and as a result Starfleet Intelligence

has joined the fight against the Orion Syndicate,



The Orion Syndicate is now the number one criminal target of Starfleet Security. Despite years of investigation and prosecution, Starfleet are no closer to infiltrating or toppling those at the top of the Syndicate pyramid than when they began.

Criminals from Outside the Federation

Most of the criminal activity within the Federation actually originates outside Federation space. The Federation maintains a policy of external non-interference; how other powers choose to govern themselves is entirely their business. But the Federation does not expect foreign powers to respect its laws and customs when in UFP territory. This, unfortunately, does not always occur.

Some cultures, like the Klingons, respect Federation law (at least to the point at which it begins to interfere with Klingon honour). Numerous unaligned species in and outside Federation space also respect the rules of the Federation, either because they hold hopes of Federation membership or because they fear being cut off by the Federation and left to deal with less hospitable civilisations, or simply because their own ethical principles cause them to do so.

Other species like the Breen or Ferengi however have little regard for Federation law, except as an irritant to avoid. These species engage in illegal activities both outside and inside Federation space. For example Ferengi DaiMons regularly smuggle contraband into Federation territory. The Ferengi alliance simply claims that it does not regulate cargo that individual Ferengi vessels carry, so the Federation must deal with each vessel and its DaiMon individually. The Breen, known enemies of the Federation and supporters of criminal elements, raid vessels illegally mine dilithium and even capture individuals for use as slave labour in and near Federation space. When confronted with these transgressions, the Breen government simply ignores the accusations or lays the blame on renegade elements acting outside their control. In cases like these, the Federation extradites the accused criminals or in the most serious cases prosecute with full trial and punishment in a Federation court.



Finally there are the species and cultures who actively flout Federation law. This may be due to cultural biases as in the case of violent races like the Nausicaans, or because a state of hostility exists between them and the Federation, such as with the Cardassians, Romulans or Breen. Although the Federation's political enemies usually take care to remain outwardly within the letter of the law, when within Federation Space they participate in all manner of covert

illegal operations. The Cardassian shipments of weapons and military grade ships to planets in the demilitarised zone, provides only one example.

The activities of political enemies normally fall under the heading of espionage, and as such many of these crimes fall under the jurisdiction of Starfleet or Starfleet Intelligence.

The Frontier

The vast majority of criminal activity in the UFP takes place on the outskirts of Federation space, particularly along frontiers that border on areas of conflict. Frontier regions often remain wild and unsettled, far from the peace and prosperity of UFP core worlds, and often far from the technology, legal constraints, and organisations that maintain law-abiding Federation society.

Life on the frontier combines proud individualism, with the often harsh realities of survival. New colonies and settlements face many challenges, especially during their first few years. Even on Class M world, a single natural disaster or similar incident can spell doom for a young colony. Federation records describe numerous incidents of disease, starvation, weather and stellar disasters – the whims of nature can destroy a colony in moments. A colony may not see a Starfleet vessel for months or even years. Thus colonies must remain highly independent and self-sufficient and colonists are usually cut from stern stuff.

The difficulties of life on the outskirts of UFP space leads to both a hardening and a softening of legal and cultural restrictions. On one hand the survival of a colony depends on the cooperation of the colonists. Most colonies take a very dim view of crimes for personal gain, especially those which hurt the colony's chances of survival. Living on their own,

colonists enforce their own laws and frontier justice can be harsh, even on Federation sponsored colonies. Colonies may imprison criminals, exile them or inflict brutal corporal punishment upon them.

On the other hand the harsh realities of life on the frontier often lead to a softening of some of the stricter UFP moral codes. *"You do what you have to"* is a common motto among colonists and other frontier folk. Away from some of the advantages of Federation technology and a stable planetary infrastructure, colonists sometimes cut corners and ignore legal niceties in the name of survival. For example a colony might purchase much needed supplies from a Ferengi trader without asking too many questions about their origins. Likewise frontier folk often engage in certain pastimes like gambling, exotic pleasures and other pursuits considered vulgar (or at least unwise) by many in the Federation. When tossed regular contact with non-Federation cultures and individuals and often tense border situations and daily survival into the mix, it becomes clear why these frontier regions play home to the majority of the Federations criminal element.

Chapter Two Law Enforcers and Starfleet JAG

Police and Security Forces

Federation planets bear the responsibility for maintaining their own police and security forces. Such forces enjoy only limited jurisdiction when pursuing criminals off-world. The Federation including Starfleet is responsible for interstellar crimes, and Starfleet wields the authority to police its own facilities, vessels and Starbases.

Planetary police forces range from the highly efficient and well-trained to inefficient and even corrupt on some worlds. On space stations and small colonies a small security force or even lone officer often handles all policing and security work.

All UFP member worlds maintain their own Policing and Customs agencies, who are mandated with planetary and system security only, and do so with the full support of the Federation council to enforce their own laws determined by their planetary government. Visitors to these worlds are expected to learn about local laws and are responsible for their own actions should they break them. Although some places may offer some leeway to visitors newly arrived.



Some member planets sign up to the Federation a core policing mandate, the Universal code of Justice, standardising their laws to those of the Federation core worlds, although this

tends to be something that only more mature members of the Federation sign up to. One benefit of the adoption of the Universal Code of Justice is to make jurisdiction and enforcement of the law easier as the same laws apply across several UFP worlds and in federation space, thus Law officers hold more power to pursue any criminals within Federation space.

Law enforcement within the core Federation worlds now walks a fine line. For the most part it is an invisible presence on most Federation worlds, with any visible policing is almost all based on a community policing model.

Police forces on Federation worlds are often small units with some planets maintaining a single planetary HQ and small local contact/transporter stations only, anything more is simply overkill due to the low levels of criminal activity on the worlds

As such the style of Policing has had to change and adapt over the years. Most police officers are well educated and undergo continued training to hone their skills. They often have a strong connection to their community. Many also train in some of the technical and scientific disciplines that a Police force requires access too.

Some aspects of police work no longer require the presence of a law officer and if required in some places, automated units can monitor and enforce most minor infractions.



On non-Federation worlds, police and security forces range from eminently corruptible (criminals can get out of almost any crime on Ferenginar with sufficiently large bribes) to crushingly totalitarian (such as the brutally efficient Romulan security forces). Militaristic societies like the Cardassians or Klingons often draw no noticeable divisions between their military, security and police forces. Soldiers patrol and enforce the law and criminals gain formidable opponents to contend with.

Within the UFP the Federation also maintains an interstellar policing agency the Federation Interstellar Police Agency (FIPA), more commonly known as Federation Marshalls. All member worlds are able to call upon the support of the Federation Marshall service or even Starfleet, who are empowered with a far longer reach and will often liaise with these local officials should criminality move off-world.

Federation Marshalls are the multi-jurisdictional force able to work on all Federation member worlds, their mandate is based around interstellar policing mostly within the borders of the UFP, backing up the local Police forces, and even prisoner transport services. They would also be called upon when a criminal flees a planet to avoid capture and conviction, they are empowered to give chase and operate on all Federation worlds even if the crime committed on the starting planet is not considered a crime on the destination planet, although a Federation extradition order would be necessary if this were to occur.

Marshalls are also empowered to operate outside of UFP territory to apprehend Federation criminals although such action is very rarely without the cooperation of local government or law enforcement officials. Federation diplomats often try to work this cooperative

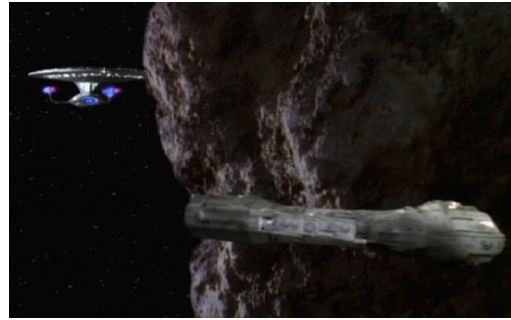
enforcement and extradition into any contact diplomacy.

The Federation Marshalls also invite other enforcement agencies both UFP and non-Federation agencies on friendly planets to liaise and work with them, and invite delegates train with and work with the Federation Marshall service, this is seen as an ideal opportunity to build closer ties with non-member worlds and help extend the reach of Federation extradition should criminals stray outside UFP space.

Likewise the Federation will usually work with external agencies to extradite their criminals when requested. Although some may balk at the punishments that these criminals receive after extradition, often assurances would be sought that any punishment is fair and in line to the crime.

Technical and Specialist support to law enforcement is often supported within the organisational structure. Such specialists will include trained negotiators, medical, Crime Scene technicians and the like. Should additional resources be required it can be requested from a neighbouring world or passing Starfleet vessel, but such a request may not be immediate. For the most part local enforcement agencies will endeavour to make sure that all possible specialist facilities likely to be called upon are available in-house. In some places this may even require members of the agency to work in multiple fields of expertise.

Finally Starfleet holds a law enforcement mandate. Similar to that of FIPA, although law enforcement is only one of their many duties, they are not specialists. Starfleet would be expected to step up and investigate and enforce the law if no other authorities are present or to support the local authorities upon approved request to HQ.



Starfleet also patrol interstellar space lanes. Securing cargo traffic and supporting local customs vessels, even transporting officers between planets, Starfleet security is however fully capable of acting in a law enforcement capacity if no marshals are available, this is not the preferred methodology as such an assignment may bind a ship to a planetary location for the duration of the investigation, A waste of resources.

Starfleet are also mandated with jurisdiction should a criminal seek refuge on a pre-contact or pre-warp world where enforcement would require a level of covert activity, and they would be responsible for any action to return the criminal to Federation jurisdiction.

Office of the Judge Advocate General

** adapted from The Price of Freedom Sourcebook, published by Last Unicorn Games, 1999*

Under the jurisdiction of the Chief of Starfleet Operations, the office of Judge Advocate General enforces all administrative law within the ranks of Starfleet. The AG carries out investigations of wrongdoing by Starfleet officers and convenes courts martial when necessary. The Judge Advocate General is currently headed by Admiral Phillipa Louvois who is headquartered at Starfleet command in San Francisco. The JAG maintains offices on all major Starbases, some JAG officers may be stationed as a Command level officer aboard larger Starships, although this is less common. Any incident requiring the intervention of the JAG is referred to

the nearest representative, although extremely important and sensitive cases involving high ranking officers are often pulled back to Starfleet Command for the JAG's personal attention.

In addition to upholding Starfleet's Uniform Code of Justice, the JAG investigates and prosecutes cases involving violations of Starfleet General Orders, the constitution of the UFP and laws of Federation member worlds. The Judge Advocate General's office has jurisdiction over any member of Starfleet accused of wrongdoing, even if the violation occurred under local law. Normally on UFP member planets local authorities remand the accused officer into Starfleet's custody, and the officer is tried under the Uniform Code of Justice. On non-aligned worlds however this is largely a question of custody; once in an alien jail, it is within the planets rights to try the accused. Starfleet will work with the planetary government to convince them to release the officer in question back in Starfleet custody for court martial proceedings, it is not unusual for representatives of the local governments to be invited to observe these proceeding and even give evidence. This is not always successful, and more than one officer has faced trial on an alien world under unfamiliar (and sometimes poorly understood) laws. In such cases the Starfleet JAG office will seek to represent or advise the defence in any legal proceedings.

JAG Investigations

Most JAG offices retain several highly trained investigators to look into any wrongdoings. Typically these investigators come from a Starfleet Security background and standard protocol call for a starship captain (or starbase commander) to put their facilities and crew at the investigation team's disposal. Their task is to gather the relevant facts relating to a

case under review and secure any evidence to determine if a courts martial will be warranted. JAG investigations can continue until a case is solved or until it is confirmed that no clear determination can be made (case files will remain open should any new evidence come to light, even if there is no active investigation attached).

All Starfleet commanding officers can request a JAG investigation of personnel under their command. In practice however, most ranking officers would prefer to conduct their own inquires and submit their own subordinates for court martial. Normally JAG investigators become involved in a case only when a member of Starfleet is accused by someone outside their chain of command. If no JAG officer is available to conduct an investigation then it falls to the highest ranking officer to appoint an investigator – normally the ships security chief.

Starfleet personnel who have shown a particular aptitude for law, or whom had attended law school on their homeworlds, are frequently tapped to serve in the JAG office for at least one tour of duty, although this is not restricted to those with a legal background. The JAG office requires officers with a nose for the truth and an unswerving devotion to the principles, rules and regulations that govern Starfleet. Security officers, science officers or other experts in the field could find themselves detailed to the JAG office for a particular investigation, and Starfleet has ensured that appropriate legal training is available for any officers who desire.

The office of JAG Investigations is also responsible for Starfleet Internal Affairs department and would be responsible for conducting investigations into misconduct and even illegal activities when the need arises. Such an investigation would be due to a serious breach of protocol

and undertaken independently of the Command structure of the facility under investigation.

Most IA investigations would be conducted in private and avoid fieldwork if possible, but this is not always the case, and an IA investigation can prove very disturbing. If the source of the investigation is still in question IA are mandated and warranted to suspend all personnel in a position of suspicion including the CO of the facility, and they have the authority to ensure this suspension is enforced for the duration of an investigation.

This is a massive amount of power and many checks and balances are supposed to be in place to ensure that it is never abused, nor should it impede standard fleet operations. But a visit from IA is a much feared event.

Courts Martial

"The first duty of every Starfleet officer is to the truth, whether it's scientific truth or historical truth or personal truth! It is the guiding principle on which Starfleet is based! And if you can't find it within yourself to stand up and tell the truth about what happened, you don't deserve to wear that uniform!" Captain Jean-Luc Picard

Although most infractions can be handled through less severe reprimands or by short incarceration in the brig, some crimes are so severe as to warrant a court martial under Starfleet's Uniform Code of Justice, a courts martial differs from those under Federation Civilian Law replacing a Judge and Jury with a committee of officers.

Any officer of the rank of Captain or higher can submit a subordinate officer for immediate court martial (although frivolously abusing this right in itself is a court martial offence). Officers of the Judge Advocate General's office have the power to submit any member of Starfleet for



court martial, as long as they first submit supporting evidence to a JAG officer of the rank of Captain or higher. Once it has been called, a courts martial is typically convened within 72 hours. As part of the formal order of court martial, the presiding representative of the JAG's office nominates both a prosecution and defence advocate. Typically both advocates will be officers of the local JAG office. If no suitable JAG advocates are available, the convening JAG officer may instead nominate any available Starfleet officer as an ad-hoc advocate. The accused has the right to refuse their nominated defence and either serve as their own advocate or appoint an eligible officer of their own choice.

A panel of 3-judges will preside over a courts martial proceeding, usually officers from the JAG office. If none are available, the JAG representative will typically appoint an ad hoc judge – often the fleet admiral for the sector.

Only officers ranked Commander and above are eligible to serve as judges, and no officer with an obvious conflict of interest with the accused should serve on the judge panel (officers are expected to declare any such connections if they find themselves in this position). If at all possible the JAG representative will still try to appoint a full 3-judge panel.



It is still preferred that the panel be present in the courtroom. However advanced technologies in the late 24th century have included real-time sub-space communications via Holographic avatar. In short it is possible for the panel to attend a session via the holographic comm's network should the situation warrant it.

Procedurally a courts martial is handled very much like a civilian tribunal trial. Both sides make opening statements, the prosecution presents its witnesses and evidence, the defence presents its case and both sides make closing arguments. Each side has the right to cross examine the others witnesses, and almost all the rules of evidence and courtroom procedure applicable in civilian courts

Episode Seed; Network Hack.

A character, or popular NPC, may find themselves accused of a crime and facing Court Martial proceeding. Once the courtroom session starts one or more of the judges is attending via Holocomms. What the crew do not know is that the court session is fatally flawed and the Starfleet's Holographic Comms network has been hacked and the trial is being used for another agenda.

Is this the real criminals shifting blame and enabling their escape; is an old enemy seeking revenge? Who is really to blame and how can the crew save the day?

apply equally to a courts martial. Unlike civilian trials, however, courts martial proceeding does not employ juries; guilt or innocence are decided by the panel of judges. A courts martial are deemed to be less formal affairs, moving along at a faster pace than a civilian trial, and rarely taking more than a week to complete.

For the most serious of offences however a Starfleet officer may still find themselves subject to civilian court proceedings should the situation demand it.



The Federation Courts

** adapted from The Price of Freedom Sourcebook, published by Last Unicorn Games, 1999*

The third branch of government established by the UFP Constitution is the judicial system – the Federation Courts. The judiciary is responsible for hearing cases under Federation law, and for ruling on the constitutionality of laws passed by the Federation council or acts of the President. Federation courts also resolve planetary disputes between member worlds. Under the Federation constitution members agree that they and their citizens shall be bound by the treaty interpretations of the Federation courts, and that if required any Federation authorised authority (either; Starfleet, Customs officials or FIPA) may be ordered to enforce a courts ruling.

Most laws are local matters, and each member world is able to prosecute any criminals under its own legal code. Federation law is restricted to matters like interstellar aggression, piracy and treason. However many member

worlds have revised their planetary laws in line with the Uniform Code of Justice in most respects, thus minimising the problems that could arise because of differences between the two bodies of law. Over three quarters of UFP Member worlds also have laws allowing Starfleet or FIPA to pursue felons into local space and to prosecute them federally for crimes committed locally which would be Federation crimes if committed in Federation space.

While Starfleet operates its own military courts for violations of Starfleet procedure and regulations, however Starfleet personnel retain their civil rights as Federation citizens even in a court martial and may use civilian representation rather than Starfleet appointed military lawyers. Between this and the many (deliberate) similarities between Starfleet military law and Federation law in general, Starfleet courts martial often seen like civilian courts in uniform.

Unlike a courts martial which is presided over by a panel of judges, the civilian courts see only one sitting judge who passes sentence, but the judgement of guilt is determined in trial by Jury. A body of 12 Federation citizens who are expected to sit and hear a case before passing a guilty or not-guilty verdict

It is the policy of the Federation to rely on the good faith and sound legal judgement of its judicial officials, rather than on detailed and overly technical legislation, Federation laws are often broadly worded. As a result of this it is often left up to the judge to determine whether a particular act falls within the law. This gives the judge a great deal of power, and they are renowned for exercising it equitably, and the citizens of the UFP are generally quite pleased with the fairness, wisdom and honour of their judges. In the event that a party to a case does not believe that the judge can render an impartial verdict, they have the right under the

“Twelve good men and true.”

All Federation citizens are eligible for jury service and Federation courts retain the ideal of 12 jurors in a court to hear evidence and to find the defendant guilty or not guilty.

Due to the nature of the UFP as a multi-cultural society all citizens when allocated jury service are advised to report to their closest court facility, rather than return home. Being tried by your peers in the UFP is as a citizen of the UFP. Service is considered mandatory and many view it as an honour.

Anyone who has been previously convicted of a crime and served a prison sentence is barred from this duty.

Otherwise operational Starfleet personnel are also removed from the lists, while those between assignments or on sabbatical will find themselves eligible, the same as any other citizen.

Once assigned a case a juror is only excused if they feel they cannot sit in unbiased judgement and they are expected to reveal any such issues with the court bailiff.

constitution to request a new judge, but they can only do this once.

As a result of this less formal system (or perhaps because of it), there are few Federation lawyers. While there may still be millions of legal professionals on each Federation member society, but they practice their local law, which often remains procedure-laden and complex. In the Federation courtroom there are fewer formalities, and the average defendant is far less likely to need a lawyer to assist them through the legal process. Indeed there are no formal requirements to practice before the Federation court – someone who is

involved in a case is as likely to seek the help of a trusted friend or relative as engage an attorney. However for those situations where legal representation are deemed worthwhile or necessary, they are certainly available. Persons accused of crimes in Federation courts have the constitutional right to be represented by an attorney at the Federations expense, if they so desire. They may also choose to stand mute under the Seventh guarantee, which protects Federation citizens against self-incrimination. Seventh guarantee questions (and the growing number of sentient brain chemistries that it failed to interpret correctly) have caused Federation and Starfleet courts to abandon the truth-detection equipment that had been commonplace in 23rd century courtrooms.

Similarly the seventh guarantee also applies under the code of Sentience, and Psionics are not eligible for evidence in a courtroom. Reading the mind of a defendant and 'seeing' the crime is not acceptable under Federation law. And likewise any evidence gained under the effects of psionics cannot be submitted as evidence. It is considered to easy to mislead and mistake a private thought and to dangerously close to an invasion of privacy as specified in the seventh guarantee. This is not to say that there is no place in Federation law for Psions, as there are several psionic races among UFP members some provision has to be made to ensure that a Psion does not have the power to abuse the system.

The Court System

The first level of the Federation courts is not really a Federation court at all, it is the local judiciary of the member world. Normally local courts only become involved with the Federation courts if local law grants the litigants a right to appeal to the Federation courts, or if the actions of the local courts violate the Federation constitution.

However there are situations in which Starfleet personnel may have violated local laws. The question the arises as to whom has jurisdiction over them – Local or Federation law. The general presumption is that Starfleet personnel are subject to local laws when on a plane, and thus can be tried in local courts for violations of those laws. However under the Federation constitution a Starfleet commander has the authority to override local law and insist that the crewman in question be tried under Federation law (often in a courts martial). This issue usually arises in criminal cases where local law seems manifestly unfair in Federation eyes (such as the death penalty for the destruction of a plant bed on Rubicon III) that a commander could not, in good conscience, subject Starfleet personnel to it.

The Federation no longer subscribes to the Death Penalty and commanders sometimes intervene to prevent their crewman from being subjected to capital punishment under local law, preferring the option of trying them under the more merciful Federation regulations. Given the reputation of Starfleet for fairness and rapidity of trials, local authorities will sometimes seek to remand Starfleet personnel to their commanding officer for trial, with a local figure serving as prosecutor in the hybrid Starfleet-local trial that results, Starfleet may even insist, on occasion, that local authorities provide prosecutorial personnel, or even allow foreign prosecutors in a courts martial, if the alleged crime has serious interstellar ramifications.

As with Starfleet Courts Martial, the holographic comms network has proven a useful tool in the ability to support an interplanetary legal system. Allowing judges to attend court sessions in real-time supported by a local deputised official/Bailiff of the court, who ensures that proceedings are correctly administered. In this way courtroom sessions do not need to be

delayed significantly for most instances, even on far flung and isolated colony worlds. For serious crimes however a full court session should be convened.

Higher Courts

Cases appealed to Federation jurisdiction (or of violation of Federation law) begin in sector courts, assuming that an indictment in the case is returned by a Federation Grand Jury, a body of citizens which has the power to investigate crimes and subpoena witnesses. Appeals from Sector Court, if accepted go to Quadrant Court.

There are two Quadrant Courts, one covering the Alpha quadrant and one covering the Beta quadrant, while the term 'Quadrant Court' implies that only one such body in each quadrant, there are hundreds of Quadrant Courthouses throughout each quadrant – there are simply too many cases for a single courthouse to handle them all. However all these courts in said quadrant answer to a single chief judge.

In those rare occasions where a legal error slips past the Quadrant Courts, a party may even appeal to the highest court in the Federation; the Federation Supreme Court based at the Hague on Earth. As ultimate judicial and constitutional authority within the Federation. There are thousands of such applications of appeals submitted each year, but it only hears those in which it feels a genuine legal error has been committed, or where a legal issue has been presented which determination is important for the entire Federation (for example; a new legal question that has never before arisen).

The Federation Supreme Court has jurisdiction over several types of cases. The first are cases that have been appealed from the Quadrant Courts –

'appeal jurisdiction', and this is how most cases are referred to the Federation Supreme Court body. Some cases are referred directly without having gone through lower courts – *'original jurisdiction'*. One type of original jurisdiction case would be a dispute between two or more Federation members (such as mining rights in a particular asteroid belt). In cases where the informal actions of the diplomatic service cannot resolve the situation, the disputants can petition the Federation Supreme Court for a ruling, and under the terms of the UFP Constitution all parties are bound by its ruling.

The Federation Supreme Court is also empowered to render 'advisory opinions', not in a legal case, but on a general question of law put to the court by either the President or the Federation Council. However such advisory opinions are very rarely requested.

In a similar vein the Federation Supreme Court rules on the constitutionality of laws and governance. If a citizen believes a new law to be unconstitutional, they can file suit in the Federation Courts and appeal it all the way to the Federation Supreme Court for a final decision on the issue. Such constitutional challenges are unusual however, but have been known to repeal the laws imposed when they have reached the Federation Supreme Court.

A Criminal Appeal is very unlikely to be presented before the Federation Supreme Court except in very high profile cases and the last time the Supreme Court was convened for criminal proceedings was to try the former Starfleet Admirals for their actions in the Khitomer Conspiracy in 2293, after their Courts martial felt their crimes too great to be tried by Starfleet alone.

The Federation Supreme Court is composed of 25 sitting justices, who are appointed by the Federation President and confirmed by majority vote on Federation Council; appointment is for life, and each of the 5 founding members of the UFP has a seat 'reserved' amongst the justices, while the remaining 20 seats can be filled by any representative of a UFP member world (even from amongst the original 5 founding members). The leader is the Chief Justice, who under the terms of the constitution must be a Vulcan; the remaining 24 are associate justices. The current chief justice of the Federation Supreme Court is Tusar, an aged Vulcan known for his judicial temperament, and his encyclopaedic knowledge of Federation law, and he has been grooming one of the 2 Vulcan Associate justices presently sitting on the court so that she may one-day succeed him.



Policing the Federation;

The 22nd Century (Enterprise Era) - The Founding of the Federation

In the period before the foundation of the United Federation of Planets the core members of what would become the UFP and their colony worlds were each responsible for their own laws and enforcement. During this period of alliance enforcement of law

between these worlds was not always easy. Under the terms of alliance there was supposed to be knowledge sharing and cooperation, and it was in this spirit, much like the inter-species medical exchange programme, that a similar programme was setup for policing, legal cooperation and extradition process. Although this was not as successful as the system setup by medical practitioners, partly due to the Andorians and Tellarites clinging closely to their traditions, seemingly steadfast in their refusal to find a middle ground. Humanity had already reached out and founded several colony worlds, but some of these human colonies were starting to found their own legal systems, separate from that of their homeworld, and were seeking to break ties. Vulcans on the other hand were often viewed with suspicion by their allies (especially Andoria), and Vulcan acceptance of the differences between species and their certainty of the superiority of their logic made them seem aloof and complacent to others.

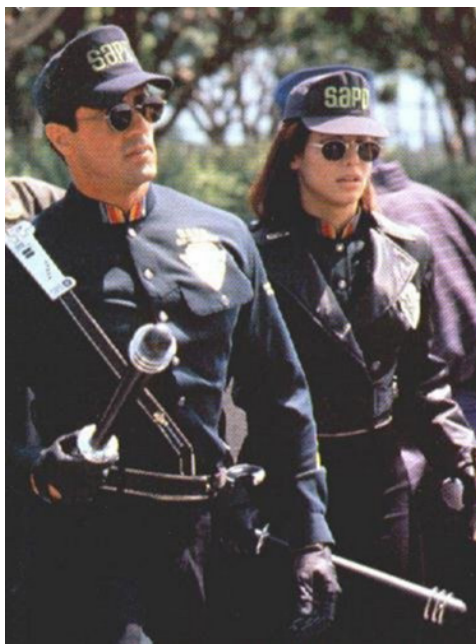
Compromise was eventually given and learned from both Humanity and Denobulans in the alliance. And slowly the factions grew closer together and the ties of alliance become stronger eventually culminating in the foundation of the UFP in 2161.

During these early days of the Federation, and in the period immediately preceding, the frontiers of 'civilised' space were literally very close at hand, and the member states of the UFP still needed time to find equilibrium for how they were to work together and as a result there was still an element of criminality blighting society, able to take advantage of tumultuous times.

One of the biggest issues laid out in the founding of the Federation was that of a common interstellar law. And it was here that the foundation of everything that was to come was

laid. At first all member worlds retained the right to their own legislative branches, and it was over these planetary laws that the new founded Federation law was overlaid, ceding a shared jurisdiction. UFP Law was carefully laid out to focus on Justice and the rights of sentience over the creation of laws for the sake of it. All branches of the new formed UFP government wanted its legal system to be streamlined for simplicity and clarity. It was hoped that as a result the incorporation of shared Federation law would require no additional legislation forced upon member worlds, and this legal framework became one of the 'tests' of membership that would be applied to future members of the UFP.

It was intended that over time a member world would be able to move over to full adoption of Federation law, eventually phasing out planetary legislation to focus of the core principles of the Universal Code of Justice. But such a step would be voluntary and with the consent of the population. It was realised that such an event could not simply happen overnight with the signing of a treaty.



During this period piracy remained a real problem on interstellar trade routes with disruptions becoming a serious security issue, traditionally Boomers would travel in armed freighters and carry military spec hardware to protect themselves against such attacks. Although fighting back was a risk in itself as pirates were renowned for their cruelty against crews that caused them inconvenience. A violent feud developed between these two spacefaring communities.

As a result one of the first mandates for Starfleet in these early days was the patrol and security of these interplanetary trade routes, as well as enforcing the rule of law for the Boomers themselves some of who were barely different from the pirates.

The 23rd Century (TOS Era) – Expanding Frontiers.

With life on the core worlds now settled and most trade lanes secured, Starfleet moved its focus of operations back into exploration, although they retained a patrol and security mandate. On the core worlds planetary policing and customs agencies enforced the law and only called on Starfleet in extremis. Along the Frontier things were different however as border disputes with the Romulans and Klingons required a stronger presence, and so Starfleet worked to keep the peace.

This was a wilder time with the UFP Frontiers expanding at an exponential rate. The reach of the law while strong on the core worlds and within Starfleet had a far looser grasp on far flung colonies and new members, Sub Space communications still took time which increased the disconnect and isolation between the core worlds and the frontier.

In the UFP core worlds the founding members had by now moved their

legal systems over to the Federation law, although they still seemed to find a way to make them their own.



Policing on these core worlds became less important, reducing to levels almost akin to glorified security guards and tourist guides. While along the Frontier a policeman would still fulfil their usual function. And crime levels reduced drastically following a clear ripple pattern outwards along the ever changing frontier of the UFP.

Smuggling became a troublesome activity during this time, most particularly across the newly introduced neutral zones between the Federation and both Klingon and Romulan empires, a so-called 'victimless' crime providing goods to each side (Romulan Ale seemed to be the most commonly smuggled item, and it was increasingly common during this period for Romulan Ale to be in the personal possession of many Starfleet officers despite their mandate to stop this illegal trade). Not all this smuggling was simple crime... Both empires used the opportunity for intelligence gathering purposes during their extended cold wars with the Federation.

Early 24th Century (TNG era) - The Golden Age.

This golden age was a time of prosperity and peace. Relations with the Klingons slowly calmed and became an alliance. Romulans sought isolation and avoided contact and conflict. While some minor

border issues flared against lesser galactic powers on occasion, it remained a peaceful time.

Piracy and smuggling was much reduced and crime seemed to drop drastically throughout the Federation including along the frontiers. It was during this period that many newer member worlds moved to follow the core world lead and adopted Federation law over their own, all UFP members sought the mysterious ingredients for this prosperity.

Mankind began to believe that they were finally overcoming their base urges and were beginning to evolve into a higher level of existence, and for much of this time they seemed to be right.

Policing in this period was reduced massively in the core worlds finding itself underused to the point of redundancy, and as a direct result Starfleet began to assume many policing roles through its planetary Starfleet Security presence.



This status could not continue, some said that the worlds of the Federation had become complacent; others feel that the Federations rivals thought it time to challenge the status quo.

Almost immediately after the battle of Wolf 359 in 2367 Earth, the seat of power for the UFP had a taste of fear, their sense of security shaken and the people of the Federation started to realise that perhaps they had not

completed their journey to Utopia. That they should cherish their humanity in the face of the soulless automatons that served the collective. An ideal climate for petty crime to thrive.

But the Borg for all the fear they created were an easily identifiable threat and so Law and Order were still easily identified and enforced. But things were about to change again, and the Federation was about to suffer another blow to its Utopian ideals...

Late 24th Century (DS9/ post DS9 Novelisation's) - Post War

It was during the Dominion War when fear and paranoia truly ran rife in the UFP. It started with the changeling threat, when the concern that the changelings had infiltrated and could be anyone, anywhere ran so high that it even threatened the civil governance with a military takeover. An act that was thwarted by a small number of people standing for what they believed in early enough.



Once hostilities broke out Starfleet found itself unable to meet the demands of a war and maintain law and order especially at a time that civil unrest and distrust was at its worst. After decades of neglect Local law enforcement and planetary defence found themselves in demand again, and recruitment and support increased accordingly, even on core worlds.

In the wake of the war many of these enforcement and civil defence agencies have retained a stronger presence, unable and unwilling to relinquish their activities to a much reduced Starfleet. Starfleet Command has recognised that it may not be possible to return to the halcyon days of the early 24th century, and that there is as much to be gained as lost by the shared responsibilities for maintaining law and order.

For the foreseeable future at least separate law enforcement agencies will remain a part of everyday life in the UFP and Starfleet has pledged to support and liaise with them and to build ties to better enable future cooperation...

Chapter Three Crime and Punishment outside the Federation

The Cardassian Union

On Cardassia Prime the verdict is known before the Trial begins.

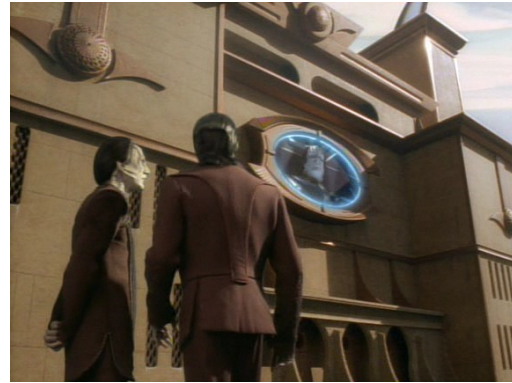
The Cardassian Union has traditionally operated on a system that many non-Cardassians consider a strict and harsh criminal justice system. Policed by their military forces and direct government appointed Arbiter judges ensure that crime and punishment in the Cardassian system runs as smoothly and efficiently as possible. It also reflects the Cardassian psyche as all Cardassians are raised to respect and fear their government, to be treated with suspicion and to trust the judgement of their superiors.

Any prisoners are considered guilty from the moment they are arrested. There is no consideration of innocence as the state can never make mistakes. The detention procedure is specifically designed to be shameful and degrading as a guilty defendant is not considered worthy of considerations of personal rights. Although the actual treatment of the prisoner will depend greatly upon their position of power, and their Vesala, prior to arrest. A previously powerful individual may gain a little grace in imprisonment, outsiders and lower class prisoners are often stripped of everything (including their clothes) and left in a cell until they can be brought to trial. Under Cardassian law a defendant is not permitted to know the charges laid against them, even when the case comes to Trial the charges are never defined. (Combined with the expectation that the defendant supply a confession without knowledge of their crimes, the Cardassian expectation is that this practice will uncover ALL the prisoners crimes, even those that may not have been discovered).



The state-first mentality of a the Cardassian state also helps those in power to remain relatively immune to prosecution, after all if the state cannot make mistakes then those in charge must be seen as epitomes of those values, and as such, these matters are usually dealt with in private amongst peers, it would cost a significant amount of Vesala, but many crimes of the elite would end in a shameful demotion and loss of status only. One of the Cardassian elite must have committed the most heinous of crimes to reach the Judiciary, and when such an event occurs the fall from grace is often spectacular to watch, and always ends in bloodshed.

The proceedings are controlled by the Arbiter who also serves the state prosecution role. Defendants are appointed a defence council who is the only person permitted to speak on the defendant's behalf in the courtroom and is expected to simply supply the defendant's admission of guilt and contrite apology to Cardassia. A defendant may appoint their own Nestor from a group of Cardassian Law Officers, although this practice is rare as few Court appointed officers will be sympathetic to a defendant, and those that are may not wish to risk the finger of suspicion to fall on them through association. All trial proceedings are broadcast live to public access screens and the defendant is expected to accept their guilt, identify any accomplices, to show penance and throw themselves upon the mercy of the court.



Sentencing is set before proceedings begin, but it is not unknown that should the Arbiter consider the defendant contrite and to have learned their lesson sentencing to commute a more serious sentence if the crimes are not Capital Crimes. Very few people cross the Cardassian judicial system twice and those that do are find that a second offence no matter how trivial is considered a Capital Crime as the prisoner has clearly shown an inability to reform. For Capital Crimes the death sentence is usual and executions are as public as the trials. The system is designed as such that nobody reaches a third trial.

Military prisoners fall outside of the remit of the Judiciary and are considered the property of the Military, unless of course a show trial is required by the High Command. Higher ranking enemies are often tortured for information, sometimes efforts will be made to turn the prisoner into an agent for Cardassia, when they will be released to their home in the hope that the brainwashing will leave a loyal agent working for Cardassia within the ranks of their enemies. Less important prisoners however often receive far less attention and at its height, the Cardassian Union often employed these POW's as a slave labour force sent to mine ore for the benefit of the Cardassian military... Or worse.

Madred Villages.

During the mid 24th century the Cardassians were once rumoured to have maintained several facilities known as Madred Villages (after their creator). These locations were sealed off live-fire locations on isolated M-Class moons within Cardassian territory. They would be used to intern prisoners from other species considered threats to the security of the Union. Often grouped into specific factions (ie; Federation, Klingon, Bajoran, etc) they would be used to train Cardassian troops and gain an understanding of a potential threats tactics and mindset. Prisoners would Even be provided with minimal weapons and equipment, and would be forced to fight continuously for survival. These prisoners were not always POW's with some prisoners simply captured for being in the wrong place at the wrong time.

Access to these locations was by secured site to site transporters only to ensure that escape was not possible, and the plan was that all prisoners would eventually succumb to injury and fatigue. Thus there would be no survivors to reveal the locations or existence of these facilities to ensure deniability.

No survivors were ever encountered, nor was any proof of the villages discovered after the Dominion bombardment of Cardassian facilities before the end of the Dominion war. And Gul Madred has since denied the existence of any such locations in his subsequent rise in the new Cardassian order.

Some political crimes fall within the remit of the Obsidian Order who operates outside both the Judiciary and Military. If a the Order has cause to investigate then it is often for activities that are considered to dangerous to reveal to the population,

even if these activities are not criminal. The Order prefers to operate in secret, up to a point. While their activities a clouded in secrecy, it serves their purposes that the population live in fear of them. When the Order brings in a prisoner it is often quite public, involving large snatch squads and an attendant military presence before the prisoner is spirited away to a truly secret location where they will be held and interrogated indefinitely before their sentence is carried out. Should the subject be truly broken it serves the Order well to release the prisoner, a shell of who they were to live the rest of their life as a Pariah, as a warning and example of the Order's reach. Most prisoners however are never seen again and are executed in secret.

In the aftermath of the Dominion War Cardassian itself is more contrite, trying to rebuild from the ashes of the final acts of Dominion vengeance, with such massive destruction and the loss of its leadership massive, Cardassia has turned to the allies to help, the Federation has stepped forward, surprisingly their neighbour and former occupied territory Bajor has also pledged assistance, but this help is offered with conditions that some of the more draconian aspects of Cardassian culture must change. Among these changes a more enlightened judiciary is being built under the guidance of the Federation, and a civil Police force is being built outside of the Cardassian military. Trials are to be considered fair, and while the Cardassian state of mind still presumes guilt until proven innocent, at least now there is a chance at proving innocence, and the outcome of the trial is not set in stone before it begins. High profile trials are still broadcast but few really care now that the Obsidian Order is no longer watching them to make sure they are watching. How these changes will affect Cardassian society as a whole remains to be seen.

The Dominion

The Dominion by comparison are surprisingly even handed with its code of justice. To many in the Federation their brutal occupations and lethally efficient military actions lead many to expect a harsh, strict code of justice enforced by its foot soldiers the Jem'Hadar at the muzzle of a Phaser. They expect the heavy boot of occupation experienced during the Dominion War to extend across the Dominion. But in reality among the Dominion member worlds there is little opposition to the Founders, for centuries the Dominion has preferred a more peaceful occupation, cajoling membership from its members with offers of membership on quite favourable terms.

It is only planets that refuse these initial overtures of membership that suffer invasion or retribution. The Dominion will not think twice of sending troops to crush opposition and take what they want or to inflict bioweapons upon a planetary population. Such extreme action makes an example of a planet and serves as a warning to others who might not see the 'advantage' to membership. A practice that helps to 'encourage' other populations to accept the more peaceful option when its presented.



Once a planet is annexed in membership the Vorta descend upon it and take over as a Bureaucracy and

as advisors to the planetary government. But one of the key benefits of peaceful subjugation is that member worlds are granted significant leeway and trust in their own internal affairs, including that of Policing and Law Enforcement. In many ways Law enforcement is carried out very similar manner to that of the Federation, with planetary police managing local affairs and their ability to call upon the Vorta liaison when jurisdiction requires interplanetary access within Dominion territory. Likewise courts are focused mostly on local affairs and support planetary activities only.



On the whole the Founders are mostly uninterested in the affairs of the member worlds, and do not care to micro-manage membership. Although the same may not be true of the ever-present Vorta. And it is not unusual for a local Vorta advisor to take an interest in a case almost at random and follow events, even interfere. Usually though it is only in the case of the most serious crimes that this will happen or on some occasions the Vorta may even be approached in order to increase the resources available to support an investigation. Vorta influence is required in the case of violent crimes when the Jem'Hadar may be called upon to supply tactical support. In these rare cases the criminal is unlikely to survive capture.

The lack of interest in criminality expressed by the Founders along with the mix of local laws with little overriding structure can make it relatively easy for a criminal to evade justice by simply travelling to another world

(even within the Dominion), unless the authorities that want him can convince the destination planetary authorities to extradite the individual for their crimes, or to convince a Vorta that the Dominion needs to act against the fugitive, it is possible to legally evade justice indefinitely. As such a community of Bounty Hunters operates within Dominion territory, most barely better than criminals themselves they work as collection agents, criminal retrieval experts and even assassins extending the reach of 'justice', and able to survive simply because the Dominion doesn't care.



While the Founders barely care about criminality or crimes committed in its territory. Things are vastly different on the matter of civil unrest or direct anti-Dominion activity. Such events when noticed will cause a local Vorta advisor to call upon the Jem'Hadar directly and may even pre-empt local law enforcement and stamp down on such activity quickly and firmly with no survivors. It is not unknown for both local law enforcement and Jem'Hadar to attend the scene at the same time, if this happens without prior operational engagement the Jem'Hadar shock troops are as likely to view local law enforcement personnel as an adversary than as an ally, and engage them too.

The Ferengi Alliance

greed is eternal
- 10th rule of acquisition

The Ferengi do not view criminality in the same way as... anyone else. For them profit is the goal, and as long as you are financially and contractually sound in your dealings then the path you take to get there is your own.

As a rule, Ferengi follow Federation law when it suits them – which is only when they think they might get caught. In fact, they are not too scrupulous about obeying their own government's laws. Ferengi break Federation rules against smuggling and piracy if the opportunity for profit is tempting enough.

Bribery is a way of life, and a Ferengi will have no qualms about quite open and frank offers of bribery should they find themselves in trouble. Failing that they may simply unveil a clear and wicked understanding of local law often finding loopholes that seem to allow their actions.

But for all this criminal behaviour in the pursuit of profit, the Ferengi are not by nature a violent species. In fact most violent crime on Ferenginar is usually perpetrated by off-world bodyguards who are usually in the employ of the richest and most powerful and thus immune to most legal action. The Ferengi have dealt with violent crime with a blood price. Any physical injury or death must be paid for the



responsible individual (most commonly the employer of the perpetrator of the violent act).

The Rules of Acquisition;



A living and breathing document that forms the core of Ferengi culture, treated with significant reverence by all Ferengi. This is one of the documents that all Ferengi children are expected to learn and understand by rote above all else. It is a collection of rules guiding all aspects of Ferengi commerce and many a businessman will try to lay out their guidance in parable format in the hope that one day they may find their simple lesson added to the Law of Acquisition. Or better yet find new insight from the existing laws

As a game mechanic the Laws of Acquisition and knowledge of the laws is not going to be a Law skill speciality, Instead it is simply a check against Culture (Ferengi) skill. For this reason all Ferengi templates should include this culture skill as a core discipline.

Of course players (characters) with a knowledge of the Laws of Acquisition can simply pick a quote and hope it applies without a skill check. There is nothing wrong with this scattergun approach to the Laws of Acquisition in fact many Ferengi often seem to use them this way too.

The worst crimes considered by the Ferengi are those of Fraud or Bankruptcy, (or more cynically, the crime of getting caught in the act of a swindle). And it is on these occasions that the FCA will react swiftly and send out its liquidators, a truly fearsome event for any Ferengi without sufficient funds to pay off the Stratospherically high bribes such an act is likely to incur.

All of this petty criminal activity aside there seems to be little organised Ferengi effort to commit crime in Federation space. Of course the Ferengi also don't view the pursuit of profit as a crime, even if the "warped and twisted culture" of the Federation does.

The Klingon Empire.

While the Klingons do not tolerate petty crime they also do not support a police force within the empire. It is considered part of the responsibility of all Warriors to enforce the law of the empire and protect their society from lawlessness. It is not unknown however for an older respected warrior to retire from the fleet and become a protector of the law in their community, effectively becoming a community leader, the Klingons focus on the values of strength are such that if a community leader is not strong enough to protect their community then they cannot reasonably expect other warriors to stand for them, unless the command considerable respect from their community. As community leaders they are subject to the usual paths of Promotion as in the KDF, and while its not unusual for political appointments to be made a standing protector can be challenged for the position in a fight to the death.

Many of their petty crimes in the empire are dealt with through the age-old tradition of trail through combat between the immediate parties concerned (the suspect and their



valuable life lesson to be learned as a deterrent. And as a result despite the inherent violence in the system this combines with a strong sense of honour and leads to a mostly law abiding community. Although the empires legislation is minimal to say the least, most petty crimes are not even considered as they fall within the realms of the individual and police themselves.

accuser), with the victor of the combat proving the resolution of the case. Such duels are not uncommon, and can be challenged over very minor issues and while Klingons do not view death in the same way as others and many welcome a glorious death in combat, its important to note that over these minor accusations not all these duels will end in the death of the loser, although the loss of honour associated with the loss of a duel may leave that Klingon preferring an honourable death over dishonoured life granted by the victor. Death during a duel or begged for is not considered murder, and no further charges will be levelled against the survivors, although many prefer to ensure such a duel occurs in front of witnesses to make the status and outcome clear. Partly due to the Klingon view of death and their readiness to accept a challenge, Murder as a crime in the Empire is almost non-existent (although it is not uncommon for a challenge to be issued that is somewhat one-sided...)

In this way Klingon society is effectively self-policing, with most minor offences dealt with through corporal punishment through to the duelling system. Small children are beaten when they break the rules a

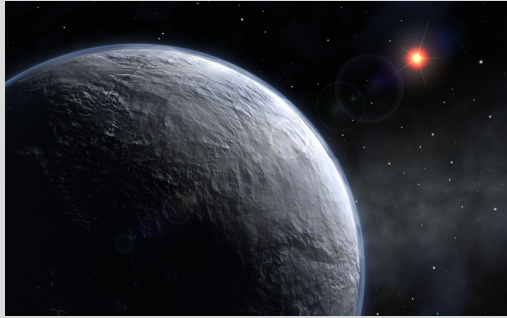
Serious crimes against the state however are another thing, and in these cases a trial will follow to expose the crimes and pass sentence, such trials are held in an open forum and many Klingons will be present to witness events, proceedings are mastered by an arbiter/Elder



statesman, and two advocates will stand for prosecution and defence. Many choose to represent their own cases although there are Lawyers amongst Klingon society who can be hired to represent the parties involved.

Many non-Klingons find it amusing to find that Klingon society includes lawyers, this is often because of the limited exposure to Klingon society mostly through its warrior cadre. However those that choose the law as their battlefield see themselves as no different from warriors, only that

Rure Penthe



A frozen almost inhospitable Class P planetoid in the Klingon Empire rich in Dilithium where a Klingon prison mining colony is located. Rure Pente was known throughout the galaxy as the 'Aliens Graveyard', because prisoners were used as forced labour in the planets dilithium mines. The planet is so inhospitable that the prison camp needed no fences and only minimal guards to keep the prisoners in.

their chosen battlefield is different. The verbal conflict between Klingon Lawyers is often very vigorous and it is not unknown for a fight to breakout between legal representations on the courtroom floor, an event that always entertains the spectators present. Klingon society on the whole however tends to look down upon these individuals as lesser than their warrior culture. The KDF also supports a small JAG equivalent, it is seen however as an act of punishment for ranking KDF officers to be assigned to this duty and they will often wonder whom they have offended.

For the most part the punishment meted out by the court ranges from discommendation and expulsion from the Empire stripped of their honour, or some may be imprisoned on a penal colony such as Rure Penthe instead of expulsion following their discommendation. Although even more serious crimes will result in execution, a carefully laid ritual



execution that will consign the criminal to a dishonourable afterlife crewing the barge of the dead for eternity as punishment for their crimes, although even the most hardened Klingons would balk at the thought of deliberately consigning a soul to this eternal punishment, even a criminal.

The Romulan Star Empire



Romulan law is harsh under the police state, with the population kept in line through fear. It is hard to avoid falling foul of obscure (and newly created) laws, all of which are enforced by multiple agencies each promoting their own agendas and often in conflict with each other in a never ending power struggle. Of the various groups policing the Empire the Tal Shiar is by far the most feared and effective with the ability to seemingly arrest anyone they feel deserving at any time until such a time that charges can be levelled at them. These various groups also use these indiscriminate powers and threats to build a network of conspiracy and informants, to increase their reach and scope of power.

Civil law enforcement is authorised and mandated by the Praetor council,

and the Tal Shiar treat civil law enforcement almost as a minor inconvenience often finding that they get in the way, and to be used for their operational support only. The Tal Shiar will often claim jurisdiction in cases they feel should belong to them, and will think nothing of arresting agents of the proper authorities themselves should they get in the way. A calculated act of intimidation to exert control Law Enforcement authorities, this power also helps ensure that the Tal Shiar remains above the law.

As a direct result of all these power games the reach of proper law enforcement authorities is limited and lawlessness is rife in the empire. It is only when lawbreakers commit more serious crimes and attract the attention of the Tal Shiar that their activities are often stopped. Although if a criminal serves as an informant and provides good intelligence their actions often provide them with a shield of immunity over some of their criminal activities.

Once imprisoned, interrogation and torture go hand-in-hand, and a prisoner will be offered respite only upon confession, which seems to lead to a high clean-up rate for criminal activity as many prisoners will confess to crimes even if they were innocent under such conditions, but innocence and correct imprisonment do not seem to be as important as seeking a

confession. Sometimes these confessions are too readily given, or lack details that even the Authorities cannot accept them, and the interrogations will continue to correct the clearly false confessions... It is not a pleasant thing to become a prisoner of the Empire.



Imprisonment and execution are likely should one survive the initial interrogations. For those lucky enough to survive they are sent to work in the Remus dilithium mines alongside the Reman population. The only real chance a prisoner has is if they can be returned to their normal life as an instrument of the Tal Shiar, their loyalties controlled and their actions masterminded towards the organisations agenda.

This convoluted and conspiratorial system has begun to work against the Empire as many have grown up under this iron rule, and they have become skilled at walking this tightrope and playing these power games. Some informants are clever enough to risk



serving multiple masters gaining added safety (until their duplicity is discovered). Many simply keep their heads down and serve the Empire to fearful to draw any attention to themselves. Some anti-government conspiracies (such as the Reunification movement) have grown in power and have even started to gain support in government circles. Some civilian police no longer think of the reunification movement as criminal, and quietly support and warn them of upcoming raids, helping its leaders and Ambassador Spock avoid capture several times. It is only a matter of time before the Romulan government is forced to decriminalise them and recognise their manifesto, even if they have no intention of acting upon it.

Chapter Four Federation Law

Civil Law

The greater the number of laws and enactments, the more thieves and robbers there will be. - Lao-Tzu

There is no Federation civil law (as such). Civil cases are defined as non-criminal wrong done by one party to another. These include breaches of contract, fraud, personal injuries resulting from negligence or professional malpractice, commercial disputes and unfair business practices. In the advanced almost non-monetary societies of the Federation many of these wrongdoings are rare indeed, and such complaints are handled by professional arbitrators agreeable to both sides. Many Tellarite's and Betazoid's become arbitrators and the few Vulcan's who enter this field never lack for clients. Some planets employ domestic arbitrators (such as Tellar), while others have retained a fully functioning civil court system (such as Earth), still others resolve non-criminal disputes in other fashions (Andorian and Kling duels for example)

The Federation Penal Code

It is well recognised within the Federation that the more laws there are in existence, the higher the rate of criminality. And as a result the Federation code of justice aims to try and rectify this, by focusing on the intent of the law rather than the letter of the law. It seems a minor definition after all written laws are supposed to represent the former... But harsh reality has shown that there are those able to find their way around the intent of law.

All member worlds sign up to endorse the Federation Uniform Code of Justice just as equally the Federation supports member world's local laws. All membership treaties include a clause that enables new members to replace their local laws with the UCJ,

although this is optional and member worlds can opt to support and enforce both sets of laws. It is rare that a member world will find that Federation law adds any additional laws to be enforced.

Federation law is specifically designed to reduce the volume of legislation in favour of the intent to promote the rights of the individual and justice... It aims to allow self-regulation and the rights of others, and try to promote the rule of justice over the enforcement of legislation. This is not always possible, but for the most part it seems to work.

Uniform Code of Justice

*"The question of justice has concerned me greatly of late, and I say to any creature who may be listening, there can no justice so long as laws are absolute. Even life itself is an exercise in exceptions."
- Jean-Luc Picard*

The Uniform Code of Justice (or Universal Code of Justice as it is also known) is the foundation of the Federation's legal system and ensures the rights of the accused, the accuser and any witnesses. Even Starfleet court martial's are handled under its guidelines and judges go to great lengths to ensure that its premises are not violated. For instance a witness has a right to make a statement before being questioned under cross examination in a hearing of trial and judges have been known to grant significant leeway in what they are allowed to say – up until the point where what is said may adversely affect the trial.

Within Starfleet, punishments for violating regulations can range from minor reprimands to lifetime imprisonment. Starfleet still prefers to keep internal discipline issues 'within the fleet', but the spirit of openness that surrounds the Federation still applies. And disciplinary records are not covered up if they fall within the bounds of being in the public interest.

Should events involving Starfleet officers also involve civil matters then Starfleet disciplinary proceedings will take a backseat to civil legal proceedings and an officer charged with a crime will be prosecuted to the fullest extent of the law.



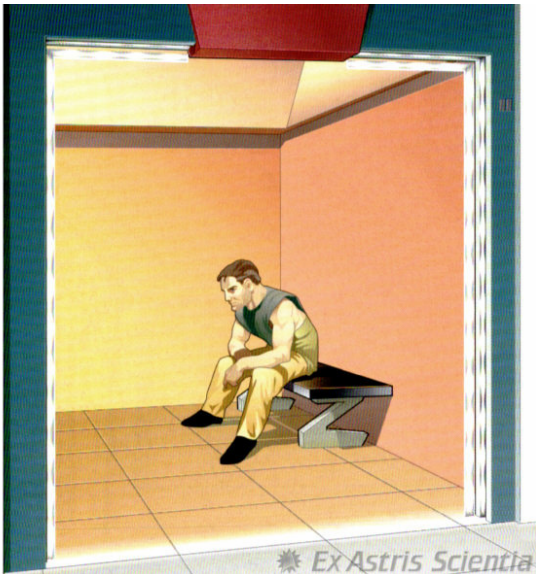
The basic guidelines for the Universal Code of Justice is built around the simple and age-old adage; 'innocent until proven guilty'. In civilian law enforcement this means that suspects may be arrested and charged, but only with adequate proof, and without proof the law insists that they are not to be considered a suspect at all.

A Civilian enforcement agency will have 48 hours to hold a suspect and question them, at the end of this time if there is no evidence to charge them they must be let go. Once charged, it depends upon the severity of the crime, most low-level criminals may find themselves paroled until court dates are assigned, for more severe crimes then the criminal will likely find themselves held in custody until court dates are assigned.

In Starfleet, things are slightly different, for the duration of an investigation a crew-member will find themselves confined to quarters and under guard. Suspended from duty for the duration of the investigation. No time limit stipulations apply for Starfleet investigations and it is not unusual for this status to continue until the Courts Martial session is convened.

Outside the Federation, treatment of suspects and prisoners varies greatly, ranging from almost identical treatment through to sentencing without trial. A society's treatment of its prisoners and those under suspicion is often a reflection of the society in question.

The Brig



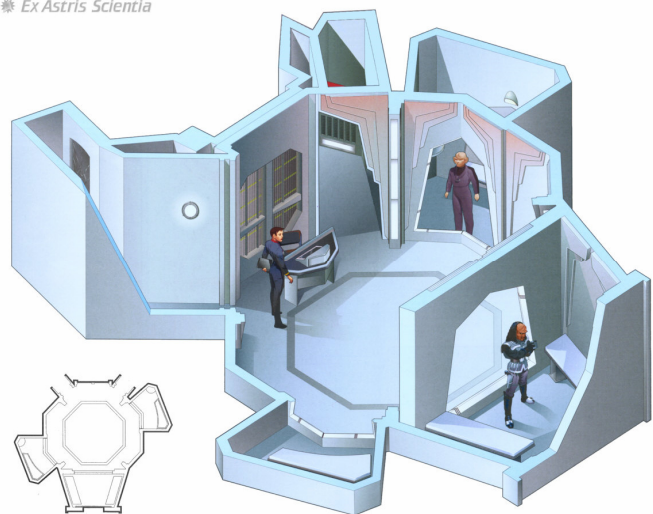
Most holding cells are fairly universal in design. Such facilities are not designed for long term incarceration, but are more than suitable for the short-term holding of prisoners. Standard cell layouts seem to be the same no matter where you are. Built with 3 solid walls, reinforced with armoured alloy and a shielding lattice work is embedded, with the shielding serves as additional reinforcement and also to cancel out scanning and transport of the cells occupants. The standard brig is open on the 4th wall facing the front, when occupied the cell is closed through the use of a forcefield, control of which is managed externally from a central control panel through an attendant officer. Within the cell the prisoner is provided with a bunk/bench and a fresher unit. Normal operations mean that the cell forcefield is clear and the prisoner visible at all times, but the forcefield can be set opaque if the prisoner requires/is trusted with privacy, this is also

controlled by the attendant officer present.

These facilities can be found in local police stations, Starbases and space stations, prison ships and most larger starships, and are usually reserved for serious criminals. The biggest variation however is not in cell design, but in the layout of a cell block.

For example, within the Federation prisoners may be visible to their guard, but are afforded some privacy as the cells are often arranged in a linear fashion. While Cardassian cellblocks, will offer fewer comforts and are arranged in a horseshoe so that both guard and other cell occupants overlook each other, the Cardassian psyche ensures that this layout enforces an individuals sense of shame and guilt by peer pressure even before questioning by security services.

✱ Ex Astris Scientia



On Smaller vessels and in cases where longer term imprisonment is required, the prisoner may simply be confined to quarters with access locked down pending security authorisation and placed under guard if additional physical security is deemed necessary. In these cases the Security official will place a computer override on the door to the

quarters and for any internal terminal access which would require a security or command authorisation to release. At least a heavy handed hack into the local computer system would be needed to bypass this lockdown, an activity that should be picked up by the officers during the attempt and would result in confinement to the Brig.

Less serious offences, or subjects suspended from duty pending investigation, are often free under their own Parole, often reporting in to an assigned security agent, in some cases they



may have a few restrictions placed on them regarding access to certain areas or a curfew. If it deemed necessary they can be issued with a tag that will monitor their movements and activities and alert the monitoring authority should the suspect break their restrictions.

Prisons and Reform

The Federation favours an internment system based on rehabilitation and reform, mostly due to the advantages of living in such a utopian society. And for many the system works perfectly well. The vast majority of minor infractions are dealt with quickly and efficiently. With an individual assigned community service and tagged for the duration of their sentence, but otherwise free to carry on their lives amongst decent society.

For the vast majority of Federation offenders this is enough and many will not re-offend. Some even go-on to lead high profile lives and make a better name for themselves.

Repeat offenders or more serious criminals may warrant a spell of incarceration, and most planets will maintain a prison facility for this(such as the New Zealand penal colony on Earth), such places are deliberately isolated and shielded against transporters to thwart hi-tech escape, and the inmates are tagged and

Memory Implants

A worrying trend outside the Federation as punishment for criminal activity is that of memory implantation. Whether it be the memories of the victims last few moments of life in the case of murder or even an implantation of memories of a prison sentence. In some instances Starfleet officers have found themselves sentenced to such implants, and even if falsely accused once the memories have been implanted the recipient has to learn to live with these memories no matter how unpleasant, this seems to be a new technology, but slowly becoming more popular and it has been adopted by the Typhon Pact for much of their penal code.

Once these memories have been implanted the recipient will have to 'live' through them and will likely require significant counselling to come to terms with this new addition to their psyche.

The Federation has not adopted this technology as it seems too much like mind control and brainwashing, and seems a blatant disregard of the Code of Sentience.

monitored for the duration of their sentence. Otherwise most of these facilities are relatively open.

But the most dangerous criminals are often far too extreme for these options, and in such cases Long-Term and High Security Imprisonment is warranted. Such dangerous criminals will be guarded under strictest security usually in a very secure facility for the criminally insane. These places are often very isolated either as an orbital facility or on an uninhabited planet, deliberately so to help protect the innocent. Some of these facilities are dual administration with Starfleet and Civilian specialists and security working side by side. And the inmates are often the most dangerous of all, murderers, rapists and genocidal maniacs. The numbers of such dangerous individuals are thankfully small and as a result often the guards and staff will far outnumber the inmates...

Penal Colonies

As a last resort, prisoners may be exiled to a penal colony. These sites are off limits for most Federation citizens. All penal colonies fall under the jurisdiction of the UFP Bureau of Colonisation Penal Division.

Most penal colonies are high-security prisons or work sites. Colonial penitentiaries are established for the purpose of protecting Federation citizens from dangerous convicts. Even if a prisoner should escape these colonies are so isolated that there is little chance they would find their way back to civilisation. Work sites allow convicts to perform labour in exchange for shorter sentencing. These penal colonies are similar to mining or industrial colonies, but contact with the outside is heavily restricted.

These colonies are monitored on an as-needed basis, and some are barely monitored at all. Criminals

condemned for life may be deported to an M-Class planet with basic survival supplies. After several years Starfleet will send survey teams to check on the prisoners. On rare occasions the communities established by these exiles may impress the UFP enough for it to consider granting full colonial status and commuting the crimes of the colonists.

Elba II

The Elba II colony is a high security Federation asylum for the criminally insane operating in the latter half of the 23rd century on the planet Elba II.

The facility was set up with the purpose of isolating and treatment of what was considered dangerously insane criminals. The facility was managed by Governor Donald Cory who oversaw 15 patients in 2260's including its most notorious resistant former Starfleet Captain Garth of Izar

The extensive security precautions included individual force fields around patient living quarters, and the colony dome itself was protected by a high level energy field designed to withstand orbital bombardment and prevent use of transporters. The final security level was made up of the toxic atmospheric environment of the planet itself.

None of these precautions were enough to prevent attempted escape as Garth of Izar attempted in 2269, but in the end the attempt was thwarted by the patients inability to escape the facility. Garth and his followers never got closer to freedom than the steps they took from their cells.

A revolutionary new medicine, delivered by the Enterprise in her visit of 2269, promised to almost immediately reverse arterial and brain damage and was hoped to aid the rehabilitation of the wards of Elba II.

Obviously most penal colonists are criminals, however support staff, such as doctors, guards, technicians and administrators also live on penal colonies, and families of these staff and even some of the prisoners choose to join them. The rights of a Federation citizen extend even to convicts and Starfleet works to protect

these worlds with equal determination as any other Federation world, Starfleet would also be contacted for aid in cases of prisoner uprising and riots on penal colony worlds are missions that are never popular with crews.

The Maquis

During the early days of the Dominion war the Maquis were still considered a threat and were criminalised by the Federation. Many of the Maquis that were captured by Federation agencies were imprisoned, with more than a few former Starfleet officers amongst their ranks. In this they were more fortunate than those captured by Cardassian forces. Starfleet still considered them criminals and terrorists, with the strictest sentencing reserved for those that committed acts of criminality covering up their activities whilst remaining a serving Starfleet officer.

However once open hostilities broke out with the Dominion/ Cardassians, their crimes were suddenly considered to be less important and their pre-emptive fight against Cardassia was almost inspirational, their mass of experiences fighting the Dominion were also suddenly an asset.

As public support for the freedom of Maquis prisoners swelled, Starfleet also recognised that the war was starting to reduce frontline personnel and reduce the Starfleet's fighting strength. Politically the answer was simple and very quickly most of the Maquis were pardoned and released, the few remaining prisoners were those whom had committed crimes against the Federation or committed serious acts of Terrorism and were still considered dangerous. Most of these were the former Starfleet officers. This was resolved after the former Commander Eddington worked with Starfleet Captain Sisko on a covert operation in the Badlands. Eddington sacrificed his life and in so doing saved many former colonists. Upon his return Sisko made recommendation that these former Starfleet officers be offered their freedom in exchange for re-activation of their Starfleet commission and a formal reprimand on their records. In short a full return to active duty. All remaining Maquis took up this offer and many of the former prisoners recently released joined them.

Those with prior Starfleet experience were reactivated alongside standard reserves and those fighters who had no formal training were offered basic training and non-commissioned ranks. Former Starfleet officers who had committed no crimes could return to service with no reprimand.

Chapter 5: Character Generation; Career Templates and Overlays

Starfleet Career Templates

Starfleet JAG Officer (Command)

Serving under the Judge Advocate General, JAG officers are the lawyers and sleuths of Starfleet. As agents for the prosecution and defence they must conduct inquiries, take dispositions, interview witnesses and build a case, even though a defence investigation is likely to take a very different path in doing so than those working for the prosecution. All however will require extensive knowledge of trial law.

<p>Computer (Research) 2 (3) Intimidation (Interrogation) 2 (3) History (Federation Law) 1 (2) Law (Starfleet Regs) (Choose additional Specialisation) 2 (3) (3) Persuasion (Debate) and (Oratory) 2 (3) (3) Athletics (Choose Specialisation) 1 (2) Dodge 1 Energy Weapon (Phaser) Language (Federation Standard) 1 Personal Equipment (Choose Specialisation) 1 (2) Planetside Survival (Choose Specialisation) 1 (2) Search 1 Vehicle Operations (Choose Specialisation) 1 (2) Advantage; Promotion (Lt jg) +2</p>

Starfleet JAG Criminal Investigations Division (Security) and Starfleet Internal Affairs (Security)

If Starfleet Security can be considered the Military Police equivalent within Starfleet, the officers of the Criminal Investigations Division are the detectives. They investigate major crimes committed by Starfleet personnel or on Starfleet property. These crimes may range from murder, to smuggling, to treason. CID officers are not normally assigned to Starships, but may be found at Starbases and planetary facilities. CID officers often work alongside JAG officers, interviewing suspects and witnesses preparatory to judicial proceedings. This template will also

include investigators working for Starfleet Internal Affairs.

Intimidation (Interrogation) 2 (3)
Law (Starfleet Regulations) 2 (3)
(Federation Interstellar Law) (3)
Security (Law Enforcement) 2 (3)
 Administration (Bureaucratic Manipulation) 1 (2)
 Computer (Research) 1 (2)
 Energy Weapon (Phaser) 1 (2)
 Language (Federation Standard) 1
 Personal Equipment (Tricorder) 1 (2)
 Search 1
 Unarmed Combat (Starfleet Martial Arts) 1 (2)
 Vehicle Operations (Shuttlecraft) 1 (2)
Advantage; Alertness (+2)

Civilian Career Templates.

Ferengi FCA Liquidators

Some of the most fearsome and powerful people in Ferengi commercial culture, sent to investigate and punish financial misdemeanours (or at least the mistakes made by bad business decisions or the travesty of getting caught), often infinitely corrupt, they are granted significant freedom in the course of their investigations and many use extreme measures to get their way. The spectre of a visit by a liquidator strikes terror in the hearts of all good businesses and horror stories are told to little children.

Administration (Audit) 2 (3)
Intimidation (Bluster or Interrogation) 2 (3)
Culture (Ferengi) 2 (3)
Law (Ferengi Commercial By-Laws) 1 (2)
 Computer (Choose Specialisation) 1 (2)
 History (Ferengi) 1 (2)
 Languages; Ferengi 1
 Security (Choose Specialisation) 1 (2)
 Bargain (Bribery) 1 (2)
 Streetwise (Choose Specialisation) 1 (2)
Advantages; Wealth +1, Contact +1, Shrewd +1,
Disadvantages; Rival -2, Arrogant -1
 Greedy -1

Bounty Hunter

More rogue than law officer. Bounty Hunters are licensed by a government

or other organisation to track and capture criminals in exchange for financial reward. While their activities are not always illegal in Federation space (when working for legitimate clients) they are often viewed as an unnecessary evil. Outside Federation space however they are far more commonly encountered and employed.

Energy Weapon (Chose Specialisation) 2(3)
Security (choose Specialisation) 2(3)
Streetwise (choose Specialisation) 1(2)
Unarmed Combat (choose Specialisation) 1(2)
 Athletics (choose Specialisation) 1(2)
 Dodge 1
 Language; Federation Standard 1
 Personal Equipment (choose Specialisation) 1(2)
 Planetside Survival (choose Specialisation) 1(2)
 Vehicle Operation (choose Specialisation) 1(2)

Law Enforcer

The law enforcer can be found throughout civilised space. Known by various titles, 'constable, sheriff, peace officer, etc, some even hold ranks in various militaries. But the law enforcer can range from the lone frontier protector to the darkest corrupt official.

Federation interstellar law is enforced by the Federation Interstellar Police Agency. The FIPA has the following mandates: investigate violations of Federation interstellar law; assist local and planetary law enforcement agencies when requested; coordinate inter-jurisdictional law enforcement activities within the Federation; and conduct counterintelligence operations in cooperation with the Federation Intelligence Service.

Law (Planet/Legal System) 1 (2)
Search 1
Security (Law Enforcement) 2 (3)
Streetwise (Choose Specialisation) 1 (2)
 Athletics (Choose Specialisation) 1 (2)
 Computer (Choose Specialisation) 1 (2)
 Dodge 1
 Energy Weapons (Choose Specialisation) 1 (2)*

Language, Federation Standard 1
 Personal Equipment (Choose
 Specialisation) 1 (2)
 Primitive Weaponry (Stun Stick) 1 (2)*

* For enforcement agencies that do not issue firearms or weapons, use unarmed combat or intimidation.

New Skill:

Area Knowledge; As a skill is related to planetary knowledge, but is a highly focused specialised skill built around an intimate knowledge of a specific area, common to local 'beat' policemen and cab pilots.

Specialisations: *Specific City, Specific District, Local Gangs and Criminals, Shortcuts, Local Traffic*

Advantage;

Law Enforcers Ranking: The Price Of Freedom establishes Character Creation guidelines for FIS agents, but does not give a rank system. The following rank table is adapted from the DTI rank table in All Our Yesterdays, and is intended for use with both FIS and FIPA characters. PC agents must take at least one level of promotion. There are only two Deputy Directors and one Director in each Service at any time.

FIS/FIPA Rank Table

Rank*	Promotion Cost (Advantage)
Agent	+1
Field Agent	+2
Special Agent	+3
Special Agent in Charge	+4
Assistant Director	+5
Deputy Director	+6
Director	+7

*For non-Federation police forces feel free to substitute your own rank names.

Advanced Training Package;

Characters receive 9 Development Points to spend during Advanced Training

Beat' Cop: Representative training of all planetary local law enforcement officers at a patrol level. Charged with the protection and keeping the peace within a specified area. Providing a community face to law enforcement and front line duty.

Beat Cop: *Area Knowledge (Specify) 1 (2), Social Sciences (Choose Specialisation) 1 (3), Persuasion (Choose Specialisation) 1 (2), Obligation (Keep the Peace) -1, Empathy +1*

Counterintelligence: Working directly with Law Enforcement agencies, these specialists are tasked with local level

intelligence defence work, protecting their jurisdictional area from opposing (and sometimes even allied) spies.

Counterintelligence: *Espionage (Counterintelligence) 1 (2); Language (Romulan) or (Cardassian) 1; Behaviour Modification (Resistance) 1 (2);*

Criminal Profiling: These are the academics and psychologists who are attached to an agency to build profiles based on what is known about a criminals behaviour and to try to extrapolate future patterns and even identifiable elements to a criminals activities.

Criminal Profiling: *Psychology (Forensic Psychology) 1 (2); Social Sciences (Sociology) 1 (2); Alertness +2. Empathy +1*

Crime Scene Investigation: The scientific arm of law enforcement, investigating the crime from the evidence left behind and the victims. These are the people that spend a lot of time combing through crime scenes and dealing with dead bodies... Often patience and a keen eye prove the most valuable skills.

Crime Scene Investigation: Search 1; Security (Crime Scene Procedures) 1 (2); Physical Sciences (Choose Specialisation) 0 (1), Medical Sciences (Forensics) 0 (1), Curious +1; Innovative +1. Empathy -1

Customs Officer: As customs officer, it is often the case that this civilian authority is responsible for controlling incoming visitors to a planet, and patrolling local space in an effort to monitor and arrest contraband. Liaising with Starfleet (or other galactic force) is also required as many customs officials hold little or no jurisdiction outside of their home system. Since the invention of Warp drive and transporters this job has become far more technical, as the number of ways to reach a planets surface undetected have increased.

Customs Officer: Law (Intergalactic Law and Local Law) 0 (1) and (1), Search 1, Ships systems (Sensors and Choose Specialisation) 1 (2) and (2), Code of Honour (Uphold the Law) -2, Contact +1, Shrewd +1

Federation Marshalls; Civilian authorities within the Federation can opt to have their senior officers attend Starfleet Facilities for further training. there they attend alongside future frontier Marshalls who serve and protect often in conjunction with Starfleet and local planetary defence forces. These training courses are also often alongside 3rd year Starfleet academy cadets who are often undergoing their first taste of the martial side of Starfleet. This training package is open to all Federation law officers, while it is the basic training for the Marshalls, and alongside Starfleet Academy Training. It was believed that such cross training would breed greater teamwork and cooperation, as well as skill uniformity, between the many agencies in service across the

Federation, a tactic that, so far, has worked.

FIPA/Federation Marshalls Training; Energy Weapon (Phaser) 1(2), Planetary Tactics (Small Unit) 1 (2), Law (Federation Law) 1 (2), Code of Honour (Uphold the Law) -2, +1 Vitality or Dexterity Edge, Contact (within Starfleet Security or other Law Enforcement agency) +1.

Would the real Dixon Hill please step forward...

The planet Sigma lotia II is a Federation protectorate, having been encountered by captain Kirk in the 23 60's it was discovered that a previous Federation encounter had led to lotian society emulating Earth mobster culture of the 1930's.

The UFP response was to try and limit the damage and help guide lotian society in exchange for a percentage of the take (which was then funnelled back into planetary projects). Things have gone well, but lotian society has stagnated slightly as a result.

By the 24th century it has advanced slightly and now resembles some of the more 'colourful' hard boiled fiction of the 40/50's Earth. An odd side effect of this has lead to the Private Investigator becoming a much sought after profession, some of whom have expanded their operations off-world.



Amusingly the most common name on Sigma lotia II now is 'Dixon Hill'.

Investigator: A detective of the 'old-school'. Hands on and street wise. Either an investigator as part of the

local law enforcement branch, or a Private Investigator. Specialising in finding the clues that the criminals overlooks and doggedly chasing their suspect until the evidence is found. 'Gumshoes' are still romanticised in the popular media, although the reality is rarely as depicted.

Investigator *Search 1 or Intimidate (Choose) 1 (2), Disguise (Choose) 1 (2) or Streetwise (Choose) 1 (2), Law (Choose) 1 (2), -1 Rival, +1 Contact*

Negotiator: Akin to the profilers, these specialists are also often skilled psychologists. They are brought in when an opportunity is presented to communicate with a criminal directly and would be charged with helping to diffuse the situation in the hope of convincing the perpetrator to end things peacefully. Should they fail the only recourse left will be a tactical option.

Negotiator: *Charm (Seduction) 1 (2); Fast Talk 1; Intimidation (choose Speciality) 0 (1), Empathy or Logic +1, Shrewd +1*

SWAT/Tactical: The heaviest, tactical arm of a police force in a paramilitary application. Many planets simply do not have the equivalent of this force, instead using its own military for the role, or preferring other 'alternate' methods (such as mercenaries or even assassins)



Other planets with strong Starfleet presences sometimes opt for the highly trained Starfleet security to fill the role. Usually training in martial skills and heavily armed and armoured.

SWAT/Tactical Team: *Energy Weapon (Choose Specialisation) 1 (2), Planetary Tactics (Small Unit) 1 (2), Intimidation (Choose Specialisation) 1 (2), Reaction +1, Any 1 point disadvantage.*

Professional Career Package;

Characters receive 10 development points to spend during Professional career

Fugitive Tracker: Working as a Bounty Hunter or as a dogged law enforcer tracking wanted criminals and returning them to the proper authorities.

Fugitive Tracker: *Computer Research 1(2), Law (Choose 2 Specialisations) 1 (2) and (2), Security (Law Enforcement) 1 (2)*

Intelligence Operative: Working as a government agent either attached to local law enforcement agencies or alongside them. Either in a support capacity as analyst through to more dangerous field work.

Intelligence Operative: *Behaviour Modifications (Choose Speciality) 1(2), Disguise (Choose Specialisation) 1(2), Espionage (Choose specialisation) 1 (2), Language (Choose language) 1, Dark Secret -2 or Deep Cover -2*

Law Enforcement Officer: Working as a Policeman, Security guard or similar functionary for a local, national or planetary government. Skilled in their local 'beat' area, and responsible for crime detection and maintaining order.

Law Enforcement Officer: *Law (Criminal or Specific Jurisdiction) 1 (2), Security (Law Enforcement) 2 (3), Shrewd +*

Psi-Cop: This Law Enforcer is trained to utilise their Psionic Powers to aid in crime detection and enforcement. While many societies do not allow 'thoughts' as admissible evidence, some societies choose to, and these are often the same civilisations that support Psionic Law Enforcers. However those Officers from more enlightened cultures such as the Federation, often have to undertake to support a code of behaviour similar to the Code of Sentience in order to ensure that their Psionic powers are not abused in the course of their job.

Psi Cop: *Law (Choose Specialisation) 1 (2), Receptive Telepathy 1, Security (Choose 2 Specialisations) 1 (2) and (2).*

Chapter Six: Weapons, Technology and Starships

Technology.

The various Police Forces in the Galaxy offer a mind boggling variation of equipment and uniform. Within the Federation such agencies are equipped very similarly to the Starfleet. With access to Phaser's, Tricorder's and Communicator's as standard issue. Uniformed Police in The UFP are often similar in style, although their equipment ranges from cutting edge equal to that of Starfleet to older equipment more in line to standard Starfleet issue of only a few years before.

Most Federation equipment includes highly efficient micro-battery supplies, and induction recharging which enables the power supply to recharge even during operation as long as they are within a Federation facility, allowing for almost indefinite operations. Outside use will drain the batteries with the indicated duration.

Some Police are more paramilitary in organisation and are equipped with heavy armour and weapons, while others may choose to go unarmed at all.

Personal Weapons

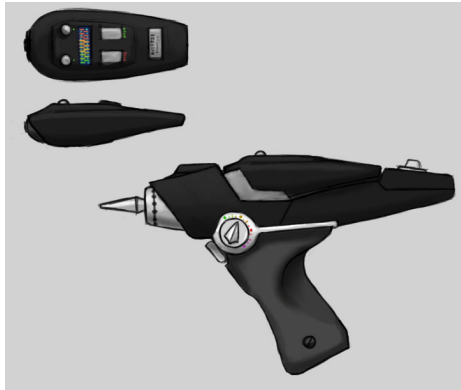
Phaser.

The standard Phaser as used by Starfleet is also available to suitably trained Law enforcement officers. While the actual model of Phaser in use varies from that of local models, through the various incarnations of Phaser used by Starfleet. Most weapons will be former Starfleet surplus from a few years ago. They are limited slightly and rarely exceed the capabilities of Starfleet type 1 Phasers.

Likewise non-federation authorities will use energy weapons appropriate to the species, for example the Bajoran constabulary while usually unarmed can draw upon Bajoran military grade Phasers if the situation demands.

Phaser Type I

Settings: 1-8
Range: 5/20/50/100
Size: 25cm long
Mass: 0.6kg
Energy: 1,000 charges.
Damage; See Phaser damage chart in the core rule book.



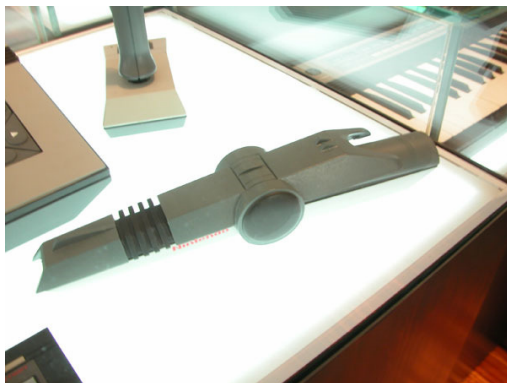
Phaser (Civilian Issue)

The Civilian issue Phaser is more like the standard type 1 Phaser in size. However it is a low-yield device limited to Stun Settings only. Ownership of this Phaser is legal by most Federation citizens even if it is frowned upon, although the owner is expected to register the weapon and prove a level of certified training.

Phaser (Civilian Issue)

Settings: 1-3
Range: 5/10/25/50
Size: 5cm (palm sized)
Mass: .2kg
Energy: 160 charges

Stunner



While most Phasers and Disruptors have stun settings, it is still possible to cause injury accidentally at such low settings, either by using incorrect device settings or shooting at too close a range. They are not always dependable, for example, Klingons have a much greater resistance to stun effects than others. Ownership of the Stunner within Federation space is the same as with the Civilian Issue Phaser.

Stunner

Settings: 1
Range: 5/15/30/80
Size: 30cm long
Mass: .6kg
Energy: 50 charges
Damage: The stunner has a single setting, which does 8+3D6 stun damage using 5 charges of energy.

Stunrod

This energised melee weapon is commonly available to Federation security forces both Civil and Starfleet, similar devices are in service across most similar forces as a non-lethal armament for security forces.. A stunrod is a padded club which does minimal physical damage, but can inflict Phaser-like stun effects when it makes contact with its target.



Stunrod

Size: 50cm long
Mass: 0.5kg
Accuracy: 7
Block: +2
Damage: 1 + stun effects equal to Phaser settings 1-2.
Charges: 200 charges

Klingon Painstick

A prod-like device used to inflict pain for both ritualistic and submissive purposes. These are used by Klingons in ritual to prove their ability to withstand pain, and also in the proof of death ritual. But their potential in keeping non-Klingon prisoners in line is not lost on Klingons. The Painstick has also been adopted (or the equivalent developed) by a few non-Federation species with a more warlike temperament to crowd control.



Klingon Painstick

Size: 100cm long

Mass: 1kg

Accuracy: 8

Block: 0

Damage: 4 settings, see notes.

Charges: 400 charges

- 1) Light Stun 2+1d6 1 Minor nerve damage-no permanent damage
- 2) Heavy Stun 4+1d6 2 Moderate nerve damage-no permanent damage
- 3) Light Thermal 8+1d6 8 Heavy nerve damage-normal damage
- 4) Heavy Thermal 10+1d6 15 Severe nerve damage-normal damage

Tricorders

Tricorders are extremely compact and powerful sensory devices. In addition to containing a wide range of miniature electromagnetic, audio, chemical and subspace sensors, the Tricorder also include extremely detailed databanks on a wide range of scientific and historical information. The computer in the tricorder can rapidly identify known lifeforms, materials and energy sources by comparing its sensory reading with its databanks. Tricorders can also attempt to analyze unknown lifeforms, materials and energy sources, although this could take up to an hour, during which the tricorder may be used for other tasks.

Tricorders encoded for security and police operations are often optimised

for forensic detection and analysis, tracking anomalous energy fields and particles (including residual weapons signatures) or for detecting contraband. Tricorders also contain integral subspace communicators with ranges like those of personal communicator, making them able to relay data of all types from a central computer or other distant sources.

The basic unit casing tends to be an exact copy/replication of the standard Starfleet pattern Tricorder.

Range: 2000 meters for long range scans, 25 meters for short-range scans. All long-range scans are omnidirectional, but the user must aim the tricorder at a specific location to perform a short-range scan. Various types of ionic and other interference's can greatly reduce a tricorder's scans.

Size: 8.5 cm x 12 cm x 3 cm

Mass: 0.35 kg

Duration: 1,000 hours + induction recharging

Communicators.

Just as with Starfleet Law officers make extensive use of advanced Communications devices, and comms would be carried at all times. The actual device used will depend on the organisation; with some emulating Starfleet with worn communicator pins attached to their uniform, others may choose the pocket communicator or a wrist comms unit.

Wrist communicators offer slightly more flexibility than other types, in addition to all the features of a Standard commbadge, they can incorporate a mini camera and viewscreen, allowing direct face to face communication as well as viewing some files through PADD compatibility software, and an internal memory that can record 100 hours of audio/visual input. Otherwise they retain the same range limitations as Starfleet commbadge with an effective range of 40,000-60,000km, and, like commbadges, most models feature integral universal translators.



Size: varies
Mass: 0.1 kg
Duration: 1,000 hours + induction recharging
UT Library:
 253 Languages (Federation)
 198 Languages (Bajoran)
 155 Languages (Klingon)
 756 Languages (Ferengi)

Helmet.

Some Police forces have used the very high speed pursuit hover bikes. However some of these vehicles operate at such high speeds that it is almost impossible to manage the vehicle at optimum capacity based on the riders reflexes alone. To help the riders control their vehicles technology has been combined with the riders crash-helmet, integrating some comms and sensor capabilities into a Visual HUD to make sure the rider is able to react and guided when operating their vehicle at such high velocity. The helmet itself offers 1 point of armour protection against impact. The helmet is often worn with rider impact armour offering equivalent protection to the helmet against impact/crashes.



Size: 20 cm x 30 cm
Mass: 0.85 kg
Duration: 1,000 hours + induction recharging

Portable Force field

A small device for generating a localised forcefield covering 540 degrees on the x, y and z axis. This hemispheric forcefield measures 4 meters in diameter and 3 metres in height. The generator is made from micro-milled duranium alloy foam which protects the miniaturised graviton polarity source generator and power supply.



In standby mode this unit will operate for 48 hours. Use of the forcefield will interfere with transporter functions and access can be controlled by tying the generator into a comm. Badge signal. This is used by police officers as an impromptu holding cell in the field, usually only until back-up can arrive.



Size: 4m diameter x 3m height
Mass : 1.6kg
Duration: 200 charges + induction recharging

Binders

Hi-Tech handcuffs, used to bind the wrists (and/or ankles) of a prisoner. The design may not have changed in centuries, but these high-tech versions are enhanced with an small energy field generator that increases the structural density of the restraint and allows the same manacles too be used on all prisoners no matter how strong. The electronic locking is often linked into the arresting (or escort) officers Tricorder for unlocking and unit adjustment.



These are uncommon within the Federation where even prisoners are afforded a level of trust but other cultures (such as the Klingons) use them extensively.

Size: A 1cm thick, 5cm wide writband/paired.

Mass : 0.3kg

Duration: 1,000 hours + induction recharging

Electronic Tagging

The descendant of electronic tags worn by criminals on many worlds. The Tag is a form of non-surreptitious surveillance consisting of an electronic device attached to a person, allowing their whereabouts to be monitored and controlled. This is a form of criminal sentencing or pre-release detention monitoring, and it is even used on defendants awaiting trial. Use of tagging instead of incarceration reduces custody population and verifies that the person will obey

conditions of release from custody, such as a curfew.

The tag is either a small device 'worn' by offenders (usually a locked ankle bracelet), or even a micro-electronic transmitter injected into the criminals sub-dermal layer. Feeding data to a core monitoring location to ensure the individual is keeping to their established limits. In function this is very similar to the Neurocortical monitor available to medical labs, but they are locked to the individual and can only be unlocked by a deputised authority. Attempts to remove the device without such authorisation are likely to set off an alarm and trigger a response unit to attend and recapture the individual.



Size: negligible

Mass : 0.0kg

Duration: 1,000 hours + induction recharging

Starships and other Vehicles.

Most local law enforcement will use localised transportation. In most cases planetary transporters will be the most common form of transportation, although a fleet of Air-cars, hoppers and Grav-bikes may be kept and used if needed on most worlds. Localised interplanetary travel would utilise standard shuttlecraft, often using the same shuttle models as Starfleet. This is often more than enough for the personnel transportation requirements within jurisdictional areas for local law enforcement. Any additional interstellar transportation requirements can be arranged in liaison with Starfleet or other Federation authorised vessel directly.

The Federation Marshall/FIPA service also supports a small fleet of Runabouts, identical to those used by Starfleet offering a longer ranged transport, better suited to their mission profiles. In ages past they have also used Shuttles with a Warp-sled or the Peregrine class courier, and some of these vessels remain in service in their fleet pool, maintained as support vessels. Customs cutters however often require a larger vessel, and slightly broader range of mission profiles to support the patrol and enforcement requirements assigned to a local customs agency. Deep space customs enforcement is still the jurisdiction of Starfleet, which means that the local customs vessels are often not equipped with the most state-of-the-art warp drives as Starfleet vessels, and in many cases Customs vessels are former Starfleet surplus. Miranda and Oberth classes are both relatively common, with only minor refits to change their mission profile. Customs agencies have also heavily utilised both Peregrine and Danube class vessels during the 24th century, especially during the Dominion war when the larger vessels were being reactivated and returned to

front line duty. Even then some of these customs vessels were brought into direct conflict with Dominion forces, and the invasion of Betazed and Breen Assault of Earth (Sector 001) in 2377 revealed a fatal flaw in this policy.

As a result of the valiant loss of these customs vessels on both attacks it has been decided to increase the capabilities of Customs vessels, coming just short of assigning a smaller Starfleet vessel to each Federation planet, instead a variant of the Nova class survey ship has been developed as an alternative customs cutter/local defence vessel and will be phased into service replacing the older obsolete vessels as soon as they can be built and assigned alongside the rebuilding of Starfleet vessels, and a Starfleet liaison officer will be assigned to these customs ships going forward.

Starfleet Surplus

Federation Customs and Excise share many duties with Starfleet. But more than this, they often share the Starships. Vessels are expensive to build and run, and the nature of Customs duties rarely requires state-of-the-art Starships. So to solve this some Starfleet ships are refitted and re-issued into the customs and excise fleet after they have been decommissioned from Starfleet service, often they will simply be rechristened with an SS Prefix denoting their 'civilian status.

23rd century customs ships

- Miranda Class
- Soyuz Class
- Oberth Class

24th century customs ships

- Miranda Class
- Oberth Class
- Peregrine Class
- Danube Class
- Nova Class (scout variant)

PATROL AND PURSUIT HOVER CRUISER



Class and Type: Gravity Drive Bike

Commissioning Date: various

Body Characteristics

Size: 1

Resistance: 1

Structural Points: 10

Operations Characteristics

Crew/Passengers/Evac: 1/-/-

[0 Power/round] *No life-support*

Computers: 1

[1 Power/round]

Transporters: None

[0 Power/round]

Tractor Beams: 0

[0 Power/rating/round]

Movement and Power Characteristics

Speed: 100/200/250 KPH (12 hours)

[1 Power per 100 KPH]

Power: 3

Range: 500 hrs at 100 KPH

Sensor Systems

Long-range Sensors: +1/10,000 m

[1 Power/round]

Lateral Sensors: +1/100 m

[1 Power/round]

Navigational Sensors: +1

[1 Power/round]

Sensors Skill: 3

Weapons Systems

None

Weapons Skill: 0

Defensive Systems

None

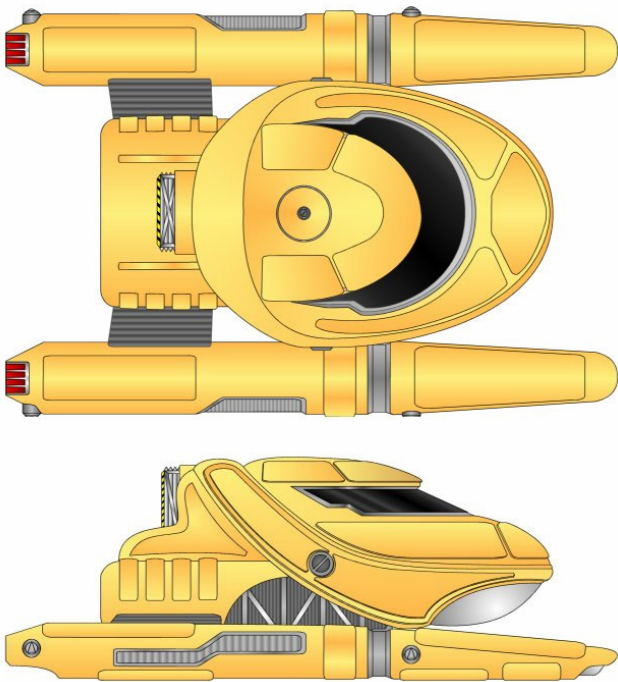
Description and Notes;

I will always be puzzled by the human predilection for piloting vehicles at unsafe velocities. - Data

Humans and motorcycles. The two have always seems to have gone together like hand in glove, and likewise Police forces have used these pursuit vehicles to give chase. Very similar to the standard civilian model, these vehicles are fast and often quite dangerous, as they are often stripped on computer assisted controls. The main difference is that many Police users will often be issued with a Helmet that is linked into the bikes controls and enable the vehicle to operate at its full capacity.

Its also possible that the rider and bike can be transported into the field as the vehicle is small enough to be mobilized from a standard transporter pad, massively extending their range and response times on the officers established 'beat'.

FEDERATION HOPPER



Class and Type: Atmospheric Hopper

Commissioning Date: various

Body Characteristics

Size: 2

Resistance: 2

Structural Points: 10

Operations Characteristics

Crew/Passengers/Evac: 2/6/-

[0 Power/round] *No life-support*

Computers: 1

[1 Power/round]

Transporters: None

[0 Power/round]

Tractor Beams: 0

[0 Power/rating/round]

Movement and Power Characteristics

Speed: 100/200/250 KPH (12 hours)

[1 Power per 100 KPH]

Power: 3

Range: 1000 hrs at 100 KPH

Sensor Systems

Long-range Sensors: +1/10,000 m

[1 Power/round]

Lateral Sensors: +1/100 m

[1 Power/round]

Navigational Sensors: +1

[1 Power/round]

Sensors Skill: 3

Weapons Systems

None

Weapons Skill: 0

Defensive Systems

None

Cab

Length: 15.5m

Beam: 10.5m

Height: 5.65m

Deck count: 1

Crew count: 2 - 6

Passenger capacity: 4

Full transport (basic configuration)

Length: 22.5m

Beam: 10.5m

Height: 5.65m

Deck count: 1

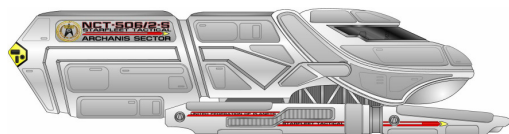
Crew count: 2 - 6

Passenger capacity: 44 troops

Description and Notes;

The Hopper is a generic term for an Atmospheric shuttle, the type of which has been in use within the Federation for centuries. Similar to a standard Starfleet shuttle their limited flight capabilities has seen their use drastically reduced by Starfleet, but the vehicle type is common in civilian use. Often used as Taxis' Ambulances and Police transports.

The basic unit features a small cab, but many larger vehicles are in use, and some of the most popular are modular, and can be used as a smaller cab or as a larger vehicle with mission specific module.



Design from <http://www.treknology.org/hopper.htm>

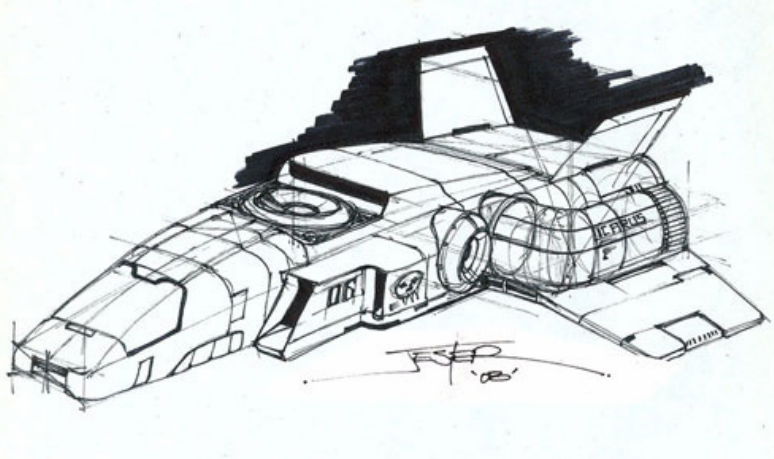
CUTTER-CLASS CUSTOMS/ PATROL VESSEL

DEFENSIVE SYSTEMS

Federation Deflector Shield

Protection: 30 (45)

Power: [30]



DESCRIPTION AND NOTES:

Fleet Data: Built and designed as a Police/Customs starship. Specifically built for purpose. This vessel is not aimed at a multi-mission profile and would be very uncomfortable for long duration missions, but it has cargo capacity, holding cells and a small crew capable of supporting most law

enforcement mission profiles, including boarding actions, including atmospheric flight and planetary landing capabilities. A long lifespan has seen popular support of the vessel across the Federation and in allied territory and many design features were developed further by the ASDB and incorporated into the Runabout project.

Class and Type: Customs Cutter

Commissioning Date: 2300

HULL CHARACTERISTICS

Size: 3 (75 meters long, 2 decks)

Resistance: 3

Structural Points: 60

OPERATIONAL

CHARACTERISTICS

Crew/Passengers: 15/10/50

[4 Power/Round]

Computers: 2 Computer Cores

[2 power/round]

Transporters: 1 Personnel and Emergency

[5 Power/Use]

Tractor Beams: 1 fwd

[2 Power/Rating Used]

PROPULSION AND POWER

CHARACTERISTICS

Warp System: 4.0/6.0/8.0

[2 Power/ Warp factor]

Impulse Systems: .5c/.7.59c

[5/7 power/round]

Power: 100

SENSOR SYSTEMS

Long-range Sensors: +1/12 light-years

[6 Power/ round]

Lateral Sensors: +1/1 light-year

[4 Power/Round]

Navigational Sensors: +0

[5 Power/Round]

Sensor Skill: 3

WEAPON SYSTEMS:

Type VI Phasers

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

Arc: All (720 Degrees)

Accuracy: 3/4/6/9

Damage: 12

Power: [12]

Weapon Skill: 3

NOVA-CLASS REFIT HEAVY SCOUT

Accuracy: 4/5/7/10
Damage: 18
Power: [18]
Weapon Skill: 4



Class and Type: Heavy Scout
Commissioning Date: 2380
HULL CHARACTERISTICS

Size: 5 (160 meters long, 8 decks)
Resistance: 2
Structural Points: 100

OPERATIONAL CHARACTERISTICS

Crew/Passengers: 35/10/150
[6 Power/Round]
Computers: 2 Computer Cores
[4 power/round]
Transporters: 1 Personnel and Emergency
[5 Power/Use]
Tractor Beams: 1 DA, 1 VF
[2 Power/Rating Used]

PROPULSION AND POWER CHARACTERISTICS

Warp System: 5.0/7.0/9.2 (18 hours)
[2 Power/ Warp factor]
Impulse Systems: .7c/.9c
[1 power/.10 c]
Power: 160

SENSOR SYSTEMS

Long-range Sensors: +1/12 light-years
[6 Power/ round]
Lateral Sensors: +1/1 light-year
[4 Power/Round]
Navigational Sensors: +0
[5 Power/Round]
Sensor Skill: 5

WEAPON SYSTEMS:

Type IX Phaser Array
Range: 10/30,000/100,000/300,000
Arc: All (720 Degrees)

DEFENSIVE SYSTEMS

Federation Deflector Shield
Protection: 50/50 (68)
Power: [50]

DESCRIPTION AND NOTES:

Fleet Data: With the end of the Dominion War, Starfleet found itself requiring a replacement for the *Rigel-class* Heavy Scout, and as this class was slowly being decommissioned the ASDB was commissioned to develop a replacement. Research and development time were drastically reduced by utilizing an existing spaceframe and the *Nova-Variant* was fielded.

The systems configurations of the variant are obviously very similar to the standard *Nova*. The most obvious difference is saucer section, which is a smooth arrowhead, rather than the split hull containing the Nova's large auxiliary deflector. The additional hull space allowed for advanced astrometric systems to be installed, as well as addition crew recreation areas. Tactical systems were also upgraded as the refit was expected to be operating along the Federation's deep frontier, and away from Starfleet support.

Like the *Nova-class*, the variant has both atmospheric and planet-fall capability. Four landing pads extend from articulate legs from the ventral side of the engineering hull, similar to the *Intrepid-class* design.

Customs Cutter variant: The Nova-class heavy scout has also been contracted by various Federation customs services to meet the needs of the expanding frontier. After the Dominion War, and the destabilized frontiers between the great powers, the need for a long duration starship was needed to support law enforcement activities. Utilizing a proven space-frame the Nova-class refit, was seen as an ideal candidate to meet this need. The starships research and scientific labs were replaced with enhanced brig facilities, as well as facilities to support civilian operations (disaster relief, and the like).

Appendix;

TOS – Mudd’s Women. ep#06
TOS – Dagger of the Mind. ep#09
TOS – The conscience of the King ep#13
TOS – Court Martial ep#20
TOS – I, Mudd ep#37
TOS – Wolf in the Fold ep#43
TOS – A Piece of the Action ep#46
TOS - Who Gods Destroy ep#69
TOS – Turnabout Intruder ep#79
Star Trek VI; The Undiscovered Country.
TNG – Justice ep#08
TNG – Coming of Age ep#19
TNG – The Measure of a Man ep#35
TNG – A Matter of Perspective ep#62
TNG – Sins of the Father ep#65
TNG – The Drumhead ep#95.
TNG –Violations ep#112
TNG – Power Play ep#115
TNG – The First Duty ep#119
TNG – Aquiel ep#139
TNG – Frame of Mind ep#147
TNG – Suspicions ep#148
TNG – Attached ep#160
TNG – Eye of the Beholder ep#170
DS9 – A Man Alone ep#02
DS9 – Dax ep#08
DS9 – The Passenger ep#09
DS9 – Necessary Evil ep#28
DS9 – Tribunal ep#45
DS9 – Rules of Engagement ep#90
DS9 – Hard Time ep#91
DS9 – Things Past ep#106
DS9 - The Darkness and the Light ep#109
DS9 – Doctor Bashir, I Presume ep#114
DS9 – A Simple Investigation ep#115
DS9 – Business as Usual ep#116
DS9 – Honor among Thieves ep#139
DS9 – Inquisition ep#142
DS9 - Fields of Fire ep#163
Voyager – Caretaker ep#01/#02
Voyager – Ex Posto Facto ep#08
Voyager – Meld ep#33
Voyager – Investigations ep#35
Voyager – The Chute ep#45
Voyager – Fair Trade ep#55
Voyager – Worst Case Scenario ep#67
Voyager – Revulsion ep#73
Voyager – Random Thoughts ep#78
Voyager – Retrospect ep#85
Voyager – Thirty days ep#103
Voyager – Live fast and prosper ep#141
Voyager – Repentance ep#159
Voyager – Author, Author. ep#166
Enterprise – Detained ep#21
Enterprise – Canamar ep#43
Enterprise – Judgement ep#45
Enterprise – Bounty ep#51
Enterprise – Bound ep#93

**Most DS9 episodes qualify, as this was the only series to feature a dedicated law enforcement character as a series regular (rather than Starfleet Security). Specific episodes to look out for are listed*

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Fin.