

A Time to Stand.

The Maquis



A Star Trek Role-playing Game Sourcebook

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‘So long as there shall exist, by reason of law and custom, a social condemnation, which, in the face of civilisation, artificially creates hells on earth, and complicates a destiny that is divine, with human fatality; so long as the three problems of the age - the degradation of man by poverty, the ruin of woman by starvation, and the dwarfing of childhood by physical and spiritual night - are not yet solved; as long as in certain regions, social asphyxia shall be possible; in other words, and from a yet more extended point of view, so long as ignorance and misery remain on earth, books like this cannot be useless.’

*Hautville House, 1862
About ‘Les Miserables’
By Victor Hugo*

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Foreword:

I have written this sourcebook for ICON. Yes I know, Decipher has released a new version of the Trek game, the same authors and all that. But believe me, things have been rather hectic here recently and to be honest I have not yet read the sourcebooks despite buying them. Still it could be worse, I could have read them rather than write this. Don't worry, CODA conversion are here, I hired a specially trained elite force of gamers to do the maths I hadn't. However to get the full use of this document I highly recommend getting your hands on the Star Trek Deep Space Nine Core Rulebook.

This source material is designed to represent the Maquis in their Prime, during the period on 2370 to 2373. After that point most campaigns should be likely to take a turn for the Dominion War, and someone has already written that. I suggest you read it.

Neither have I focused on the Maquis of Voyager, again someone else has already written something, of course some Voyager Maquis found their way in, but only as examples... I choose not to focus there for too long.

Still there's nothing wrong with using this to recreate Voyager, if that's your bag. Or you could use this material to place your players on a devil-may-care adventure on the high frontiers, fighting the evil Empire... ahem, sorry, I mean evil Cardassian Union. Or simply as bit of light background reading that has no feature in your campaign whatsoever. All I ask is that you enjoy it.

And if you don't, take a pen and re-write whatever you feel like. Its your universe after all.

With Thanks:

Brian K – Spacedock needs you.

Lancer and Mark Johnson – For the NPC CODA conversions,

Kevin Moore, AslanC, Greg and Captain Hunter my ideas sounding Boards and Proof-Readers.

And all the guys down at Trek-rpg.com for their kind words and ideas.

'Unhappy with a new treaty, Federation Colonists along the Cardassian border have banded together.

Calling themselves "The Maquis" they continue to fight the Cardassian's

Some consider them heroes, but to the governments of the Federation and Cardassia, they are outlaws.'

*Opening Credits
Star Trek: Voyager 'Caretaker'.*

Chapter One.

Introduction.

The Maquis, a Paramilitary organisation formed of former Federation citizens and Starfleet Defectors that began at the former Federation colonies affected by the border changes wrought by the Federation-Cardassian Treaty of 2370. Initially the Federation had sought to relocate the colonists in the ceded territories, but faced with resistance to the thought of leaving their homes a new treaty was brokered by Captain Jean-Luc Picard and Gul Evek that allowed the Colonists to remain in their homes and for Colonial administration to pass to the Cardassian or Federation authorities on either side of the border.

A Demilitarised Zone was set-up to ensure peace, and Cardassian Navy and Starfleet Attachés assigned to the colonies. But within months it became clear that this arrangement was less than suitable. As the Cardassian authorities and Colonists were using heavy-handed tactics to try and force the former Federation Colonies to leave.

The Maquis rose in response to Cardassian hostilities toward these

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colonies and to the perception that they had been 'sold out' and abandoned by the Federation government. Taking their name from a group of the French Resistance on Earth during World War 2, the historical irony was strong, as was the names identity as a group of Freedom Fighters,

working for a cause, their freedom and Liberty.

The Maquis first struck in 2370, when they blew up the Cardassian Freighter the Bok'Nor leaving DS9, the following investigation led Commander Sisko into the Demilitarised zone were Gul Dukat

The Bok'Nor

Class and Type; Malgar Class Bulk Freighter
Commissioning Date; 2271

Hull Characteristics

Size; 4 (L=150m, 6 Decks)
Resistance; 40
Structural Points; 2

Operations Characteristics

Crew/Passengers/Evac; 60/20/500 [5 Power]
Computers; 2 [2 Power]
Transporters; 2 Personnel, 2
Cargo [2 power]
Tractor Beams; 1 fv, 1 aft [2 Power/Rating]

Propulsion and Power Characteristics

Warp System; 5/7/8 (10 Hours) [2 Power/Warp Factor]
Impulse System; .5/.6c [5/6 Power]
Power; 110

Sensor Systems

Long-Range Sensors; 0/10 light years [6 Power]
Lateral Sensors; 0/1 light year [4 Power]
Navigational Sensors; 0 [5 Power]
Cloak; None

Sensors Skill; 3

Weapons System

Spiral Wave Disruptors

Range; 10/30,000/100,000/300,000
Arc; 90 degrees forward
Accuracy; 5/6/8/11
Damage; 10
Power; 10

Weapons Skill; 3

Defensive Systems

Cardassian Deflector Shield

Protection; 36 (55)
Power; [36]

Description and Notes;

The Malgar class bulk freighter has served the Cardassian Empire for over 100 years. This old 220 class design has been a faithful workhorse, and despite being replaced in the field by the newer Salgar class freighter remains in Cardassian service as a second string freighter and some vessels have been down graded to suit civilian service. From a distance the Malgar class looks very similar to the antique Altair class in use by the Federation in the late 23^d century, although the Malgar class vessel dwarfs the old Federation freighter by 5 times. It is thought that the Cardassians retooled the common Altair, a solid, trustworthy workhorse, and simply increased the design size to suit the Cardassian Navies own requirements.

Noteworthy ships; The *Bok'Nor*, an ordinarily non-descript Cardassian freighter, sabotaged and destroyed in the first public strike of the Maquis. The *Kamal*, lost while transporting Bajoran workers and a lost Orb to Cardassia in 2358, found nearly 20 years later in 2376 drifting in the Badlands by the USS Enterprise.



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showed that the recent treaty signed between the Federation and Cardassia had degraded into an increasingly violent war. The body of the Saboteur William Samuel's of the Bok'Nor was returned after his confession was extracted, he had allegedly committed suicide in remorse, but the obvious Cardassian maltreatment drove the Maquis into continued, escalating retaliation, revealing Starfleet Officer Lt. Commander Calvin Hudson to defect from Starfleet and take charge of the Maquis and declare war on the Cardassian Union.

In their heyday between 2370 and 2373 the Maquis had become a serious threat to the Cardassian border security, and turned from a minor irritant harassing lightly defended targets and shipping lanes to a major annoyance, taking on Major Cardassian Navy vessels in open combat. Though never considered a serious threat to Cardassian sovereignty, the constant guerrilla warfare, combined with the famed Cardassian stubbornness and inability to accept fault, they may even have been partially responsible for both the Invasion of Cardassia by the Klingon Empire in 2372, and the following Cardassian alliance with the Dominion in 2373.

As the Maquis racked up minor successes and evaded many Cardassian attempts at bringing them to Cardassian 'justice', the war reached its hottest periods, with open combat within the DMZ. Maquis ships would use hit and run tactics choosing their targets carefully, they would appear, striking fast, hard and mercilessly... Then they would fade, often

splitting up to make pursuit more difficult and then individual ships would bolt for safety... Often the Badlands offered sanctuary, its strong plasma storms causing havoc for the larger warships of the Cardassian navy, while the smaller vessels, immensely outclassed by their pursuer would find itself suddenly in a superior position, its small size and manoeuvrability making it ideal for navigating the Plasma storms.

The Cardassians suffered defeat after defeat against this 'irritant'. A small disorganised group of rebels besting the Cardassian navy time and time again. They became increasingly concerned with bringing the Maquis to the full extent of Cardassian justice, and began trying to infiltrate agents into the organisation, and setting Commanders with a reputation as 'Bloodhounds' to border patrol duties. It wasn't long before the DMZ looked like a small scale open war, and yet still the Federation stood by and did nothing.

But it was the discovery of the Dominion in the Gamma quadrant that dropped the first domino in the chain reaction that led to Galactic War. The discovery of the Changelings as leaders of the Dominion shocked the Cardassians. The Obsidian Order had infiltrated hundreds of agents in the guise of alien species over the years, and understood the power that a shapeshifter had in an intelligence war. This made them concerned and paranoid enough to contact their closest rivals the Tal Shiar. From their the two intelligence agents began plotting, the Cardassians shared the information they had on

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Changelings, gained from their studies of Odo before he gained sentience, the Tal Shiar for their part supplied Cloaking devices, and they both began constructing a covert fleet to strike swiftly and destroy the founders, both unaware that their worst fears had already occurred and they had been infiltrated by founders who masterminded this very plan.

When the joint Obsidian Order/Tal Shiar assault on the Founders home world failed, it decimated the two Intelligence agencies. Now suddenly without the oppressive Order watching over them, the Cardassians began to find freedom, and without the order in full operation, Cardassian intelligence on Maquis activities was almost non-existent.

Suddenly the Maquis found itself able to operate almost unopposed with just the slow Bureaucracy of the Unions Navy opposing. Several daring and successful strike later they had almost reached their goals, almost gaining independence and a withdrawal of Cardassian forces.

Meanwhile on Cardassia, the Detapa Council was overthrown by a Civilian government, pushing aside the military Dictatorship the political advantage coming as much as a surprise to the Cardassians as it did the rest of the Quadrant.

Now the Klingons, guided by another Founder infiltrating as General Martok used the Cardassian border weakness, and the sudden reversal of politics as evidence of Founder infiltration from the Gamma Quadrant,

invaded Cardassian space embarking on a bloody war of retribution and forcing the Cardassian forces into rout. It was during this period that Gul Dukat made arrangements with the Dominion allowing them a foothold in the Alpha Quadrant in exchange for military power, first to eradicate the Maquis and Klingon threat, and then to ensure that Cardassia took her righteous place as leaders of the Alpha Quadrant. Beginning the chain reaction that would lead to the Dominion War, the bloodiest conflict in the Federations history.

Once within Cardassian territory the Dominion began their plans for conflict. Beginning with the total stabilisation of their new annex. They sent out the Jem'Hadar, with orders to destroy the Maquis. And that is just what they did. Within days the Maquis had fallen... Forced into full retreat and destroyed on sight wherever they were found, both rebels and colonists alike.

A few escaped the purges, fleeing into the badlands, to survive for weeks before they were finally found, cornered and destroyed. The very lucky few escaped into Federation territory, where the civilian colonists were relocated and a small few Maquis activists managed to quietly disappear. The vast majority of this small group ended up in Federation custody, many handing themselves over in exchange for the liberty of those they knew to be innocent refugees escaping the slaughter. Starfleet for its part took them at their word. And like that, the Maquis had faded into history once more. Gone, not with a bang, but a whimper...

Chapter Two.

Who Are the Maquis.

Members of the Maquis had often been victims of violence directed at them by both the Cardassian military and Cardassian colonists. They felt the intention was to force them from their homes, and many chose to fight rather than leave. Considered criminal by the Federation and Terrorists by the Cardassian's, the Maquis fought a losing war fighting for the principal rather than any military gains. Often in fact the operational Maquis would actually make things worse for the Colonies, and it was not long before many of the Colonies fought so hard over, were lost, and the Colonists became refugees.

But while the bulk of the Maquis forces came from the former Federation Colonies within the DMZ, this was not their only recruitment ground. Many Starfleet Officers, either veterans of the Federation Cardassian war decades before, or witnesses to other Cardassian atrocities, or simply indoctrinated with Starfleet's 'heart', allowing them to empathise with the colonists plight and unable to stand by and let it happen. These highly skilled, well-trained and often senior officers defected to the cause, often taking material goods and supplies, with them. The most senior defector was Lieutenant Commander Calvin Hudson, the Starfleet Attaché to the former Federation colonies. Forced to take action to help his friends and unable to stand the hypocrisy of his opposite number Gul Evek.

Other significant defections were those of Thomas Riker, while short-lived, the theft of the Defiant and revelation of the illegal Obsidian Order fleet under construction,

along with his high-profile arrest and incarceration within the Cardassian judicial system made him a Martyr for the cause as well one of their greatest successes.

Lt. Commander Michael Eddington was another significant defector, as chief of Security on DS9 it was his job to ensure that the Maquis were subdued, all the while supplying them with information, eventually defecting with the theft of a Vulcan Freighter and 12 Industrial replicators originally destined to be supplied to Cardassia. A poetic theft worthy of Eddington's later war with his former CO, Captain Benjamin Sisko, which Eddington came to see as mirroring the events in Victor Hugo's 'Les Miserable'.

Another source of recruitment came from Bajor. A nearby planet, while not yet part of the Federation, it had been occupied and despoiled by Cardassian forces for over 40 years, and many Bajorans had risen against their oppressors forcing them eventually into a retreat. These recent events were fresh in Bajoran minds and so many Bajorans understood and empathised with the Colonists, and the Maquis. And some were more than happy to continue their war against the Cardassians. Supplying personnel, supplies and much needed experience, both in fighting the Cardassians and in guerrilla warfare, they infused an ethic and a method of warfare that Starfleet simply didn't teach. The combination made the Maquis all the more powerful... Despite their desperate shortage of supplies and ships.

Another group found themselves drawn to the Maquis, the lost, the dispossessed, the mercenary and those simply looking for a fight. While their lack of faith in the cause often sparked against the principles of those who truly believed in their cause, but undeniably these extra hands were welcomed as valuable members of the group, bringing both experience and often equipment with them.

Some would find themselves subverted by the cause that they fought for, becoming true Maquis and finding friends and family from those around them despite whatever shallow reasoning had brought them to fight for the group. Others would remain far more mercenary, despite the disparagement of the comrades in arms. They fought for material gain, whether it be money, spoils or simply a violent release. If they were caught or fell in battle, these individuals were missed but rarely mourned.

The Maquis became a diverse organisation of people from various walks of life, from the professional soldiers, to scientists, through to Colonists... With straight laced former Starfleet officers fighting for an ideal cause and the rag tag mercenary simply fighting for money working side by side. Very few organisations offered such diversity with such a small group. Drawing their membership from a range of Federation, and Federation-Friendly, species, but primarily from the core colonies that fell within the DMZ. It became difficult to pin down the average member.

Chapter Three

Ways and Means, How the Maquis work.

Organisation

The Maquis are divided into a cell structure, typical of Guerrilla and Terrorist warfare. Divided into small groups who work and fight together and linked via their cell leaders, who liaise with the next highest link. In this way the capture of a single member poses little threat to the group as a whole, with cell members unable to divulge intelligence if captured.

The Cell leaders coordinate assaults with their contacts. Either gathering enough forces to ensure success of the mission plan, or simply lodging an assault plan. Usually done with minimal details, simply a group activity and type of target. Again, this vague information is used to make sure that should this superior be captured, that the Maquis below them doesn't fall. But some information has to be given to try and coordinate the Maquis assaults rather than running the risk of multiple Maquis cells assaulting the same target where such large numbers would be wasted.

Cell Structure;

A typical Maquis cell is relatively small, usually focused around the crew of a vessel. Occasionally a cell may field several smaller vessels, a tactic common with colony-based cells, where the smaller ships are easier to conceal. Some larger ships, like the Maquis raider with a standing crew of 30 are often based in the badlands, with the crew operating as if on permanent assignment with trips to shore taken as opportunity allows.

Focused around a strong charismatic leader and a few lieutenants the core group will be a small trusted group, often working and living together for months on end, with a strong bond of camaraderie that is hard to break, the bonds formed by these combat veterans is hard to break into, and only a few truly gain this level if joining an existing cell... Outside of this are the new recruits and mercenaries, those that are new to the group and are either not entirely trusted or simply to 'green' to be expected to last.

Chain of Command & Rank;

With no official rank structure, all members of the Maquis are, in theory, equals, and the organisation tends to focus on a Democratic level, with groups decisions and votes used to elect targets and tactics. A group leader is needed however as a point of contact, and the group will often elect this individual. The leader is often a strong and charismatic individual and often has the complete trust of several group members. Once in charge the leader will make contact with the next link in the chain, and from there up to the Maquis leadership council. Due to the small size of the group, it is expected that the links between the field commanders and those that organise the resistance cannot be very large, although the exact size of the chain of command has never been identified. It is thought that many cell leaders are used as contact points giving the impression of many levels of command, while everybody works on an effectively equal plane. And

the Maquis leaders change with whoever the strongest field commander is. If so, this would make any attempt to destabilise and destroy the organisation next to impossible in the long run, even if the fluidity of Command would make true Control of the group equally impossible.

Although they may have left their Starfleet Rank behind, the Maquis appreciates and respects the experience and training that the rank represents, and often Starfleet defectors will find themselves in positions of seniority within the Maquis, commonly finding themselves in leadership roles, at least once they have proven their allegiance...

A cell leader will surround themselves with a few trusted crew-mates, who will serve as lieutenants. These Maquis must be able to take command should their leader fall, and must help command the Cell. Often these lieutenants will form a crews bridge crew, a tradition borrowed from Starfleet. However the composition of this group varies from cell-to-cell. Some Commanders surround themselves with 'yes' men to ensure their dominance over the group. Others choose their sub-command structure as a strong body of enforcers and like-minded individuals. Some surround themselves with their friends. However the strongest groups tend to be those that follow the Starfleet example, and create a varied group of different types of people from the militant to the diplomatic, the scientist to the engineer, creating a melting pot that allows a group to recognise potential errors and view alternate opinions... At their base

level, the Maquis and Starfleet continue to have far more in common than either group is entirely comfortable with.

Discipline;

Just as the fluidity of the command structure allows for a more relaxed crew, with promotions based around true ability and the respect of your peers, so Discipline loses its effectiveness. Without a rank structure or seniority, a member of a Maquis crew can choose to ignore orders issued by those that feel they have seniority. This can cause problems.

On the whole the Maquis is a fairly peaceable group internally. Dissent is solved by democracy, but occasionally decisions need to be made, and resolved quickly, and orders can become a bone of contention. When discipline is required 'the Maquis way' is often hard, becoming a matter of the strongest person issuing orders. If a command is given, a Maquis must be prepared to fight for their idea, literally. And hope that such an occurrence does not become an issue in a life-or-death struggle, or that none of their crew are stupid enough to make it so...

Recruitment

The Maquis must recruit covertly. In attempts to avoid detection by both Starfleet and by the Cardassians. They must also conduct careful screening to ensure that potential members are who they appear to be, and not spies sent to infiltrate and destroy the group. Commonly members of an individual cell will be on the lookout for likely candidates, who

are often drawn to the frontier and DMZ trying to seek out the Maquis themselves, personal opinion of the Cell members is very important in this area, with potential recruits passed over without their knowledge simply because they did not 'feel right'. Once a candidate is identified they will be watched while the cell uses whatever official contacts or access it has to check the recruits background.

Usually at this point the Cell chooses to make contact with the potential recruit, either, befriending them and trying to gain their trust, or kidnapping them and holding them until their story has been confirmed.

Other cells use other means of recruitment, but essentially they want an opportunity to hear the potential recruits story first hand, and to check this against the information they have discovered by their contacts, looking for discrepancies and trying to read the recruit as they reveal why they had come this far... Once again, personal opinion also plays an important part in this process, as the Maquis try to decide if the candidate will fit in with their group, or if they are lying and have a good cover story.

Once accepted a group member is often on an unofficial probation, and always accompanied by another member of the Cell, until such time as they have proved themselves. Sometimes this will be an obvious guard, a clear sign that the member must first prove their loyalties. Other times this watchman will be far more subtle, a friendly face keeping them company until such time as they

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have acted in a way the group feels proves their connection. The recruit would have very limited access to the group at this time, in order to minimise any damage they could do if they were not what they first seemed. This not only watches for spies, but also for certain 'unstable' elements that might damage the Maquis cause by their actions.

At first, the Maquis, while careful were able to recruit fairly openly, although some of their members remained paranoid they often accepted newcomers easily, and it was through luck rather than judgement that some infiltrators like Ro Laren found themselves in true sympathy with the Maquis cause and chose to defect rather than betray their comrades. As time went on, recruitment became more careful, and more Paranoid as both Starfleet and the Cardassians attempted to infiltrate the organisation. Infiltrators if caught were dealt with quickly,

The Maquis were on the lookout for specific character types, trying to break down the potential recruits into a Psychological profile. Ideally their preferred candidate would have a strong sense of personal integrity and right and wrong, and yet, this idea candidate should be willing to go out on a limb for what they believe. A pretty good description of the majority of Starfleet. It is no coincidence that former Starfleet officers often found themselves drawn to the Maquis cause as defectors or sympathisers.

Plot Seed

A Time to Choose.

Desperate to get an inside man on the Maquis, Starfleet has assigned an agent to gain access, however efforts at infiltration up until now have failed, usually with the spy discovered, beaten and dumped back on Starfleet doorstep, or with the spy's defection to the Maquis. Can your infiltrator manage to convince the Maquis of his intentions, and once on the inside can they remain objective and not get swayed by the Maquis cause.

Supply Chain

An irregular Supply chain supported the Maquis. Initially they began in the colonies, utilizing whatever was on hand, from Colonial transports and courier ships armed with make-shift weapons, through to Colony equipment, but as time went on and the jury-rigged systems failed to do enough to support their resistance, other sources of supplies were required.

Some members of the Maquis used their influence in Starfleet or within the Federation to gain access to Weapons and ships, sometimes sacrificing their commission in favour of their Maquis membership, others were able to covertly arrange supplies to reach their comrades for months before exposing their true allegiance.

Most often supplies of a humanitarian nature were easily appropriated from the Federation, however as Starfleet Security kept a strict monitor on ships and weapons Federation weapons were in a far more limited stocks.

In response, the Maquis also tried to arrange for other outside suppliers for these supplies. Often they would be forced to make deals

with Arms dealers, and within the 'squeaky-clean' Federation these businesses were few and far between. A few attempts failed, and some were even caught by Starfleet and Cardassian 'sting' operations. But many times the Maquis were successful, quickly learning the skills needed to work the underground networks, and developing contacts, just as representatives of the business concerns interested flooded the area, smelling profit on the Space Winds... Many of these dealers were Ferengi, and Maquis/Ferengi business relations prospered.

Other supplies, such as medicines and foodstuffs, or even personnel, were often ferried by Sympathisers. Independent Freighter Captains who understood the Maquis cause and risked breaching the Law in order to keep a supply route open. Many of these captains were mercenary independent, simply delivering supplies 'no questions asked'. Others, like Captain Kasidy Yates made regular supply runs, even though her sympathies did not turn to gun-running, she ensured that medical supplies and foodstuffs got through the blockades, meeting covert rendezvous in isolated spatial regions... The Maquis for their part, understood that such supplies were necessary, and didn't push weapons illicitly into these humanitarian cargoes. Although occasionally it became necessary to deliver these suppliers into the hands of waiting authorities if only to distract attention from a more serious operation, such as when Lt. Commander Eddington directed the USS Defiant to intercept Captain Yates ship, the Xhosa, in order to steal 12 Industrial Replicators.

The addition of these Replicators was a vital boost to the Maquis cause, enabling them to supply the organization significantly for some time. Initially they were fitted to the Stolen Vulcan freighter that had been transporting them to Cardassia. Hiding out in the badlands, replicating supplies from a mobile base. But the ship was only capable of supporting a limited usage of the Replicators, so while the Maquis split six replicators between two freighters for a mobile re-supply resource. They also distributed the other six replicators amongst the Maquis colonies. Unfortunately the stabilized location meant that the replicators were far less mobile than the Maquis, or even the colonies needed to be over the next year...

Theft was also a valid supply route. And was usually the only way the Maquis could acquire serious military assets. It had become common practice for a small cell of Maquis to sneak into a ship mothball yard and take control of several peregrine and Hawk class vessels, often taking multiple ships in a single swoop. A similar technique was also used to steal the USS Defiant, such thefts were often covert, and if possible went unnoticed until the next inspection... But if these assets were guarded then bolder thefts were required, with Maquis often bluffing they're way past guards, with missions of acquisition so vital that the inherent dangers became a requirement...

Law and Order

Both the Federation and the Cardassians officially consider the

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Maquis criminals and terrorists. This makes their operation in a region policed by those two powers... difficult, forcing the Maquis to attempt to operate without discovery or capture. This is compounded by their links to the Federation and to Starfleet, often tying their hands in operations against them for fear of creating an unreachable gulf between these two groups. Some Maquis feel that their bridges have been burned and that Starfleet is as equal a target as the Cardassians, but many recognise that there are yet more battles that need to be won against the Federation, battles that require diplomacy and politics rather than a fully charged Phaser. Fortunately, to date, hostilities against Starfleet have remained minor, and the Maquis has done little that might damage the tentative sympathies of many within the Federation.

Infiltrators;

They do actively police against infiltrators into the organisation. Once identified Infiltrators will soon find themselves left behind. Often Starfleet infiltrators will simply find themselves facing a test which is designed to force them to commit an act totally against their Starfleet training, something they could not commit and go back to duty with the fleet, something that would force them to fail if they truly were an Infiltrator, once confirmed they would either be forced out of the group, or simply beaten and left near a Starfleet facility, simply forcing the Maquis cell to move on and alter any information the infiltrator would have gathered so far. If the 'big talk' is to be believed, Cardassian infiltrators would be far less fortunate, had the

Maquis discovered any within the organisation.

Politics

Maquis Politics tended to reflect the Federation ideals that many had been raised with. However their open opposition to the Diplomatic treaty that ceded their colonies to the Cardassians, and the hostility shown them by the Cardassian government and colonists, have left them very cynical. Many Maquis are very politically savvy, and understand the true situation of the universe around them, rather than the rosy picture that they feel the Federation council paints...

They tread a fine line between lawful resistance, anarchy and outright terrorism, and this is rarely tempered with diplomacy, not because the Maquis do not wish it, but rather because neither the Federation nor Cardassians offer an open diplomatic channel.

This has led to a situation where the Maquis have to become motivated to fight for their survival over and above their politics, in the hope of true recognition and a chance to establish their standing. Politically, they have been forced to grow distant from their Federation origins, and it has yet to be seen what the true extent of this damage will be for either party...

Tactics

The Maquis employ a variety of Tactics in their combat operations. The prevalence of Starfleet personnel does mean that much of their tactical knowledge is Starfleet based and their ship combat tactics often reflect this... However, by

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necessity the Maquis often have to become creative in their interpretation of suitable tactics, and even make up a few new tricks... Although many cells found that some old tricks had become sufficiently aged, so as to be introduced to the universe as anew.

Of course sharing the tactical knowledge of one of its enemies did also offer the Maquis another avenue of Tactical advantage. As they often knew the weak points of certain Starfleet vessels and tactics, they were often able to turn this knowledge to their advantage. Exploiting these weaknesses to enable their success

Unconventional

The Maquis were often using very unconventional Tactics, and when combating Starfleet had access to advantages that even Starfleet hadn't expected.

Shortly after his defection, Michael Eddington managed to cripple the USS Defiant from an inferior vessel, by activating a cascading computer virus in the Defiant's computer system and shutting all the ships systems barring life-support and communications down. Thus leaving the Defiant adrift and calling for help, and enabling both his escape and shifting the patrolling Starfleet vessels to effect a rescue of the Defiant.

Even with such a decisive advantage, he had chosen to spare the lives of his former crewmates, a common problem facing the Maquis. Who were fighting a war while trying to keep any Starfleet casualties to an absolute minimum. An aspect of the war that held no

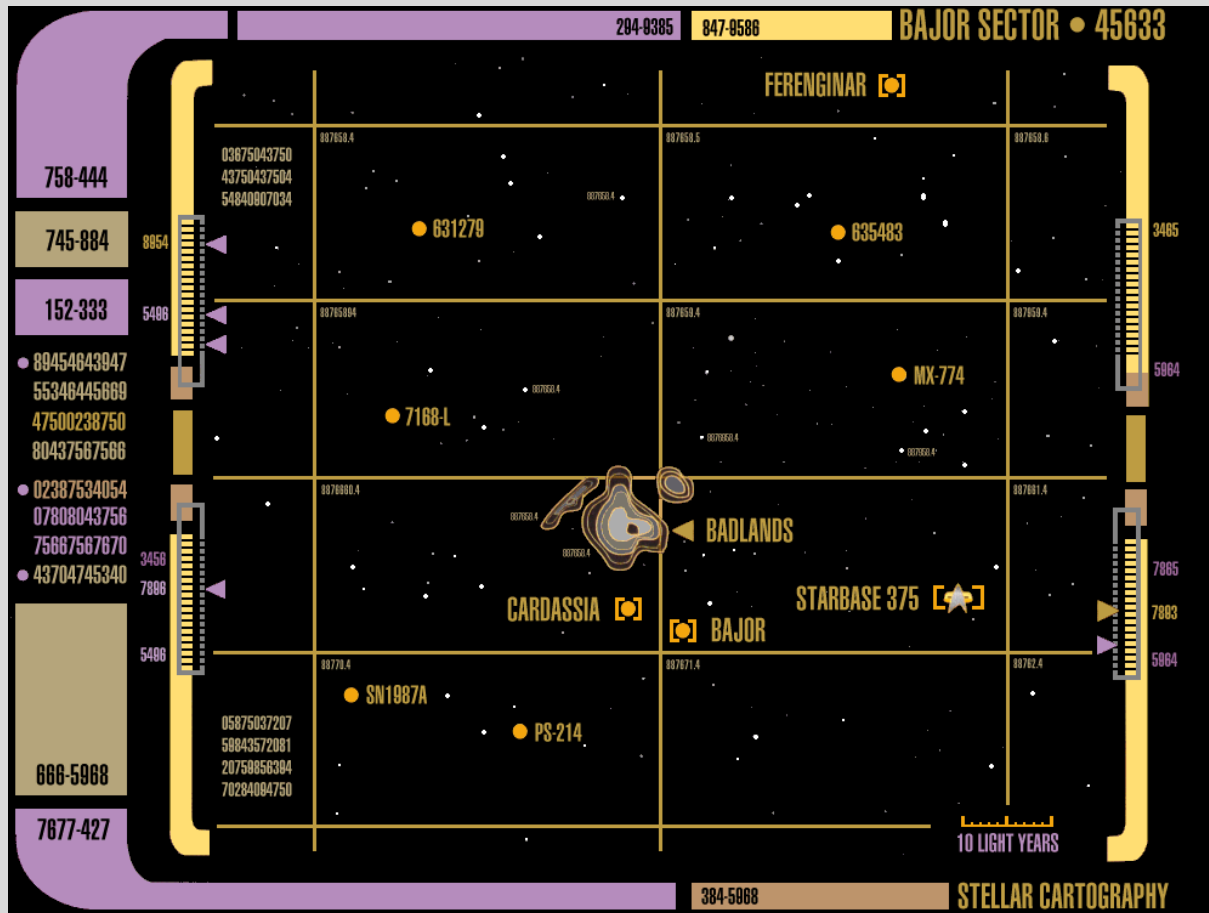
problems for the Maquis during their dealings with the Cardassians.

Hearts and Minds

One of the reasons that the Maquis tried to keep Starfleet Casualties low was due to a conflict of loyalties between the Former Federation Colonists and Ex-Starfleet members...

However the Maquis leadership also understood that this connection to the Federation also offered them their greatest sympathy. And that many felt a connection to the Maquis cause. They understood that while focusing their conflict on the Cardassians, and by keeping any hostilities against Starfleet and the Federation to an absolute minimum, they could retain the Sympathies of the Federation and keep channels of aid open. One aspect of their war that the Maquis always had control over, was the battle for the Hearts of the Federation, if not their minds...

The Badlands



The area known as the Badlands is a relatively stable stellar phenomenon stretching across nearly 10 light years of space along the Cardassian/Federation border, encompassing several star systems and rogue planetoids. Within furious plasma storms rage rendering it a serious navigational hazard and even impassable to many larger, less manoeuvrable vessels. In addition to the known danger of the plasma storms, spacer superstition has also built around the area, with rumours abound of unexplained damage to ships traversing the few space lanes that cross the region, and of mysterious disappearances, the most high profile of which was the USS Voyager. This Superstition makes this phenomenon akin to ancient maritime legends such as the Bermuda Triangle.

Naturally this makes the badlands a haven for Rogues and Renegades, and had offered sanctuary for both the Bajoran resistance, and much later for the Maquis in their campaigns against the Cardassians.

Superstition denied.

Lost in 2370, the USS Voyager was the highest profile vessel, and the last, to be lost in the Badlands. Unfettered by superstition, Starfleet continued its search for the lost ship, while at the same time, re-evaluating the Intrepid Class Pathfinder, the USS Intrepid, checking for design flaws. In 2373, the USS Voyager was declared lost, and the Intrepid class re-established as a viable design again. The loss of the Voyager remained an unfortunate mystery.

The mystery was finally solved in 2375, when the USS Voyager re-initiated contact with Starfleet, revealing that they, and a Maquis crew had been abducted by an advanced Alien Intelligence. And now the survivors of both crews were seeking a way home, having traversed nearly 1/3 of their 70 year journey in just 5 years. The mystery of the vessels disappearance had been solved and the Badlands lost much of its mystique.

Navigational Hazard.

Despite all the superstition attached, the Badlands poses a serious hazard to Navigation. A few well-charted space lanes allow freighters to access and trade with some of the planetary systems capable of supporting colonies within, but for the most part the larger vessels used by both Starfleet and the Cardassian Navy stay out of the region, for fear of serious damage.

The only vessels that can safely traverse the Badlands are smaller ships, their smaller size offers them more manoeuvrability and enables them to avoid the sudden plasma twisters that appear during the many plasma storms within the region. The Intrepid class vessel is one of the few ships of her size with the ability to safely traverse the region due to the ships manoeuvrability. However even these smaller ships must have good pilots at the helm to ensure that they do react in time, as the Plasma Twisters are more than enough to swat the little ships from existence. Failure to react and void these plasma storms can endanger the vessel, their shields already hampered by the electromagnetic radiation, the sudden formation of a plasma twister can deliver an impact comparable with Romulan Plasma Torpedo's... All the more deadly without full shield capabilities.

Another side effect of the Badlands is the lack of Warp Drive within the region. The Plasma storms play havoc with warp fields, destabilising and collapsing active warp fields and forcing vessels down to sub-light speeds, and interfering with newer Warp Field, stopping them from forming. This could well be a good thing however, as a vessel at warp could easily pass through a Plasma Twister ripping the vessel apart before the crew even knew what had hit them. Thus travel within the Badlands must be done at Sub-light speeds under Impulse power.

Who wants to live in the Badlands?

For such a large, isolated region, it takes a special kind of colonist to want to make their home in the Badlands. The sensor and communications interference, and inability of many space faring vessels to traverse the region, along with the slow speeds that must be used by the vessels that can enter, while within the perimeters of the Badlands, has meant that much of the core remains unexplored. This situation suits many that wish to remain isolated and cut-off from those around them. Only a small few colonists choose to live there, by far the greater group are those on the run, the criminal and those that simply do not wish to be found. Both the Maquis and Bajoran resistance had bases there using uncharted planets to offer a safe haven and sanctuary to plan and equip raids against the Cardassians. Breen Pirates are also known to raid shipping in the area, one of their and Dilithium Mines bases in the Dozaria system was assaulted and liberated in 2373 by Gul Dukat and Kira Nerys.

However, while the Badlands may be a harsh, brutal stellar phenomenon, there do remain several habitable locations within the area. Many of the Class-M environments are on small planetoids many of which are located in the Terrakov Belt, although smaller and more isolated planets exist within the Badlands.

Chapter Four

Friends and Enemies of the Maquis.

The Former Federation Colonists;

To the Colonists the Maquis are heroes. Sworn to defend them, to shelter them and to protect their liberty. The Colonists supply the bulk of the Maquis membership, and gladly offer shelter and supplies that can be spared.

Indeed there are very few colonists who are not Maquis, at least in their hearts. Those too young, too old or too infirm to fight do what little they can when they can, providing intelligence, supplies, whatever they can offer. And in exchange the Maquis ensures the Colonists safety. This includes the wholesale relocation of Colonies when the 'war' heated up and the Cardassians began attacking the colonies themselves in frustration at their inability to draw the Maquis into open warfare...

This relationship between the colonists and the Maquis, and the legal ambiguity in prosecuting the innocent colonists, or even prove the connection beyond speculation and hearsay allowed many Maquis an open hiding place, enabling them to retain a real-life in addition to their Maquis activities, at least until discovery of their identities. Towards the end, when what remained of the Colonies and Maquis fled to the Federation while the Jem'Hadar conducted their purges, slaughtering colonists and Maquis alike, it is thought that many Maquis remained quietly with the refugee colonists, with not enough evidence to prosecute them Starfleet simply set them loose to escape the front lines.

Starfleet and the Federation;

Of all the Maquis enemies, the relationship with the Federation was the most ambiguous. The Federation represented both their past, and their betrayal. Coming from Federation sponsored colonies that government was their parent body. And yet, the Federation had signed away their colonies in a treaty. It did not matter that the treaty had been amended due to the colonists decision to remain in their homes, the fact that the Federation and Starfleet choose not to protect their own was a great blow to the Colonies, and enforced their isolated mindset.

On the one hand, there was much sympathy in the Federation for the Maquis cause. Cardassian brutality was a quantifiable trait, it had become well known, almost a cultural stereotype, and many Federation citizens and Starfleet officers disagreed with the decision to simply hand the colonies over to Cardassian Administration. The strong core of former Starfleet officers that helped organise and guide the embryonic Maquis and create its final structure was proof enough that not all in the Federation were the Maquis enemy. A fact that wasn't lost on the Maquis. Activities against the Federation were minimal. Limited to low casualty strikes and thefts, barely a scratch in comparison to the campaign waged against the Cardassians.

Many in the Federation continued to hold strong sympathies but did not have the conviction to support the Maquis. This was a common

trait, both in the Federation and in Starfleet, were they still considered the Maquis 'Federation', and some were even faced with Friends within the organisation. Many times the Maquis found that a blind eye was turned to their activities, not going un-noticed, but simply left to their own devices to complete whatever task they may. Resources, plentiful in the Federation utopia, were in dire need in the colonies, and many found it a minor thing to let humanitarian resources continue to be freely available, and only police contraband.

As time went on, the Maquis grew used to this taciturn disavowment of their activities, assuming it to be an unspoken approval, and it was then that matters occasionally went too far. Starfleet, charged with upholding the peace had to enforce the law, and while it was easy to accept a passive Maquis cell (even difficult to tell the difference from a colonist), an active Maquis operation had to be reacted to. And it was these personnel that Starfleet tried to hold and arrest.

Also targeted for arrest were former Starfleet officers, personnel that had chosen to go AWOL and defect to the Maquis, such as Cal Hudson, Michael Eddington or Ro Laren, commonly these personnel would steal significant assets during their defection, and cause significant upset along the border, believed to have 'broken the code' by their superiors, if any charges could be brought on these former Starfleet personnel, it would seek to do so with expediency. Others had simply resigned their commissions, for them there was no charge of desertion, no formal

reprimand for their actions, until such time as a crime had been committed, and then they were responsible for their actions.

Fighting the Friendly Foe

Like the Maquis, Starfleet also tried to keep their opponents Casualties low. Unwilling to fully engage a force who until recently had been Federation citizens and crewmates. This often led to tense stand-offs and equally to daring Maquis escapes when Starfleet ships simply wouldn't take the shot that would destroy the their Foe.

Instead Starfleet Tactics in dealing with the Maquis were based around the disabling of the Maquis resources, and taking the cells into custody.

While the Maquis tried to avoid this sentence, it was well known and accepted that given a choice, the Federation Judicial system was much fairer, and far less fatal than that of the Cardassians. And many Maquis were captured only when it came to a choice of who to surrender to.

Starfleet/Maquis Joint Operations;

Despite being opponents in law, and officially hostile. It was not unknown for Joint Starfleet/Maquis operations to occur. Although such missions were rare, they occurred in times of great necessity for Starfleet.

Not to be taken lightly, when such a joint mission was required it would usually involve a Maquis in custody. Often making a deal for a reduced sentence in exchange for

the Maquis members local knowledge of the Badlands, or of a particular Maquis group.

Many would refuse, even in exchange for offers of lighter sentences, their loyalty to their comrades was still strong.

But occasionally, a more mercenary member would help out... Or the outcome of a mission would be so serious that the prisoner would have no real choice but to help. It was in this capacity that several former Maquis became 'observers' during the Dominion war, serving as guides within the Badlands.

Repatriation

Now the Dominion war has passed, an opportunity has opened itself. Many have called for the independence of the Colonies, a move that the Cardassians have been powerless to stop. However there are voices within the Federation Council that call for an official apology and offer of repatriation.

While many see this as a politically motivated move, especially in more cynical times following the war... However others feel that, alongside the support in rebuilding the colonies, as well as Aide to the wounded Cardassian Union, an apology wouldn't go amiss, and while the Colonies may be hesitant to seek to be re-aligned with the Federation, that unless this opportunity is taken now it will become untenable later...

The Cardassian Union;

When the Maquis announced their presence officially, the conflict in the DMZ escalated. Rising beyond a conflict between colonists and instead becoming a policing action. Despite the treaty banning weapons in the DMZ, Cardassian pursuit of the Maquis was relentless. Chasing after them wherever it might lead, even into breach of treaty. For years all the Federation would do was offer Diplomatic protests to these breaches, neither side really wanted to go to war, and yet they each allowed the situation to worsen.

The Cardassians seemed unable to learn from history. When faced with the Maquis, they simply drafted their forces forward, bringing those that had been assigned to the Bajoran Occupation, and combating the Bajoran resistance forward. However while similarities and personnel involved were similar, the situation was not. Bajor had been a ground based conflict, with few off-world incidents, while the Maquis waged a similar war in space and upon the ground, and the presence of former Starfleet personnel meant that there was military training at the heart of the Maquis command structure, rather than the untrained rabble of Colonists they had expected to face. This led to several tactical errors on the part of the Cardassian Navy that allowed the Maquis to gain the upper hand on several occasions. However as time wore on, the experiences allowed the Cardassians to even the score, safe in the knowledge that the Federation bred weakness would

hold these colonists in check, that the Maquis would be afraid to go beyond the rules of conduct used by Starfleet. That, at the end of the day, they would fear true conflict, and seek peaceful ends, whereupon the Cardassians would demand their extradition and restitution.

They were wrong again. Despite having been raised with Federation values, the Maquis were fighting for their existence, and so once the stakes were raised and matched, the Maquis were forced to raise the stakes once more, the conflict spiralling ever greater with tactics bordering on genocide. Including the use of Biogenic weapons against the Cardassian Colony on Veloz Prime, used to force Cardassian Colonists to abandon a colony planet or be killed by Cobalt Diselenide poisoning. The one concession to Starfleet Training and Federation backgrounds, the Maquis leader, Eddington, gave fair warning and allowed the colonists to escape... But had the conflict lasted much longer, it was possible that even these strong ethics may have come into question.

Cardassian Colonists;

The Cardassian Colonists saw the Maquis as dire enemies. Unable to accept their own part in the creation of the organisation, that the heavy-handed tactics commonly used by Cardassians were the driving force that caused the Maquis to become a defensive force protecting the colonists right to their homes. At first the Colonists were the sole group opposing the Maquis, with the under-handed support of their military, they supplied small arms

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and weapons systems, to enable them to force the Colonists out. The Cardassian history of Military Service meant that even their colonists were military trained.

But once the Maquis had announced their presence it all became a military matter anyway. Once a confirmed terrorist organisation was in place rather than sporadic fighting between colonists, the Cardassian war machine geared up to police the area. Still restrained by the rules of the DMZ, and officially holding to the treaty, the absence of weapons within the Demilitarised zone became a joke, as Cardassian warships pursued Maquis raiders across the border and beyond, as Cardassian soldiers searched colonies for known Maquis and sympathisers. And many Cardassian colonists, found their reserve status activated drawing them back to the Cardassian Navy to help deal with this threat, supplementing the armed forces ranged against the Maquis, and continuing to escalate the problem.

The Dominion;

The Dominion simply did not care about the Maquis. They were as insignificant to the Dominion as a pawn on a chessboard, and the Dominion planned to use them exactly that way too. The continued presence of the Maquis played a significant role in the Dominion plans to enter the Alpha quadrant. Using the hostilities of the Maquis against the Cardassians, combined with the war against the Klingons, the Dominion offered the Cardassians an alliance, offering power and military might in exchange for a

base of operations. The Cardassians readily agreed, led by Gul Dukat.

With thousands of years of history, the Dominion had fought many types of conflict through the Gamma Quadrant, from Diplomatic and covert wars fought behind the scenes through to outright war on large battlefields both in space and on a planets surface... One thing remained a constant, even if they had lost past battles, the Dominion had never lost a war. The experience of their Jem'Hadar included the skills needed to put down a small brush-fire war. Quickly... Mercilessly...

Within days of the alliance the Purges began, as squadrons of Jem'Hadar fighters swarmed into Maquis space and the Badlands, the fast, agile, advanced ships quickly over-whelming anything the Maquis could field in defence. Jem'Hadar troops landed and began the wholesale slaughter of both the Maquis and the Colonists, making no distinction between them. Everyone they caught, they killed, man, woman and child.

The first planet struck was Veloz Prime, resettled by the Maquis after they had forced the Cardassian Colonists to evacuate. It was an easy target, unprepared for the scale of viciousness, the colonists were caught totally by surprise, and only a small few escaped. Unknown, the survivors had been allowed to flee, by the orders of the Vorta field commanders just enough to spread word and panic at the news of the massacre, and to flush out the other Maquis... Within hours the exodus had begun, with Jem'Hadar vessels

hounding the refugees and murdering any that they caught... And word of the atrocity began to spread like wildfire, quickly reaching Federation space and beyond. These purges ceased on Athos IV, a planetoid in the Badlands, where the last few Maquis were rescued by a joint Starfleet/Maquis operation.

The Romulan Empire;

To the Romulans, the matter meant very little. However, the Romulans have never agreed with the ancient adage that *'The enemy of my enemy, is my friend'*. To them, *'The Enemy of their Enemy, are merely two distracted Enemies'*. This situation suited the Empire's purposes just fine, especially as the conflict had caused political and sociological ripples affecting their political Rival, The Federation, thus distracting three enemies. All with little to no effort on their part. The path of D'era was fulfilling itself as one by one the galactic powers began to fall, leaving the Romulan Empire strong and in command.

Still, there was little harm in ensuring that D'era would prevail. Carefully, covertly the Romulans saw to it that the Maquis received help. A nudge here, a little bit of intelligence there, and arranging for the amateur attempts at underworld arms deals led by the Formerly squeaky clean Starfleeters met with occasional success. The Tal Shiar seemed to enjoy their small effort at supporting the Maquis cause, and subverting those who had held such high principles for so long. All under the final goal of destabilising the power bases of both the United Federation of Planets and Cardassian Union. Their small

effort remained clandestine, and secret, the records and incriminating evidence long since destroyed lest their duplicity ever be discovered, even such second hand arrangements as had been made could easily damage the Empire's political standing in light of later events.

The Klingon Empire;

Of all the Galactic powers, the Klingon Empire was the most open in their support of the Maquis cause. Like the Colonists that surrounded the Maquis, the Klingons also saw them as honourable warriors, fighting for what they believed in. More than a few Klingons sought out the Maquis in order to find a good honourable fight in the early days, and among these some KDF agents were also dispatched in order to train and support the Maquis activities. While their numbers were never numerous, it was not unusual to see Klingons on the battlefield, revelling in the glory of war. The Klingon government also choose to support the Maquis with more serious means, offering tactical systems for their ships, smuggled in under cloak, and enabling the Maquis to use Disruptors and Torpedo's against the larger Cardassian Navy ships.

Meanwhile the Klingons plotted their own invasion of the newly destabilised Cardassian border. Gowron advised by his trusted military commander General Martok, was sure that such an action would draw Federation support, leading to a quick glorious victory for the Allies. All they needed to do was prove that the Dominion had infiltrated

Shapeshifters into the Cardassian Union. Unfortunately it was Martok that was really the shapeshifter, sent by the Dominion to further weaken the Cardassian Union, and force them into an alliance, the Klingons had been quietly manipulated by the Dominion, unwittingly been used to further their ends.

The Ferengi Alliance;

As with all conflicts, the Maquis/Cardassian troubles offered the Ferengi many lucrative business opportunities, an opportunity to make latinum, as the 34th Rule of Acquisition states '*War is Good for Business*'. But then such an attitude had been expected, and thus the Starfleet and Cardassian picket ships that patrolled the DMZ made extra-sure that incoming convoys from the Ferengi were checked for illegal weapons shipments. The Ferengi however, are no strangers to customs inspections, and simply found ways around them in order to fulfil any contractual obligations. For a substantial bonus of course.

As a government, the Ferengi Alliance in no way endorsed the conflict, just as it no way endorses ANY conflict. And as such remained passively neutral, offering business to either side. However as is common practice, individual Ferengi Business Associates (they really dislike the term 'Businessman') were free to make up their own business rules, as long as they bound within the Ferengi Commerce Authority trade regulations, and the Rules of Acquisition... And so, many arms dealers and mercenary brokers, or their representatives, made a

beeline for the frontier, keen to make a profit on all this business potential. At least until 2372, there was indeed good business to be had. Despite the lack of resources available, the Maquis had a greater need for supplies, and so they found ways to pay their tabs, or simply learned better ways to negotiate with Ferengi.

However, when the Dominion entered the picture, even the Ferengi were struck by the speed and viciousness of the assault on the Maquis. Taking everyone by surprise, the horror over the massive loss of life over those few short days caused many Ferengi Business Associates to close accounts and leave the region. Some left through fear, others because they believed their customers dead and chance of profit falling the longer they stayed. Others remained; a few even took up smuggling the Maquis and colonists away, seeing a new profitable opportunity. But it is worth noting, that not one Ferengi Business Associate sold information on Maquis evacuation to the Dominion. An event (or lack thereof) that after its discovery took many people by surprise

Since the Dominion War the Ferengi have continued to develop their ties with the Independent Colonies. And an open offer has been made to the surviving Maquis to enable them to take up commissions in the Ferengi Navy... A loose organization of Privateers, commissioned by both Government and individual concerns and charged with the defence of Ferengi Business interests. Many members of the Ferengi Navy are alien and hired for their skill and

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ability, and the Maquis were known for both.

linked, and a common part of the Maquis movement.

Bajor;

The Bajorans run a fine line. They seek to join the Federation, and the Starfleet facility at Deep Space Nine administered by Starfleet is charged with helping Bajor prepare Bajor for its Federation Membership, and by location also become the central Command post against the Maquis.

However, after fifty years of occupation, with her liberation still recent in the minds of the Bajorans. The atrocities of the Cardassians are still fresh, and many Bajorans burn with hatred and seek revenge... The Maquis seem like kindred spirits.

Officially the Bajoran government declared itself neutral on the issue, choosing a stance that would neither annoy the Starfleet personnel assigned to Deep Space Nine, nor affect their membership application. However privately Bajor had become sympathetic. Choosing instead to take no action unless crimes were committed against the Bajoran people, this stance was usually only enforced against weapons dealing and smuggling.

Former resistance fighters sometimes took a more 'direct' stance, and some even left to join the Maquis, and continue the fight against the Cardassians. A few took old weapons caches hidden from the days of the Resistance, and used them to supply Maquis cells when they joined. So many in fact that Bajorans were inevitably

Their fight over, many Maquis were left languishing in Federation Prisons, wondering on the fate of their fallen comrades, the Jem'Hadar purge decimating their numbers.

But now a war raged, the kind the Federation had never endured. The Dominion campaigned a war of attrition that at times it seemed the Federation would loose. And yet much needed personnel remain, languishing in prison for past crimes against Cardassia, the Ally, and willing partner in war, of the Dominion. Many people questioned this, from civilians to Starfleet officers, yet the decisions seemed to get bogged down in bureaucracy. Leaving combat veterans and former Starfleet personnel in their cells while the front lines were mown down.

But the truth is never as easy as it may seem. Many of the Maquis had committed crimes against the Federation, fought openly against policing ships sent by Starfleet, and the open truth was that the vast majority of the Maquis in Federation Jails had been caught committing crimes against the Federation, those caught committing crimes against Cardassians rarely made it to Federation space, and faced a far harsher judicial system, where many were simply executed.

It came down to individual decisions. There were Maquis fighting in the Dominion war, but more often than not, these personnel were pressed into service due to local knowledge or particular skills simply out of the range of the standard Starfleet

Chapter Five.

Forged in Hell, The Aftermath of the Dominion War.

Officer, others found the frontlines changing so rapidly that their former prisons became frontline garrisons with all able personnel pressed into service.

Of the few survivors, most of the Maquis served against the Dominion in some way, and some were even decorated for their duty. Michael Eddington, for example, received the Distinguished Service Cross posthumously for his actions in 2373.

In the end, the Federation council simply commuted all sentences and reunited the Maquis with the Colonists from the former DMZ. Just in time for the wars close, and the historic signing of the Treaty of Bajor. The Cardassians were in a state of flux, their final Rebellion while gaining them popularity had cost them dearly, and now they were forced to turn their focus inward and heal the scars of war. The former DMZ, created through a need for expansion was beyond their ability to police and control. Both General Martok and Admiral Ross proposed that the territory be returned to the colonists as independent territory, a political move that gave the Maquis that which they had sought and fought for so long, a territory to call their own. The Maquis themselves chose this time to retire and return to their former lives, becoming a militia, should the need arise, like the Minutemen from Ancient America. A further surprising ally of the Maquis came with the Romulans who both supported the institution of the independent colonies, but also gave up some planets that had become Romulan territory during the war, along with supplies to help the colonies set-

up. Their reasons for doing so remain they're own, and undisclosed, but Starfleet believes that their motives as always are not without price. Not only does the presence of the independent colonies destabilise the region, but they feel that at some point the Romulans may well call in this favour, the true cost of their 'Generosity' becoming

The creation of this independent territory was two-fold... It was also hoped that their independence would douse the fires of the remaining Maquis rebels, especially now that more were returning in the lost USS Voyager, currently making headway for Earth. This peace would also ties to be created with the Federation, with the possibility that at some future date, the Maquis would forgive the transgressions of the past and seek to re-integrate themselves within the Federation. Meanwhile supplies and trading could resume to enable the colonies to recreate themselves as they once were.

It had been a long fight, but it seemed that it was finally over. For most, for among the settlers remained a seed of hatred of Cardassia, similar to that found on Bajor nearly a decade before, some still wished to continue their war, especially now that Cardassia had fallen so low. Others tried to temper this with reason, after all they had won and there was no need to sink to the level of the Cardassians who had caused them such pain, now was the time to rise high and forgive, to focus on the future rather than the past. A third element has also taken residence, released from her sentence Alixus

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a former federation citizen who started a philosophy of life unencumbered with technology on the Orellius colony grew attached to some of the Maquis that she shared her prison colony with and like her son, has gained more followers for her technophobe community. And has taken residence on a planet in the former DMZ. While she doesn't share many views with all the Maquis, she does share a dislike of the Federation ways, even if they meet from different starting points. She has restarted a small agrarian colony where she leads as Martriarch, and they live by the land discarding all technology. Some have called for her to join the Maquis leadership council, where her strong personality and will could serve her well... Others feel that the wholesale discarding of technology that this would require would leave the independent colonies weaker than the Cardassians and that such an action would make them future targets at some point.

Much of the border waits with baited breath to see who succeeds in this particular power struggle, to see if the region is destined for more war or if they are finally ready for Peace.

For themselves, Starfleet, still desperately short of personnel due to wartime losses has offered commissions to former officers, on the condition that they accept a reprimand and 'time already served' on their service records (a political decision, but not unreasonable). Some have stepped back into Starfleet life quickly; others have remained disillusioned and sceptical. It is no

surprise that these two groups also closely match the two political stands of the Maquis colonists.

The Maquis were equipped with a variety of older spacecraft, mostly obtained from Federation sources. One common type was a small two or three person craft used for ship-to-ship engagements and covert attacks. These ships were often equipped with photon torpedo's, type-8 phaser banks and transporters.

Chapter Six:

Equipping the Maquis.

The Maquis use a lot of stolen, 'liberated' or scrounged gear, much of it old and dated, but used out of necessity. As a small under-funded organisation, with little outside support, they often had to make do with what was available, and cut the best deals possible. Commonly Federation and Starfleet equipment finds its way into their armouries and supply's, as does Klingon. The presence of Starfleet equipment is hardly surprising as the vast majority of the Maquis membership can from former Federation Colonists and Starfleet personnel, and the Klingon supplies seem to find themselves on almost any front-line... Not only was their training and experience deferring in preference of Federation systems, but the proximity of the Federation and its lax security offered many opportunities for the Maquis to appropriate what was needed... It should also be noted that many sympathisers were within both the Federation and Starfleet, who, while not activists, were more than happy to 'look the other way' or even openly supply humanitarian aid.

However with irregular supply routes, little uniformity can be applied to equipment and each group member's gear is as different and varied as the civilian clothes

preferred by their operatives. Disruptors and Phasers and even knives are openly, and commonly carried, ranging from almost antique examples through to current models, yet all seem to be kept in good working order, as would be expected with the tools that keep the Maquis alive on a daily basis. Communicators and tricorders are also carried if available, but often this is the peak of the Maquis tech, and occasionally not even this high.

Away teams from a motley crew with the open weapons and worn in clothes making them appear more like a pirate group than that of a group of soldiers. Clothes tend to be practical and darker and earthen colours. Worn for durability, accessibility and comfort, as well as to enable any away team to blend into their surroundings.

All equipment from medical gear and basic weapons can be found in the Core-rulebooks, many weapons will be 'generic' Phasers and Disruptors, players are urged to create names for them. Much of their equipment will be of a far lower tech level than the average Federation citizen would be used too, from packets of field rations, blades and medical kits based around a pain-killer/bandage combo, the Maquis must be as handy with these low tech sources as they must with state-of-the-art equipment.

Starships used by the Maquis;

Ju'Day class - Maquis Raider;



Class and Type; Ju'Day Class

Patrol Vessel

Commissioning Date; 2330

De-Commissioning Date; 2350's

Hull Characteristics

Size; 3 (L=113.5m,
W=125.2m, H=21.6m, 2

Decks)

Resistance; 2

Structural Points; 60

Operations Characteristics

Crew/Passengers/Evac;

10/40/100 [5 Power]

Computers; 2 [2 Power]

Transporters; 1 Primary [1
Power]

Tractor Beams; 1 fd, 1 ad [2
Power/Rating]

Propulsion and Power

Characteristics

Warp System; 4.0/6.0/8.0 (8
hours) [2 Power/Warp
Factor]

Impulse System; .5c/.75c
[[5/7 Power]

Power; Between 100–150

Sensor Systems

Long-Range Sensors; +1/12
light years [6 Power]

Lateral Sensors; +1/1 light
year [4 Power]

Navigational Sensors; +1 [5
Power]

Cloak; Usually None

Sensors Skill; 4

Weapons System

B'Rel Class, Type 8

Disruptors

Range;

10/30,000/100,000/300,000

Arc; All (720 Degrees)

Torpedo Launcher

Number 20

Launchers; 1 ad, 1 fv

Spread; 1

Arc; Forward or Aft, but are self-guided

Range; 10/100/1,000/5,000

Accuracy; 4/5/7/10

Damage; 20 (photon torpedo)

Power; [5]

Weapons Skill; 4

Defensive Systems

Deflector Shield

Protection; 35 (45)

Power; [35]

Description and Notes

The atypical Maquis Raider is an antique, a sister design to the Peregrine class, and used by Starfleet at about the same time. Unlike the many Capital ships fielded by Starfleet, they also field hundreds of thousands of smaller vessels alongside their prestigious fleet, such as shuttles and transports for various other duties. The Hawk class is one of those faceless thousands, given a new life and infamy thanks to its ubiquitous connection to the Maquis.

In service with Starfleet over 40 years previously, the Ju'Day class served as a border patrol vessel, scout and customs cutter. It should also be noted that some vessels remain in service with several Federation Worlds for security forces, and remains perfectly serviceable, if a little outclassed by modern Capital ships. Several even remain mothballed in Starfleet yards for emergency use. It is now known that many of these vessels used by the Maquis were liberated from these Starfleet yard, and their



systems retro-fitted to extend their serviceable lifespan and enable to take on ships far superior to them... Given a little of the famed Federation ingenuity offered by former Starfleet engineers defecting to the Maquis.

Common modifications to the basic design of the Ju'Day class often included up rating the weapons systems, reinforcing the ships bulkheads and armour and rebuilding the Warp drives. These modifications would allow the Ju'Day's to withstand the constant beatings they would receive in the field, even if they did leave the warp drives temperamental at the worst of times. One of the most common upgrades was the addition of Klingon disruptors at the ships wing-tips, designed for the B'Rel class Bird of Prey, the Klingons found a great alternative with the Ju'Day, and donated many to the Maquis cause. It was several years before the true price of this donation was discovered when the Klingons invaded Cardassian space.

The vessels pressed into Maquis service were often renamed by their new captains, or sometimes the thefts were targeted due to a ships designation, suiting the sense of Irony of the Maquis in question.

Noteworthy Vessels; USS Ju'Day (NCC-9900), The *Liberty*, Maquis vessel, formerly *USS Liberty* (NCC-9981), decommissioned in 2363 and stolen for Maquis use in 2370, commander by former Starfleet officer Chakotay, and lost in combat with Gul Evек in 2370. The *Liberty* and *Independence* (Originally USS of the same name. Launched from Earth shipyards and decommissioned in 2371) both stolen for Maquis use and commanded by Eddington. The *Zola* (NAR-10023), in use by the Federation Marshall service

Bajoran Assault Ships;

The Maquis occasionally uses Bajoran Assault Ships in their arsenal.

The Bajoran Assault Vessel is primarily intended for troop transport, though it can be used as a fighter if necessary. Its chief handicap is that its microfusion impulse systems are only capable of an acceleration of 15,600 meters per second – far slower than even .1c – so most vessels easily outrun it. (In ship combat, the assault vessel is limited to moving no more than two movement units per round).

The Maquis acquired several Assault Vessels from sympathetic Bajorans. Rigging a warp reactor and nacelle system was complex, but gave the Maquis the needed troop, cargo and personnel transport capability without tying down more dedicated combat vessels.

Maquis upgrades to the Assault Ship vary from vessel to vessel, but the most common was the addition of a warp drive as resources were to scarce to be utilized on

modernizing a ship designed for sublight operations. Individual crews and captains often had a different view than the Maquis command, and utilized trade, scrounging, and outright theft to outfit their vessels.

Several Bajoran ships became property of *Long Walk Cargo and Delivery*, a private transport firm operating throughout the Bajor and surrounding sectors. Cardassian units operating on the border repeatedly accused Long Walk of being a front for Starfleet Intelligence, but could never find any evidence to associate the two.

Noteworthy Vessels/service records/encounters; Bajoran

Assault Vessel – prototype, *Hannibal's Walk*, first Bajoran vessel acquired and modified by the Maquis. *Lost Home* – anchored to an asteroid in the Badlands. The *Lost Home* and two other of the class were pulled to a secured location and docked together to serve as living quarters and a base of operations for the Maquis. As time passed additional passages and corridors were attached between the ships as the community grew.

Full details of the Bajoran Assault Ship can be found in the **DS9 Core Rulebook by Last Unicorn Games** on Page 218.

Peregrine Class Courier;



One of the older ship designs appropriated and used by the Maquis, the Peregrine class is a sister design to the Ju'Day, almost identical in every-way, except that the Peregrine is a far smaller vessel, with only enough room for a small crew. A fore-runner for the Starfleet Attack fighter, the Peregrine is only slightly larger than its replacement.

Often modified beyond the norm, the Peregrine was initially built as a fast courier vessel, capable of planetary and Starship deployment, it grew dated with advances in Sub-Space communications technology, and an enduring peace and prosperity meant that its use as a small scout ship/light fighter was deemed unnecessary, leaving only a limited usage in a training capacity, also little used in comparison to Shuttlecraft. The very aspects that had the ship mothballed decades before were the criteria that revived this aged ship when the fledgling Maquis sought vessels to enable their Rebellion against the Cardassians to thrive.

Full details of the Peregrine class courier can be found in the **DS9 Core Rulebook by Last Unicorn Games** on Page 226.

Starfleet Attack Fighter;



A number of S.A.F's were appropriated by the Maquis. Initially put in service by Lieutenant Commander Calvin Hudson, 5 S.A.F's were requested as Colonial Courier vessels. By the terms of the treaty, their weapons systems were removed or deactivated before assignment within the DMZ, to comply with the requirements of the treaty. However this state did not last long, upon arrival Maquis techs upgraded them with additional weapons systems, ready for use against Cardassian targets.

Once Cal Hudson defected to the Maquis for good, all pretence of Starfleet allegiance was removed and these vessels were further modified to suit Maquis needs.

Unlike the full SAF used by Starfleet, the Maquis vessels were modified, having originally been supplied as unarmed Courier Vessels. Unable to get suitable torpedo launchers, the vessels used by the Maquis were simply mounting the most powerful Phaser array they could supply.

Full details of the Starfleet Attack Fighter can be found in **Fires of Armageddon, the Dominion War sourcebook** on Page 95 (Spacedock Stats on Page 121.

Freighters/Transports;

The Maquis acquired access to several freighters and transport vessels through its history. Although not designed for combat, it was not unheard of for these unsuitable vessels to be pressed into combat duty when the situation was dire enough. They rarely lasted, and more often than not proved a greater liability.

The preference of the Maquis was to keep these vessels in reserve, to cover evacuations of Colonists, and serve as Mobile Hospitals. Many remained in possession of Maquis sympathisers, to enable regular supplies to reach them even through pseudo-official means.

Freighters also offered common, non-descript vessels that the Maquis could use on covert missions inside Federation or Cardassian space, when they needed to reach a target or location without combat...

Typical of the Freighters and Transports available to the Maquis is the Federation Erewon class Transport, often used as a colonial transport.

Class and Type; Erewon class
Colonial Transport
Commissioning Date; 2350s

Hull Characteristics

Size; 3 (L=100m, W=52m,
H=21.3m, 2 Decks)
Resistance; 1
Structural Points; 60

Operations Characteristics

Crew/Passengers/Evac;
4/100/600 [6 Power]
Computers; 2 [2 Power]

Transporters; 2 Personnel, 1
Cargo [2 power]
Tractor Beams; 1 aft [2
Power/Rating]

Propulsion and Power Characteristics

Warp System; 4.0/5.0/7.0 (8
Hours) [2 Power/Warp
Factor]
Impulse System; .25c/.5c
[2/5 Power]
Power;

Sensor Systems

Long-Range Sensors; +1/12
light years [6 Power]
Lateral Sensors; 0/1 light
year [4 Power]
Navigational Sensors; 0 [5
Power]
Cloak; None

Sensors Skill; 3

Weapons System (optional)

Type IV Phasers

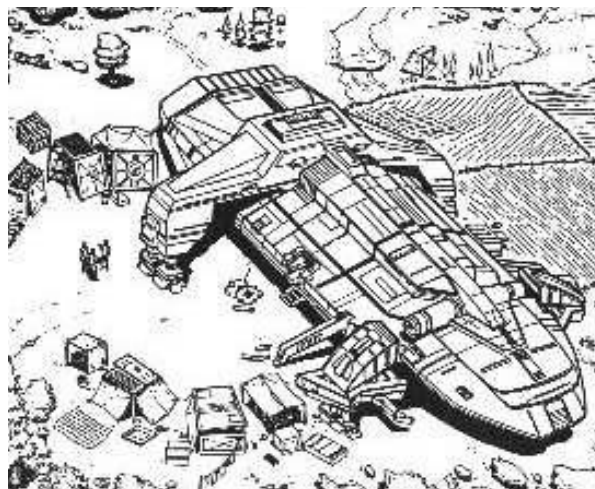
Range;
10/30,000/100,000/300,000
Arc; 90 degree forward
Accuracy; 5/6/8/11
Damage; 8
Power; [8]

Weapons Skill; 3

Defensive Systems

Deflector Shield

Protection; 24 (36)



Power; [24]

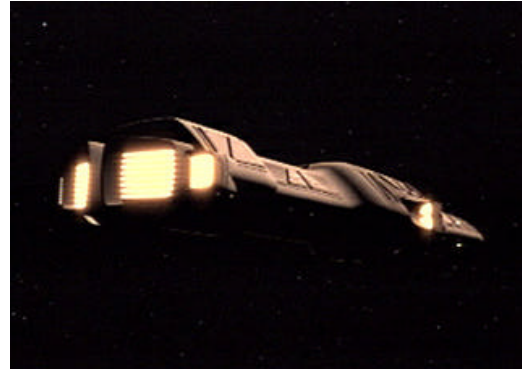
Description and Notes The Erewon class is one of many workhorses within the Federation, serving as a transport, in civilian service, Starfleet service and even with the merchant marine. It has found its niche however as a Colonial transport. Capable of taking at least 100 colonists to their new home, with enough resources and cargo to house them, supply them and enable them to set up a new colony. The vessel is capable of planetary landings and designed to operate in a ground support role as a central hub of a colony as communications and colonial administration, and even offering shelter and workshops within the ships quarters and the emptied cargo holds. Initially designed with no weapons some Erewon class vessels have been upgraded with light Type IV phasers used primarily as a tool rather than for defence, and these vessels are often found on mining colonies. *Noteworthy Vessels;* The SS Santa Maria was an Erewon class transport, taking colonists to Gemulon V when it crashed stranding its colonists on Orellius, a planet with no technology, they persevered and formed a colony anyway, remaining cut off until discovered by Benjamin Sisko in 2369.

Shuttles;

The faceless millions of shuttlecraft travelling about known space makes these small transport invaluable to all, and a common sight, whether it be amongst a large navel force or a small fighting force, allowing them passage around below most peoples notice at the cost of protection. Of course the point of using a shuttle is the

same as using a freighter or Transport, to try and avoid such tactical entanglements. Feel free to use standard shuttle stats, and describe the vessel as appropriate, after all, not all are going to be Federation or Starfleet in origin.

Cardassian 'Dreadnought' missiles.



These 'smart' weapons systems were designed by the Cardassians to deploy a highly destructive weapon over vast distances. They would be targeted and set loose, travelling at warp until they struck their target, smashing the base or planet in question with a very powerful anti-matter charge. Their one draw-back was that their deployment could only be planned in advance, thus they were limited to tactical operations against stationary targets. Still, as a weapon, they developed a fearsome reputation beyond their capabilities or even use.

And the Maquis captured some.

Former Starfleet Commander Chakotay's Maquis cell infiltrated a missile, and took over the ships artificial intelligence, re-programming the vessel into a Maquis-friendly version. They changed its target for a valid

Cardassian military target, and with the knowledge that capture was indeed possible added several layers of computer security. This would ensure that at the very least the missile could never be turned back on them, and at best would stop any infiltrators long enough until the missile struck its target. They launched the missile, but never toasted success, their missile was lost while closing with the target, and wouldn't be seen again on this side of the galaxy.

Of course the Maquis didn't know this. They did however realise the strength of their propaganda victory that the knowledge of possession of these weapons offered them. They started to build fabrications of the missiles and report possession of many more, and in the confusion on the loss of the Obsidian Order, much of this misinformation was accepted as true intelligence. The Maquis were credited with an effective destructive arsenal that never needed to be used in battle. There are some who claim that no misinformation was ever delivered, and that the Maquis Colonies still retain possession of these fearsome weapons located at secret launch sites, and will use them to ensure the colonies continued independence in the Aftermath of the Dominion War.

Full details of the Cardassian Dreadnought Missiles can be found in the **Cardassian Sourcebook, Book 1** on Page 82, with Spacedock Stats on Page 108

Maquis Starship Technology;

Incompatible Ship Technology;

Just as the Maquis became adept at creative engineering, and quick fixes to ensure short-term success at the expense of long term repairs and upkeep... So too did their ability to combine formerly incompatible technologies and keep them at working order. Rather than utilising adaptors, they would often find alternative methods of making these techs work together.

In this way they were able to re-supply themselves with the spoils of a raid even when their raids offered no Federation technology.

A common quick fix was with Oxygen scrubbers. Starfleet technology uses an interchangeable box unit, which is easily be replaced upon expiration, while Cardassian units are larger bulkier and integral, requiring the whole unit to be replaces to remain working at optimum efficiency. When the Maquis would convert these, they would simply tape a hose from the entire Cardassian unit and run that through the Federation housings. Forming an airtight seal at each end of this hose. The result was a large, bulky, noisy unit, which sat on the floor rather than flush in the housings provided. But the end effect became breathable atmosphere aboard ship, and so the Maquis considered the result a success. Across a range of systems this often led to bulky, cluttered , dirty ships with barely enough room to consider crew comforts... A harsh wake-up call for those used to the Federation way, however as long as it kept a ship and crew in the fight for yet another day, it was considered a worthwhile exercise.

Jury-Rigged Systems;

By necessity the Maquis were forced to apply any technology they could. And in doing so often found ways to combine technologies here-to-fore thought incompatible, and turning technology to new uses that had never been designed. Much of this came from the combined ingenuity and adaptability commonly found in colonists combined with the famed Starfleet 'miracle worker' engineers defecting their parent organisation.

The end result is that many Maquis

On a fumbled dice roll, it is likely that such a jury-rigged system has failed or been damaged/shaken loose, and will need replacing... Unless it's under emergency conditions when its likely that another jury-rigged component will be needed to replace the last.

ships while fully functional are held together by a rather motley collection of technology. Old rebuilt warp-cores and varied weapons systems being the most common. Other modifications are often far cruder, connecting components with not much more than a lump of solder and masking tape. It is not uncommon to find a ship missing several emergency back-up systems, or utilising the back-ups as a primary system, although such a drastic measure would only be taken under dire circumstances. And even then, the Maquis would not risk this reduction in back-ups with life-sustaining systems such as life support, inertial dampers or Anti-matter containment.

Such jury-rigged systems were so

common that it was not unusual for them to break-down in the field requiring immediate repairs, and similarly it became necessary for Maquis ships to support larger Engineering crews, often ensuring that each member of the crew had Engineering skills to ensure that they were covered for every eventuality. As their private war with the Cardassians raged on, this engineering expertise increased, as the Maquis had to become ever more creative to patch the damage and keep units in the field.

Holo-Communications;

An experimental method of communications used temporarily on a trial basis, and abandoned by Starfleet in 2372. The concept used a stronger holographic matrix to send signals over a stronger, more secure network. However the communications system suffered 'lag-time' over long distances that made communications difficult. The display of life-size holographic images appearing upon the opening of communications made opinions of the Communications medium difficult.

The Maquis under Michael Eddington however drove the final nail in its coffin, appropriating several Holo-com units stolen from various Starfleet sources, he fitted them into his ships, despite the high power drain of the operation of these communications units, Eddington felt that the benefits of the Moral victory outweighed the disadvantage of the power drain. This enabled him to use them to both gloat over his victories over Starfleet, as well as to gain vital intelligence from the Bridges of his

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enemies during combat. An aspect that Starfleet had not foreseen, and one they simply couldn't allow to continue?

Conversely, the Maquis are also involved in recent plans to re-invent Holographic Communications. Recent contact with the USS Voyager, a Starfleet ship lost years before with a significant number of Maquis integrated into its crew, was enabled through a network of Communications relays. Standard sub-space signals are simply too weak to cross the vast distances of this network, but it was found that a holographic signal was strong enough to maintain signal integrity and reach a suitable receiver at the other end. Unfortunately this communications network was disabled, although nearby relay stations have been identified. Starfleet's 'Pathfinder Project' is looking at ways to reactivate this communications network, and to use the Holographic Communications units to enable communications with Voyager.

Klingon Cloaking Devices;

In 2372, 30 class-4 cloaking devices were supplied in aid to the Maquis by the Klingon government. These cloaking devices were sent with full knowledge of the power this could give the Maquis, and its not surprising that this 'donation' coincided with the Klingon invasion of Cardassian territory. These cloaking devices were a godsend to the Maquis, enabling them to be fitted to ships for added capabilities, unfortunately many of the Maquis vessels were simply too old or their systems had been striped down and cannibalised so

often that only a few cloaking devices found their way onto Maquis vessels, the majority instead waited for an opportunity for use.

One such opportunity can in 2373, when the Cloaking devices were used as bait to gain a Federation rescue mission to evacuate the last few Maquis from the Jem'Hadar. In a plan conceived of by Michael Eddington, the Maquis allowed a signal to be intercepted that warned the Federation that 30 Dreadnought missiles had been launched under cloak.

Desperate to avoid starting an interstellar war, and hopeful of a Diplomatic solution with the Dominion, Starfleet sent a mission to intercept these missiles. Instead it had been a ploy to ensure that the last few Maquis were rescued from the Dominion, and that no such missiles were ever launched. The remainder of these cloaking devices have been left in storage and their location never revealed.

Character creation requires the use of either of the Star Trek RPG rulebooks from LUG. The only vital book necessary to use this document is the DS9 core rulebook.

A Maquis fighter or Colonist is going to have grown up within the Federation, the short lifespan of the problem and of the organisation, all characters will be created using standard Federation based histories often linked with the colonies. A few members brought with the more suitable pasts, from the violence of the Bajoran occupation, to the seedy underworld of a future mercenary.

The creation method remains the same as in the rulebook, firstly choose the desired species to play. Again, the most common are human, and other Federation species, but with a suitable history almost any species could be involved at narrator discretion.

Chapter Seven

Character Generation.

The next step is to choose a career overlay. Many of the Maquis came from civilian backgrounds, in which case the Civilian character generation offered in the DS9 core rulebook. Alternate development packages and templates are offered here, but again, are at the discretion of the Narrator.

Some Maquis were fully trained Starfleet officers, who defected to the Maquis to defend a cause they felt was just and right. These officers either resigned their commissions, or went AWOL to do so. For these characters, please create them as a standard Starfleet character according to your wishes... Tour of Duty packages are offered here to represent the

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defection to the Maquis should the character wish their defection to be their 'major event' in that tour... I would like to note that if a player wishes to have defected at a certain rank and placement in Starfleet, this position MUST be purchased during character generation despite the fact that position and contacts are effectively lost during the defection.

In both cases Maquis tours of Duty are offered herein, in addition to the character creation process. While civilians do not normally get Tours of duty, the constant warfare experienced by the Maquis meant that they gained a lot of frontline experience. So (in addition to the Tours offered for Starfleet defectors) each Maquis character gains a Single 5DP tour representing the time before gameplay begins...

NOTE: This does cause disparity of gameplay between the Starfleet trained characters, and the characters from a civilian background, as well as taking into account the various tours of duty taken by experienced officers. However this represents the Maquis as presented upon our screens. Narrators who feel that this imbalance is unfair can easily offer Maquis Civilians enough DP's to equalize the situation... But please remember that many Starfleet characters while encouraged to develop their character for Starfleet will lose such benefits as Promotion and the like which may be respected by the Maquis, but do not actually represent anything and are effectively lost.

Career Overlays

These are designed to replace the Colonist and Maquis/Rebel Overlays presented in The DS9 core rulebook in order to represent these roles better.

Colonist

These Hardy federation citizens live life on the frontier. Enduring hardship and hard work for the opportunity to build their home. There are many types of colony from the long-term established colony worlds, to newer homes, under settlement, the reasons for beginning the colony are as varied as those that live there. Some move for political, ethical or religious reasons, or simply to make something of a new world. The colonies under dispute that led to the formation of the Maquis were all newer colonies, less than 100 years old, and still a part of the 'wild frontier'.

Personal Equipment (Choose Specialisation) 1 (2)
Planetary Sciences (Choose Specialisation) 1 (2)
Planetside Survival (Choose Specialisation) 2 (3)
Sciences, Any (Choose Specialisation) 1 (2)
World Knowledge (Colony World) 2 (3)
Athletics (Choose Specialisation) 1 (2)
Energy Weapon (Phaser) 1 (2), Or
Unarmed Combat (Choose Specialisation) 1 (2)
Engineering, Any (Choose Specialisation) 1 (2)
History (Federation) 1 (2)
Language; Federation 1

Maquis

The Paramilitary forces opposed to both the Cardassian Colonial counterparts, and the Cardassian regime. Sworn to defend their home colonies and avenge the deaths that had been inflicted upon them. The Maquis stand and fight a war they are ill equipped and untrained for. Only their spirit and sheer willpower sustains them...

Energy Weapon (Phaser) 1 (2)
Espionage (Choose Specialisation) 1 (2)
First Aid (Choose Specialisation) 1 (2)
Security (Choose Specialisation) 1 (2), Or
Planetary Tactics (Guerrilla Warfare) 1 (2)
Starship Tactics (Cardassian) 1 (2), Or
Ships Systems (Choose Specialisation) 1 (2)
Athletics (Choose Specialisation) 1 (2)
Engineering, Any (Choose Specialisation) 1 (2)
History (Federation) 1 (2)
Language; Federation 1
Personal Equipment (Choose Specialisation) 1 (2)
Planetside Survival (Choose Specialisation) 1 (2)
Vehicle Operations (Choose Specialisation) 1 (2)
World Knowledge (Home/Colony World) 1 (2)
Disadvantage; Wanted -3

Freighter Crew/Free Traders

Another regular along the DMZ, and often within the Maquis were the independent Freighter Captains and Free Traders, who plied the space lanes offering transportation for produce and personnel. Many found themselves drawn into the conflict by default as their profits and friends suffered at the hands of the Cardassians, others came at the sign of more profit available by smuggling weapons and supplies to the Maquis.

- Administration (Logistics) 2 (3)*
- Command (Freighter Crew) 1 (2)*
- Diplomacy (Negotiation) 1 (2), Or (Commercial Treaties) 1 (2)*
- Law (Commercial Legislation) 1 (2)*
- Bargain (Choose Specialisation) 1 (2)*
- Computer (Choose Specialisation) 1 (2)*
- History (Federation) 1 (2)*
- Language (Choose Language) 1*
- Merchant (Choose Specialisation) 1 (2)*
- Personal Equipment (Choose Specialisation) 1(2)*
- Vehicle Operations (Choose Specialisation) 1 (2)*

Alternative Advanced Training Packages (9 Development Points)

Characters receive 9 Development Points to spend during advanced training, they can choose the packages represented in the Main DS9 core rulebook, or these packages designed to be more suitable for Frontier Colonists common within the Maquis.

Colonial Administration/Colony; The Colonial Administrator, often in charge of the day to day running of the Colony, and often the Colony leader. They monitor and control trade and supplies as well as census their populations.

- Administration (Logistics) 1 (2),*
- Persuasion (Oratory) 1 (2), Computer (Research) 1 (2)*

Leader; The archetypical Colonial Leader, more than a mere administrator, this package represents Leadership from the charismatic 'hands on' types through to the career politicians.

- Command (Choose Specialisation) 1 (2),*
- Persuasion (Oratory) 1 (2), Sciences,*

- Social (Politics) 1 (2), +1 Empathy,*
- Obligation (Colonists) -1*

Colonial Support; Charged with the day to day upkeep of the Colony, they monitor and repair the various systems, machines and vehicles in use by the colony. Closer akin to engineers, these people find themselves as busy, if not more so than doctors.

- Engineering, Systems (Choose 2 Specialisations) 1 (2), Administration (Choose Specialisation) 1 (2)*

Colony Pilot; Typical of the brash young pilots who pilot the freighters, transports or orbital transfer vehicles the re-supply the colony. Often eager to get off the world and test their skills.

- Starship Systems (Flight Control) 1 (2)*
- Vehicle Operations (Shuttlecraft), Bold +1, Arrogant -1*

Farmer/Homesteader; A typical profile of the hardy colonists who work the land. Working all hours simply for the sheer joy of achievement, despite 24th century technology, it remains hard work.

- Knowledge (Farming) 1, Sciences, Planetary (Choose Specialisation) 1 (2), Toughness +2, World Knowledge (Colony World) 0 (1)*

Frontier Doctor; The typical GP, serving a small community of Friends and Family, often cut off from high-tech medical breakthroughs, but used to relying on his own abilities only rather than a large support enjoyed by Doctors in more 'civilised' practices.

- First Aid (Choose Specialisation) 1 (2),*
- Sciences, Medical (General Medicine) 1 (2), Vehicle Operations (Hopper) 1 (2)*

Maquis Professional Packages (10 Development Points)

Characters receive 10 Development Points to spend during their Maquis Career, they can also choose the Professional Packages represented in the Main DS9 core rulebook, or these packages designed to be more suitable for Frontier Colonists common within the Maquis.

Cell Leader; As the leader of a Maquis cell it is your responsibility to look after your comrades in arms and remain in

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contact with the next link in the movement. While you may have many trusted friends fighting by your side, you are the organiser, planner, and person responsible for your cell.

Command (Maquis) 1 (2), Strategic Operations (Choose Specialisation) 1 (2), Contact +2, Department Head +2

Commandos; Many Maquis fight a hit and Run style war from their antiquate d starships, but a smaller group exists that have a little more practice in surface warfare, striking at the Cardassian Colonies themselves, in daring raids, often reaching their target without being seen... Unfortunately the mortality rate is also high.

Planetary Tactics (Choose Specialisation) 1 (2), Stealth (Choose Specialisation) 1 (2) Energy Weapon (Phaser Rifle) 1 (2) or Demolitions (Choose Specialisation) 1 (2), Bold +1

Intelligence; The Maquis were well known for an effective intelligence network, aided by hundreds of Civilian colonists. But often they found information that even Starfleet Intelligence or the Obsidian Order missed, and many of their greatest victories were thanks to this Intelligence. There are some who feel that another 'outside' agency had a hand in helping the fledgling group... But nobody knows for sure...

Espionage (Choose 2 Specialisations) 2 (3) and (3), Stealth (Choose Specialisation) 1 (2), Search 1.

Recruiter; The recruiter was a rarer occupation amongst the Maquis, always one of the main cell group, the recruiters gained a fearsome reputation at being able to tell when a new recruit was actually a spy, and were often assigned to new group members for a short time to ensure that the Maquis was not being infiltrated...

Fast Talk 1 or Intimidation (Choose Specialisation) 1 (2), Persuasion (Choose Specialisation) 1 (2) or Charm (Choose Specialisation) 1 (2), Command (Choose Specialisation) 1 (2) or Behaviour Modification (Choose Specialisation) 1 (2), Shrewd +1

Scrounger; Amongst the most critical of cell members, the scrounger was responsible for the Acquisition and location of Supplies, whether cutting deals with smugglers or finding new targets that would strike a blow while simultaneously re-supplying the group.

Administration (Logistics) 1 (2), Streetwise (Choose Specialisation) 1 (2), Bargain (Choose Specialisation) 1 (2), Contacts +1
Starship Crews; The majority of the Maquis helped crew the old vessels that formed their rag-tag fleet. This professional Package represents this.
Ships Systems (Choose 2 Specialisations) 2 (3) and (3), Engineering, Any (Choose Specialisation) 1 (2), or Starship Tactics (Choose Maquis, Federation or Cardassian) 1 (2)

Starfleet Character Tours (10 or 5DP)

Starfleet characters often begin play with one or more Tours of Duty. These packages are here as alternatives to represent a Maquis focus to the (ex) Starfleet Officers previous career, should your Narrator allow. If a first tour, use the 10 point package, for events later in an officers career, the later 5 point package should be used. These should also replace the Maquis Tours (detailed later) as the significant events in the characters recent history.

It should be noted that with minor modification, some of these packages should also suit Cardassian characters involved in the conflict over the DMZ.

Maquis Defection; The Character defected to the Maquis, rather than resigning their commission, they choose to remain with Starfleet and use their position until the end, where either circumstances or events forced them to finally declare their allegiance, and they chose to go AWOL.

10DP; Espionage (Choose Specialisation) 1 (2), Fast Talk 2, Stealth (Choose Specialisation) 1 (2), AWOL -2

5DP; Espionage (Choose Specialisation) 1 (2), Fast Talk 1, AWOL -2, Bold +1

Maquis Double Agent; This character is playing both sides of the conflict against each other, while they remain in Starfleet, their loyalties are conflicted, and they have

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not yet been forced to decide which side of the fight they truly support.

10DP; Espionage (Covert Communications) 1 (2), *Fast Talk* 2, *Streetwise (Choose Specialisation)* 1 (2), *Dark Secret* -2

5DP; Espionage (Covert Communications) 1 (2), *Fast Talk* 1, *Dark Secret* -2, *Contact* +1

Resigned Commission; While this character has a long and distinguished career, their ethics have forced them to make a choice, and rather than betray friends and colleagues, they have instead decided to resign their commission and fight for the Maquis.

10DP; Law (Starfleet Regs) 1 (2), *Social Sciences (Politics)* 1 (2), *Streetwise (Maquis)* 1 (2), *Contact (within Starfleet)* +1

5DP; Social Sciences (Politics) 1 (2), *Contact (within Starfleet)* +2

Starfleet Security Infiltration; This character still works for Starfleet, and is in deep-cover infiltrating the Maquis in an attempt to gather intelligence and eventually bring down the infiltrated cell.

10DP; Espionage (Choose Specialisation) 2 (3), *Law (Starfleet Regs)* 0 (1), *Security (Choose Specialisation)* 1 (2), *Streetwise (Maquis)* 1 (2), *Dark Secret* -2, *Obligation (Starfleet)* -1

5DP; Espionage (Choose Specialisation) 1 (2), *Law (Starfleet Regs)* 0 (1), *Security (Choose Specialisation)* 1 (2), *Willpower* +1, *Dark Secret* -2, *Obligation (Starfleet)* -1

Maquis Tours of Duty (5DP)

Like Starfleet, the Maquis experienced much in the field and often learned through bitter lessons. Unlike other Civilian templates, Maquis characters may choose to take a single 5DP Tour of Duty if they have been Maquis for a time, new members do not have this opportunity, and ex-Starfleet should choose between this, the Starfleet specific tours above or standard Starfleet Tours as presented in the Core Rule Books.

Colonial Evacuation; While the character saw much action, they were also involved in the mass exodus of a Colonial Population as both the Maquis and the Colonists tried to stay ahead of the vicious brutality of the Cardassians.

Administration (Logistics) 1 (2), *Persuasion (Choose Specialisation)* 1 (2), or *First Aid (Choose Specialisation)* 1 (2), *Empathy* -1

Commando Raids; This character has served on several planetary raids, hitting Cardassian Colonial and Military targets, and seeing Combat up close and personal.

Energy Weapon (Phaser Rifle) 1 (2), *Unarmed Combat (Choose Specialisation)* 1 (2), *Physically Impaired* -1

Prison Term; Captured by either Starfleet or the Cardassians, this character found themselves incarcerated in a penal colony, put to work and processed through the judicial system.

Engineering, Any (Choose Specialisation) 1 (2), *Fast Talk* 1, *Diminished Social Status* -1

Recruitment; The characters talent for recruitment put them in the thick of finding new members and vetting them for suitability within the Maquis.

Command (Choose Specialisation) 1 (2), *Empathy* +1, *Contact* +1

Starship Combat; This character saw extensive action, but was detached within a Starship, fighting hit-and-run raids or simply strikes against larger targets.

Engineering, Any (Choose Specialisation) 1 (2), *Ships Systems (Choose Specialisation)* 1 (2), *Obligation (to shipmates)* -1

New Skills;

Area Knowledge (Intellect)

Area Knowledge represents a characters knowledge of a small area of space. More personal than a simple Space Sciences skill check, this ability reflects a characters constant interaction with a stellar phenomenon, spatial maps, and local cultures/occupants. The Maquis often hold this skill with a Specialisation of the Badlands, representing the organisations extensive experience

with the Nebula and its vicious Plasma Storms. A successful Area Knowledge check would enable a character to remember facts and details about the area of space being travelled.

Routine; Recalling minor and well-known details.

Moderate; Recalling less well-known histories and occupants of the immediate region, or fairly well known facts from places you have not yet visited in the region.

Challenging; Recalling less well known facts about places that you have occasionally visited yourself.

Difficult; Recalling less well-known facts about locations you have never visited, or knowing details that many try to hide or keep secret in your local area...

Nearly Impossible; Deducing fact about unknown places from your experience elsewhere.

Used By; Explorers, Harbour Pilots, Locals, Guides, Maquis and Rebels.

Specialisations; Choose a system or Stellar Phenomenon

Meditation (Intellect)

Listed by convenience rather than as a regular skill. Meditation shows a calming focus common amongst deeply spiritual people. Use of this skill helps to calm and relax a character often allowing benefits of rest over shorter periods of time, and perhaps enabling a stronger focus for some Psionics (With Moderator Approval).

Routine; Entering a calming relaxing trance.

Moderate; A deep, relaxing trance, that while the character remains fully conscious allows the character to rest and gain the benefits of 'power-naps' during times of Fatigue. Also needed to achieve a Spirit Quest, where you can gain

insight from your own subconscious.

Challenging; Entering a deep cleansing meditation that might have beneficial effects on a characters healing (Enables an additional natural healing check).

Difficult; A Strong, focused trance that enhances the characters mind and increases Psionic ability (temporary +1 Focus).

Nearly Impossible; A death-like trance, with slowed breathing and respiratory levels making the character appear, and sometimes even scan as dead.

Used By; Vulcans, Bajorans, American Indians, (Spiritual Cultures), etc.

Specialisations; Resting, Focus, Healing, Specific Religion.

New Specialisations;

Engineering, Systems - Jury Rig (Intellect)

The ability to patch and repair temporarily, creating a hodgepodge mix of technologies and combining elements that may not perform the desired function for long, just requiring them to function 'Long enough'...

Streetwise – Maquis (Intellect)

Knowledge of the Maquis movement and layout, enabling members to recognise and find each other, whilst still enabling the group to operate without surveillance. Knowledge of markings, secret signs and code-words.

New Advantages/Disadvantages;

Hero (+1)

You are a hero, plain and simple. The Colonists see you as a major player in the war against the Cardassians and afford you the reverent respect as their defender, whether you want to fill the role or not, gain +2 to social tests when dealing with other Maquis and Colonists.

AWOL (-2)

You have gone AWOL from Starfleet to join the Maquis. Rather than resign your commission to join the struggle you began with a breach of law. And are now hunted for that along with whatever sins you have committed since that point, as well as the loss of respect and trust of those you used to work with. If a character chooses to go AWOL, they will lose all Rank, Department Head, and Starfleet Contact advantages. And will likely face prison time if captured.

Wolfs Head (-1)

You are more Outlaw than Resistance fighter, more Pirate than Privateer. You have discovered the fight can prove... Profitable. And you plan to use it to further your future... Sure the fight follows your own ends at the moment, but if the profit rolls in you may just consider a new line of work should the war ever stop. Always on the lookout for a personal profit, you must spend a courage point not to steal, loot or scavenge from your victims.

Existing Advantages/Disadvantages;

Bad reputation (-2 or -4)

(From the Players Guide)

The character has developed a reputation that adversely affects their interaction with those around them. Whether this reputation was fairly earned or unfairly assigned, it is however the over-riding opinion that others will have of the character if they know who they are.

Reputation should be linked to a Renown aspect, either Aggression, Discipline, Initiative, Openness or Skill. For example Tom Paris had gained a reputation after his capture for selling Chakotay's Maquis group out in exchange for a lighter sentence, and thus gained a Bad Reputation; Discipline disadvantage.

This disadvantage has 2 levels, this represents the severity of the negative reputation.

Battle Hardened (+3)

(From the Players Guide)

Unlike most Federation Citizens, the colonists along the DMZ often found themselves in the thick of fighting and so this is often quite a common trait amongst both the Colonists and the Maquis, and for similar reasons, also amongst Bajorans...

Department Head (+1 to +4)

(From the Core Rules)

Like any other Paramilitary organisation the Maquis had a chain of command, however they did not institute a rank structure. To attend to seniority, the Advantage 'Department Head' is used to demonstrate seniority within the organisation. In reality this is based on personal

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achievement, capability and experience, as well personal charisma and ability to command.

| Department Head Cost | Level |
|-----------------------------|--|
| 1 | 'Lieutenant', equivalent to a junior officer, trusted amongst the group. |
| 2 | Second in Command of the Cell. |
| 3 | Cell Leader |
| 4 | Senior Cell Leader, or higher up the chain of command. |

Reprimand (-1)

(From the Players Guide)

A common trait amongst several of the former Starfleet members of the Maquis, often indicative of a Rebellious nature, or simply placed in an operatives file to make a infiltration more convincing. Any Starfleet who resigned their commission to fight for the Maquis and survived the Dominion War (rather than those that went AWOL), were re-offered their positions on the proviso that their was a formal reprimand attached due to their actions within the Maquis, in an effort to rebuild the Decimated Starfleet in the aftermath of the Dominion War). Surprisingly several Officers have returned to their previous careers and are working off this reprimand.

Wanted (-1 to -4)

(From the Players Guide)

Whilst the basic Disadvantage warrants several levels to the disadvantage, the Maquis when well known enough would gain the -3 level of the disadvantage. The equivalent of being hunted by a single large geopolitical Galactic

power... Either the Federation and Starfleet or the Cardassian Union.

A note on Starfleet Advantages;

A character that once served in Starfleet is likely to have once held rank or seniority. Players are encouraged to purchase these during character creation, despite the fact that these ranks are effectively lost once the character resigns their commission. From a narration point of view, we know that from Voyager, that circumstances are not always final, and that a Maquis character might once again regain their rank... In this way, while these advantages are effectively lost, keep them noted on a character sheet. After all, they might not count, but the Maquis often respect the skill and competence that goes hand in hand with the position a character held in Starfleet.

The same goes for Department Head, although this advantage can be purchased as a Maquis to show seniority, it is not the same as the advantage used by Starfleet, and Players and Narrators are encouraged to think of them as two separate traits.

Maquis



Chapter Eight.

Dramatis Personae (NPC's).

Amaros

Species: Human

Sex: Male

Occupation: Maquis Operative

Maquis terrorist and former Federation colonist. He was Cal Hudson's co-pilot and second in command. Helped to abduct Gul Dukat, blaming him for supplying illegal weapons to the Cardassian Colonists in the DMZ. In his way Amaros represents the average group of Maquis members, having been raised in the colonies, he is fighting for the independence of both himself and his friends and family.

Attributes:

Fitness 3, Vitality +1

Co-ordination 3

Intellect 2, Perception +1

Presence 2, Willpower +1

Psi 0

Skills:

Athletics (Climbing) 2 (4)

Command (Maquis Cell) 1 (3)

Computer (Research) 2 (3)

Culture (Frontier Colonies) 2 (3)
(Maquis) (3)

Dodge 2

Energy Weapon (Phaser Rifle) 2(4)

Engineering, Systems (Jury Rig) 2 (3)

Fast Talk 2

Language; Federation Standard 3

Personal Equipment (Communicator) 2 (4)

Planetary Survival (Jungle) 1 (3)

Sciences, Physical (Physics) 2 (3)

Sciences, Planetary (Geology) 1 (3)

Sciences, Space (Astrogation) 1 (3)

Ships Systems (Flight Control) 2 (3),
(Tactical) (3)

Stealth (Shadows) 2 (4)

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Streetwise (Maquis) 2 (4)
Vehicle Ops (Shuttlecraft) 1 (2)
World Knowledge (Dorvan V) 1 (3)

Advantages/Disadvantages:

Bold +1
Department Head +1
Enemy (Gul Dukat) -2
Toughness +2
Vengeful -1

Courage: 5

Resistance: 6

Renown: 16

(Aggression 6 , Discipline 2, Initiative 2,
Openness 2, Skill 4)



Calvin Hudson

Species: Human

Sex: Male

Occupation: Maquis Leader (Former Starfleet Attaché to the DMZ).

A deeply loyal man. It took a great effort for Cal Hudson to defect to form the Maquis, but faced with almost total warfare within the DMZ and almost no way of helping in his official capacity as Starfleet Attaché he saw no other way. For a while Cal ran the Maquis and kept up a double life as Starfleet Officer, learning such deviousness through his opposite number Gul Evek. Using his Starfleet position to acquire intelligence and supplies for the Maquis, Hudson's duplicity was uncovered by Commander Benjamin Sisko of the Deep Space Nine Station. Hudson and Sisko were, ironically, classmates and

friends at Starfleet Academy. Unable to convert Commander Sisko to the cause, Cal handed back his uniform, as his symbol of breaking away...

So deep were the bonds of friendship that neither tried to force the others hand in the matter again, although Sisko's loss and Disappointment likely evolved into the sheer frustration and hatred that was later directed towards Eddington. Although Hudson escaped capture by Starfleet it has since been reported that he is deceased.

Attributes:

Fitness 3, Strength +1, Vitality +2
Co-ordination 3, Reaction +1
Intellect 3, Perception +2, Logic +1
Presence 4, Willpower +2, Empathy +2
Psi 0

Skills:

Administration (Colonial) 2 (4)
Command (Starship Command) 2 (3),
(Maquis) (4)
Culture (Human) 2 (4),
(Cardassian) (4),
(Maquis) (4)
Diplomacy (Federation Treaties) 3 (5)
Energy Weapon (Phaser) 3 (5)
Engineering, Propulsion (Warp) 3 (4)
Engineering, Systems (Computer Systems) 3 (4)
Language; Federation Standard 4
Persuasion (Oratory) 2 (3)
Planetary Survival (Jungle) 2 (3)
Science, Social (Politics) 2 (4)
Security (Security Systems) 3 (4)
Ships Systems (Flight Control) 4 (5),
(Tactical) (5)
Stealth (Camouflage) 2 (3)
Streetwise (Maquis) 3 (4)
Tactics, Planetary (Guerrilla Warfare) 2 (3), (Small Unit) (3)
Tactics, Starship (Starfleet) 3 (5),
(Cardassian) (4)

Advantages/Disadvantages:

Code of Honour; Defender
(Contact; Ben Sisko +2)*
Department Head +4
Enemy (Gul Evek) -2
(Promotion; Lt Commander +6)*

Courage: 6

Resistance: 5

Renown: 47

(Aggression 7, Discipline 7, Initiative 11,
Openness 10, Skill 12)

* = Starfleet Attributes

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Commander Chakotay

Species: Human

Sex: Male

Occupation: Former Maquis Cell Leader.

A Native American descendant, this onetime Starfleet lieutenant commander resigned from his position as an instructor in Starfleet's Advanced Tactical Training in 2370 to join the Maquis, sparked by his father's death fighting Cardassians on the tribe's home world, Dorvan V, along the Demilitarised Zone. Chakotay is a gentle man but resolute, and is one of the Maquis who are truly in the fight for principle, not mercenary gain or violent outlet - as was one of his students, Lt. Ro Laren.

Chakotay looks to his spiritual Mayan background for inner comfort - and doesn't mind sharing that belief with others, when asked. He uses a spirit guide summoned by his medicine bundle, prays to speak with his father for guidance, and uses a Mayan-descended medicine wheel for self-healing. Chakotay's people, tracing their lineage back past Mayans to the Rubber Tree People of Central America, resisted the intrusion of more technological societies until the development of warp drive in the 21st century allowed them to leave Earth and find their own home for good. One 20th century forebear he knows of was a schoolteacher in Arizona.

Chakotay's piloting skills trace back to extensive and early Starfleet Academy training. From a freshman course over adjacent North America, he went to Venus to master atmospheric storms and had yet another semester dealing with asteroids in the Sol asteroid belt.

Known members of Chakotay's Maquis crew include B'Elanna Torres, Lon Suder, Kurt Bendera, Kenneth Dalby, Mariah Henley, Ayala, Hogan, Jackson; Bajoran nationals Seska, Geron and Jarvin; and a Bolian, Chell. Along with Tuvok, an

undercover agent from Starfleet, Chakotay's craft disappeared in the Badlands a week before Janeway's new U.S.S. Voyager itself was lost on Stardate 48307.5 and presumed destroyed.

Attributes:

Fitness 4, Vitality +1, Strength +1

Co-ordination 4, Reaction +1

Intellect 4

Presence 3, Willpower +2

Psi 1

Skills:

Administration (Starship Admin) 2 (4)

Athletics (Running) 2 (3)

Behaviour Modification (Resistance) 2 (3)

Command (Starship Command) 3 (5)

(Combat Leadership) (4)

Computer (Research) 2 (3)

Craft (Carpentry) 3 (4)

Culture (Human) 2 (3),

(Maquis) (4)

Dodge 2

Energy Weapon (Phaser) 3 (4)

Fast Talk 2

History (Federation)

Instruction (Teaching) 3 (4)

Language; Federation Standard 4

Mayan 2

Law (Starfleet Regs) 2 (3)

Meditation (Vision Quest) 3 (4)

Personal Equipment (Tricorder) 2 (3)

Planetary Survival (Rain Forest) 3 (5)

Science, Social (Archaeology) 2 (4)

(Political Science) (3)

Ships Systems (Flight Control) 3 (4)

(Tactical) (4)

(Command) (4)

Strategic Operations (Cardassian) 3 (4)

Streetwise (Maquis) 1 (2)

Tactics, Planetary (Small Unit) 3 (4)

Tactics, Starship (Starfleet) 4 (5)

Theology (Mayan) 3 (4)

Unarmed Combat (Boxing) 3 (4)

Vehicle Operations (Shuttlecraft) 3 (5)

World Knowledge (Earth) 2 (3)

(Dorvan V) (3)

Advantages/Disadvantages:

Bold +1

Battle Hardened +3

Code of Honour (Starfleet Code) -4

Department Head +3

(Department Head +3)*

(Promotion (Lt. Commander) +6)*

Resolute +3

Toughness +2

Courage: 8

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Resistance: 7

Renown: 45

(Aggression 10, Discipline 7, Initiative 10, Openness 8, Skill 11)

* = Starfleet Attributes



Kalita

Species: Human

Sex: Female

Occupation: Maquis Operative

A long-time Maquis member, joining from the Colony on Ronara. Helped Ro Laren steal medical supplies from the USS Enterprise to prove Ro's loyalty to the cause, and was still active 2 years later when she helped Thomas Riker steal the USS Defiant from DS9. Unfortunately as part of the deal where Thomas Riker was handed over to the Cardassian authorities, Kalita found herself taken into Federation custody.

She developed a talent for understanding if Starfleet personnel were truly defecting or trying to infiltrate...

Attributes:

Fitness 3, Vitality +1

Co-ordination 3, Reaction +1

Intellect 3

Presence 3, Willpower +1, Empathy +1

Psi 0

Skills:

Athletics (Running) 1 (2)

Computers (Hacking/Data Alteration) 2 (3)

Culture (Maquis) 2 (4)

Dodge 2

Energy Weapon (Phaser) 2 (4)

Engineering, Systems (Transporters) 1 (3)

History (Federation) 1 (2)

Language; Federation 3

Personal Equipment (Tricorder) 1 (2)

Planetside Survival (Class M) 2 (3)

Sciences, Physical (Computers) 1 (2)

Sciences, Social (Anthropology) 2 (3)

(Body Language) (3)

Sciences, Space (Astrogation) 2 (3)

Search 2

Security (Security Systems) 2 (4)

Ships Systems (Flight Control) 3 (4)

(Transporters) (4)

Stealth (Hide) 2 (3)

Streetwise (Maquis) 2(4)

Unarmed Combat (Aikido) 1 (2)

World Knowledge (Ronara) 2 (3)

Advantages/Disadvantages:

Alertness +1

Bold +1

Department Head +2

Shrewd +1

Wanted -2

Courage: 6

Resistance: 4

Renown: 20

(Aggression 5, Discipline 5, Initiative 3, Openness 2, Skill 5)



Captain Mesler

Species: Bolian

Sex: Male

Occupation: Freighter Captain

Captain Mesler was a portly, disagreeable, argumentative freighter captain, who had plied frontier trade routes for years when the DMZ was announced by treaty.

Despite his caustic demeanour, he had grown quite fond of several of his regular customers, and found that the Cardassian borders checks adversely affected his trade.

This was a situation that was simply intolerable, both personally and financially.

And he soon found himself smuggling weapons and supplies to the Maquis, helping in his own small way.

Unfortunately Mesler was caught, his

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freighter boarded, and its Captain summarily executed in 2371 by a Cardassian border patrol led by Gul Tancret, who in return were killed by the Maquis group led by Chakotay, in the process rescuing a young Starfleet Dropout B'Elanna Torres who had recently signed on as Meslers engineer and who continued to join Chakotays group...

Attributes:

Fitness 2, Strength -1
Co-ordination 2, Dexterity +1
Intellect 3
Presence 2, Empathy -1
Psi 0

Skills:

Administration (Logistics) 2 (3)
(Starship Administration) (4)
Bargain (Haggling) 2 (3)
Command (Merchant Freighter) 1 (2)
Computer (Simulation) 1 (2)
Diplomacy (Negotiation) 1 (3)
Dodge 2
Engineering, Systems (Computer) 1 (3)
Fast Talk 1
First Aid (Triage) 2 (3)
Language: Bolian 3
Language: Federation Std. 3
Law (Trade Legislations) 2 (4)
Merchant (Colonial Transportation) 1 (2)
Personal Equipment (Tricorder) 2 (4)
Science, Social (Economics) 3 (4)
Science, Space (Astrogation) 1 (2)
Ships Systems (Flight Control) 2 (4)
(Operations) (3)
Vehicle Operations (Work Bee) 2 (4)
World Knowledge (Bolarus IX) 2 (4)

Advantages/Disadvantages:

Ally (Maquis) +2
Argumentative -1
MultiTasking +2

Courage: 3

Resistance: 2

Renown: 18

(Aggression 0, Discipline 2, Initiative 6,
Openness -5, Skill 5)



Michael Eddington

Species: Human

Sex: Male

Occupation: Maquis Cell Leader (Former Starfleet Security Officer).

Former Security Chief Michael Eddington defected to the Maquis in 2372, taking 12 Industrial replicators and a stolen Vulcan freighter with him.

Prior to that he had been serving as Security Chief aboard DS9, and serving his role with distinction. His Maquis sympathies completely concealed from those around him until it was too late. Once he defected he took charge of a loyal group of followers, trying to turn the Maquis successes into a decisive victory. It is ironic that it was the former Starfleet Security Chief that came the closest to becoming a fully-fledged terrorist. Using tactics and biogenic weapons of mass-destruction against the Cardassians, and utilising many traps and systems emplaced in Starfleet systems left from his service in that organisation. His idealistic crusade came to a head when he and his former CO Captain Sisko poisoned colonial planets to force the Maquis and Cardassian settlers to exchange planets or die. He had forced his former CO to assume the role of the 'bad guy' while seeming to be playing at his perceived role of the victimised Valjean character in the novel 'Les Miserables'...

It was not long before he was brought to justice, although his captivity was short-lived when both he and Captain Sisko went on a covert mission into the badlands

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in 2373, where they rescued the few survivors of the Jem'Hadar Purge of the Maquis, and Eddington sacrificed his life to ensure that his friends and family escaped.

Attributes:

Fitness 2, *Vitality* +1
Co-ordination 3, *Dexterity* +1
Intellect 3
Presence 3, *Empathy* +1, *Willpower* +1
Psi 0

Skills:

Administration (Logistics) 1 (2)
Athletics (Climbing) 2 (3),
(Running) (4)
Behaviour Modification (Resistance) 1 (3)
Command (Combat Leadership) 2 (4),
(Starship Command) (3)
Computer (Data Alteration/Hacking) 1 (4),
(Programming) (3)
Culture (Human) 2 (3),
(Maquis) (3)
Diplomacy (Interstellar Relations) 1 (2)
Dodge 2
Energy Weapon (Disruptor) 2 (3),
(Phaser) (4),
(Phaser Rifle) (3)
Engineering, Systems (Cloaking Device) 2
(3), (Security Systems) (3)
Espionage (Traffic Analysis) 1 (3)
First Aid (Battlefield Trauma) 1 (2)
History (Human) 1 (2),
(Federation) (3)
Languages; Federation Standard 3,
Breen 1,
Cardassian 1
Law (Intergalactic Law) 1 (2),
(Starfleet Regulations) (3)
Personal Equipment (Comm Badge) 2 (3)
Planet Survival (Class M) 1 (2)
Sciences, Life (Botany) 2 (4)
Sciences, Social (Political Science) 1 (3)
Sector Knowledge (The Badlands) 1 (4)
Security (Security Systems) 2 (3)
Ships Systems (Cloaking Device) 2 (3),
(Communications) (3),
(Tactical) (4)
Streetwise (Maquis) 2 (3)
Tactics, Planetary (Guerrilla Warfare) 1 (3)
Tactics, Starship (Cardassian) 2 (4),
(Federation) (3),
(Maquis) (3)
Unarmed Combat (S/F Martial Arts) 2 (3)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Earth) 1 (2)

Advantages/Disadvantages:

Bold +1

Contact (Arms Dealers) +2
Code of Honour: Defender -2
(Department Head +2) *
Department Head +4
Exile: From the Federation -3
Intolerant: Cardassians -2
Marked Man-2
Obligation: Maquis -2
(Promotion: Lt Commander +6)*
Rival: Captain Benjamin Sisko -3
Romantic Attachment: Rebecca Eddington
-2.

Courage: 8

Resistance: 3

Renown: 27

(Skill 7, Discipline 10, Openness -5,
Aggression 5)

* = Starfleet Attributes



Ro Laren

Species: Bajoran

Sex: Female

Occupation: Maquis Rebel (Former Starfleet Officer).

A Bajoran citizen, she joined Starfleet during the Cardassian occupation of her native world. Always a troublemaker, she received numerous reprimands, eventually being court-martialled and imprisoned on Jaros II after disobeying orders during a mission in which eight crew members lost their lives. She received a pardon in 2368 after she agreed to participate in a covert mission for the Federation. She was subsequently assigned to the Enterprise-D. After serving there well for several years, she trained at Starfleet's Advanced

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Tactical Training school, and was promoted to Lieutenant. A deeply patriotic, if not spiritual, Bajoran, she left Starfleet and joined the Maquis rebels shortly after Starfleet turned over several Federation colonies to the Cardassians following the treaty signed in 2370. Since that time Starfleet has been unable to locate Ro Laren, although her former colleagues on the Enterprise believe that she is too tough and stubborn to be dead, and is most likely preparing a counter-offensive...

Attributes:

Fitness 4, Vitality +2
Co-ordination 3, Reaction +1
Intellect 3
Presence 2, Willpower +2
Psi 0

Skills:

Administration (Logistics) 1 (2)
(Starship) (2)
Athletics (Lifting) 1 (2)
(Running) (2)
Command (Starship) 2 (3)
Computer (Research) 3 (4)
Culture (Bajoran) 2 (4)
(Cardassian) (4)
(Maquis) (4)
Dodge 4
Energy Weapon (Phaser) 3 (4)
Engineering, Systems (Command) 2 (3)
Espionage (Intelligence Techniques) 3 (4),
(Encryption) (4)
History (Bajoran) 3 (4)
(Federation) (4)
Language; Bajoran 4,
Federation Standard 3,
Cardassian 1
Law (Starfleet Regulations) 2 (3)
(Cardassian Law) (3)
(Federation Law) (3)
Personal Equipment (Tricorder) 3 (5)
Planetside Survival (Desert) 2 (3)
Shipboard Systems (Command) 2 (3),
(Flight Control) (3),
(Tactical) (4)
Streetwise (Maquis) 3 (4)
Tactics, Planetary (Cardassian) 2 (4),
(Small Unit) (5),
(Guerrilla Warfare) (4)
Tactics, Starship (Cardassian) 2 (3),
(Starfleet) (3),
(Planetary Support) (3)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Bajor) 2 (3)

Advantages/Disadvantages:

Bold +1,
Department Head +1
Impulsive
(Promotion; Lieutenant +4)*
Vengeful (Cardassians)

Courage: 5

Resistance: 6

Renown: 30

(Aggression 10, Discipline -7, Initiative 8,
Openness 0, Skill 5)

* = Starfleet Attributes



Sakonna

Species: Vulcan

Sex: Female

Occupation: Maquis Operative

Vulcan female who wanted the Ferengi Quark to broker Maquis arms purchases. Sakonna also participated in the kidnapping of Gul Dukat in 2370 and was later apprehended by authorities. A former V'Shar agent who left the service to join the Maquis, it was unfortunate that she was lost to the Maquis cause so early on...

Attributes:

Fitness 3, Strength +1, Vitality +1
Co-ordination 3, Reaction +1
Intellect 4, Logic +1
Presence 3
Psi 1, Range -1

Skills:

Administration (Logistics) 3 (4)
Bargain (Weapons) 1 (3)
Computer (Data Alteration) 2 (4)

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Culture (Maquis) 2 (3)
Diplomacy (Negotiation) 3 (4)
Dodge 2
Energy Weapon (Phaser) 2 (4)
Espionage (Observation) 2 (4),
(Covert Communications) (3)
Language; Vulcan 3
Federation Standard 2
Law (Vulcan Law) 3 (4)
Merchant (Arms Dealing) 1 (2)
Mind Meld 1
Mind Shield 2
Planetary Survival (Desert) 2 (3)
Unarmed Combat (Nerve Pinch) 3 (4)
Security (Security Systems) 2 (4)
Stealth (Hide) 2 (3)
Streetwise (Black Market) 2 (4)
(Maquis) (3)
Vehicle Ops (Shuttlecraft) 3 (5)
World Knowledge (Vulcan) 2 (3)

Advantages/Disadvantages:

Cultural Flexibility +1
Department Head +2
Excellent Chemoreception +1
Hides Emotions -1
Sexy +2
Toughness +2
Wealth +1

Courage: 3

Resistance: 6

Renown: 23

(Aggression 5, Discipline 6, Initiative 3,
Openness 5, Skill 4)



Teero Anaydis

Species: Bajoran

Sex: Male

Occupation: Bajoran Vedek and Scientist.

A Militant Bajoran Vedek who worked with the Maquis in counterintelligence, but was thrown out for experimenting with mind control as a way to "recruit" agents. Teero was a Vedek at a Bajoran temple.

Described as an unstable fanatic who would go to any extreme for the Maquis. He called the other rebels traitors for rejecting his ideas and swore he would fight the war on his own if he had to. After the Maquis were eradicated by the Dominion in 2373, Teero managed to survive and escape, easy enough to do having been excluded by his former comrades in the Maquis.

He still burned for revenge and upon the discovery that some of his 'agents' were still alive, and that one of them was serving aboard a distant USS Voyager he saw a chance to continue his personal war, even if it took many years for it to begin, time enough to build his army and wait for Voyagers return.

Although his plan to take over the returning USS Voyager as a Maquis ship failed, Teero remains at large and a threat. Teero remains a wanted man by the Cardassians, the Federation and even by the Maquis, Independent Colonies, and has been ostracised by the Bajoran Vedek council, especially now that the extent of his network of 'programmed' contacts is gradually being discovered and slowly broken down.

Attributes:

Fitness 4, Vitality +1, Strength +1
Co-ordination 3
Intellect 4
Presence 5, Willpower +2
Psi 1

Skills:

Administration (Vedek Council) 2 (3)
Artistic Expression (Acting) 2 (4)
Athletics (Running) 1 (3)
Behaviour Modification (Hypnosis) 3 (5),
(Mind Control) (4)
Command (Maquis) 2 (4)
Culture (Bajoran) 2 (3)
(Maquis) (3)
Energy Weapon (Phaser) 1 (2)
Espionage (Covert Communications) 3 (4)
Fast Talk 2
First Aid (Wound/Combat Trauma) 2 (4)
Knowledge (USS Voyager) 3
Language; Bajoran 3
Federation Standard 2
Persuasion (Oratory) 3 (5)
Primitive Weapon (Knife) 1 (3)

A Time to Stand; The Maquis

Science, Social (Political Science) 2 (4)
Ships Systems (Communications) 2 (4)
Streetwise (Maquis) 2 (3)
Stealth (Hide) 2 (4)
Theology (Bajoran Prophets) 3 (4)
World Knowledge (Bajor) 2 (3)

Advantages/Disadvantages:

Alertness +2
Arrogant -1
Contacts +5 (various and many)
Curious +1
Exile -4
Fanatic -2
Religious Rank 3 (now 0)
Resolute +1
Species Enemy (Cardassians) -4
Strong Will +2
Vengeful -1

Courage: 7

Resistance: 5

Renown: 44

Aggression 10, Discipline 8, Initiative 12,
Openness 2, Skill 12



Thomas Riker

Species: Human

Sex: Male

Occupation: Starfleet Defector.

Created by a freak transporter accident nearly a decade previously, this exact 'twin'/copy of Commander William Riker found himself marooned for 8 years. Eventually rescued and returned to duty at his grade and position at the time of the accident, Tom always found himself overshadowed and compared to his other self, the far more successful Commander Riker, Executive Officer aboard the Federation Flagship, the USS Enterprise. He felt that he had lost his name, life and even his love for Deanna Troi to this accident. It was the Maquis that offered him the chance to break out. He joined as

a way to create his own image, to stand for what he believed, even at the cost of another belief. For Tom the choice was not difficult. The Starfleet path had been chosen and walked by Will Riker, and there was little he could do. But to become Maquis he could recreate a heroic mould that was different from that which others compared him to.

Masquerading as Will Riker, he was cleared through all the security checks, and stole the USS Defiant from DS9. From there, he simply used its superior tactical systems to smash his way through Cardassian lines and ended up revealing a secret military shipyard constructing illegal Warships for the Obsidian Order. It is ironic that someone who joined the Maquis for all the wrong reasons ended up winning their greatest political victory, even at the cost of his personal freedom, having provided a service to the Cardassians while creating havoc and

Plot/Campaign Seed

A Time to Live and a Time to Die.

Fulfilling a promise made years before a small group of recently released Maquis are visited while passing through Deep Space Nine. Colonel Kira requests their help in tracking down and securing the release of Tom Riker. Unfortunately records of Tom's location and existence were lost in the Dominion bombardment of Cardassia, and it may be that Tom is no longer even alive. But she had made a promise, and to the best of her ability she will see it through.

She supplies the last known details that she gained while supporting the Cardassian resistance, and is able to supply this information. However the mission is to be conducted covertly, and if possible with minimal hostilities, however during this period of instability in the aftermath of the war, she appreciates that it may be impossible to remain bloodless. Giving them the location of a Cardassian Labour Camp, she sends them on their way, pointing out that they have never met, and that all association must remain secret.

They must start the search on Lazon II abandoned by the Cardassians since the war, investigating a prison planet where the inmates are left to fend for themselves, and may need to follow the trail further, leading them on a trek across Cardassian Space through the aftermath of the Dominion War.

A Time to Stand; The Maquis

destruction in the name of the Maquis, it was deemed that his crew be released into Federation custody, while the price of the incursion was Tom Riker, who was turned over to Cardassian Authorities, sentenced to life on a Cardassian labour camp on Lazon II. His fate during the Dominion war is unknown.

Attributes:

Fitness 3, Vitality +2
Co-ordination 3
Intellect 4, Perception +1, Logic -1
Presence 4, Willpower +1
Psi 0

Skills:

Administration (Logistics) 2 (3)
Artistic Expression (Acting) 1 (2),
(Trombone) (3)
Athletics (Climbing) 2 (4), (Lifting) (3)
Command (Combat Leadership) 2 (4),
(Starship) (3)
Computer (Intrusion/Hacking) 2 (3)
Culture (Human) 2 (4),
(Maquis) (3)
Dodge 4
Energy Weapon (Phaser) 2 (4)
History (Human) 2 (4),
(Federation) (4)
Language; Federation Standard 4
Law (Starfleet Regulations) 3 (4)
Personal Equipment (Tricorder) 3 (4)
Planetside Survival (Mountain) 3 (5)
Sciences, Space (Astronomy) 4 (5)
Ships Systems (Flight Control) 3 (4),
(Command) (4)
Streetwise (Maquis) 1 (3)
Tactics, Planetary (Small Unit) 2 (4)
Tactics, Starship (Planetary Support) 3 (4),
(Starfleet) (5),
(Tholian) (4),
(Cardassian) (4)
Vehicle Operation (Shuttlecraft) 3 (4)
World Knowledge (Earth) 3 (4),
(Nervala IV) (5)

Advantages/Disadvantages:

Bold +1
Code of Honour (Starfleet Code)
Department head +3
Double Identity +2 #
Impulsive -1
Innovative +1
(Promotion +4, Lieutenant)*

Courage: 5

Resistance: 5

Renown: 34

(Aggression 8, Discipline 5, Initiative 7,
Openness 7, Skill 7)

Note, *Thomas Riker is an exact duplicate of William Riker, and has often been mistaken for his other self, even on a DNA level. Renown checks could/should also be made against William Riker's Renown; **Will Rikers Renown;** 60 Aggression -10, Discipline 13, Initiative 14, Openness 12, Skill 11*

* = Starfleet Attributes

= Alternate Name for Deep Cover

Sympathiser



Alixus

Species: Human

Sex: Female

Occupation: Colony Leader in the Independent Colonies

Anti-Technology matriarch of a colony that settled on planet Orellius in 2360. Alixus was a philosopher and a prolific writer who felt that technology was the undoing of modern society. Her group had originally planned to colonize planet Gemulon V, but a systems malfunction forced their transport ship, the S.S. Santa Maria, to land on Orellius. It was not learned until ten years later that Alixus had planned the forced landing in order to establish a society that conformed to her ideals. Alixus had selected Orellius because it was far from shipping lanes, and even went so far as to create a duonetic field around the colony site, to make it impossible for her followers to use any advanced technology. Although many of her followers seemed happy with this way of life, Alixus was indirectly responsible for several deaths because she also rejected any form of technologically-based medicine. After her colony was accidentally discovered in 2370 by Benjamin Sisko and Miles O'Brien, Alixus and her son, Vinod, were taken into custody for having permitted these deaths. Alixus served her sentence on a low security prison colony, and while doing so became friends with several of the Maquis prisoners, as the two groups grew closer,

a few of the former Maquis became her followers in her rejection of technology. When released she and her son went with her new followers to the Independent colonies, where she set up a new colony, this time building from scratch and with the full knowledge of their decision. Serving as colony leader, Alixus is still as forceful personality as ever, and some are even trying to convince her to take up leadership of the independent colonies as a whole, although how she would manage this with her wholesale rejection of Technology is unknown.

Attributes:

Fitness 3, Vitality +1, Strength -1

Co-ordination 3

Intellect 5, Perception +1

Presence 5, Willpower +2, Empathy -1

Psi 0

Skills:

Administration (Colony) 3 (4)

Animal Handling (Farm Animals) 2 (4)

Artistic Expression (Writing) 4 (5)

Charm (Influence) 3 (5)

Command (Colonial Leadership) 4 (5)

Craft (Seamstress) 2 (3)

Culture (Human) 3 (4)

Diplomacy (Negotiation) 2 (3)

Engineering, System (Field Generator) 2 (4)

History (Human) 3 (4)

Language; Federation Standard 5

Law (Federation Law) 3 (4)

Persuasion (Oratory) 4 (5)

(Debate) (5)

Planetary Survival (Class M) 3 (4)

Politics (Manoeuvre) 3 (4)

Science, Life (Agronomy) 3 (4)

Science, Medical (General Medicine) 1 (3)

Science, Physical (Maths) 2 (4)

Science, Planetary (Climatology) 2 (3)

Science, Social (Political Science) 3 (5)

(Sociology) (4)

Search 4

Security (Law Enforcement) 2 (4)

Ships Systems (Sensors) 2 (3)

World Knowledge (Earth) 2 (4)

(Orellius) (4)

Advantages/Disadvantages:

Arrogant -1

Bold +1

Dependant -2 (Vinod)

Fanatic -2

Language Ability +2

Pacifism -1

Political Rank +2

Power-Hungry

A Time to Stand; The Maquis

Resolute +3
Strong Will +2
Toughness +2

Courage: 5

Resistance: 6

Renown: 29

(Aggression 2, Discipline 10, Initiative 10, Openness 2, Skill 5)



Captain Holly Gennaro

Species: Human

Sex: Female

Occupation: Doctor and Captain of the SS Nightingale.

A retired Starfleet doctor, Holly has continued to practice medicine, and has become a freelance practitioner, working with the Federation Peace Corp. Supplied with an old decommissioned Starfleet vessel, the Oberth Class Medical Refit, SS Nightingale, she and her crew take their mobile hospital to wherever it is required. With plenty of Starfleet experience behind her, she has proved herself a capable commander, but her compassion and humanity, and strict abidance to the Hippocratic Oath means that she shows no favoritism with any side in a conflict. Captain Gennaro has the devoted loyalty of her crew, and a wide range of contacts both and outside of Starfleet. She is a fine doctor, and has proven her ethics over and over again.

As the SS Nightingale had its weapons removed, she was allowed to enter the DMZ after the treaty, where she remained for several years, offering medical care to any that needed it, from Cardassian to Maquis, and developed a reputation for honesty, trustworthiness, and treatment without judgement. Several times she was forced to negotiate a tense stand-off

among her patients, but always they remained at peace. In 2373, the Vorta, Weyoun allowed Captain Gennaro time to evacuate the DMZ during the Jem'Hadar purges. Knowing that an assault on the Nightingale and its patients would be construed as an act of war on the Federation itself. Something the Dominion knew it required a far more stable base of operations before under-taking. Even during the height of the Dominion war, the Nightingale was considered a non-combatant and often left in peace while the battles raged on around it. Captain Gennaro standing firm on her convictions, sure that her neutrality would offer greater safety to the patients in her care than could be received on a fleet hospital ship.

Attributes:

Fitness 3, Vitality +2

Co-ordination 3, Reaction +2

Intellect 4

Presence 4, Willpower +1

Psi 0

Skills:

Administration (Logistics) 3 (4)

Athletics (Running) 2 (4)

Charm (Influence) 3 (4)

Command (Starship Command) 4 (5)

Computer (Research) 3 (4)

Culture (Human) 2 (4)

Diplomacy (Negotiation) 4 (5)

Dodge 3

First Aid (Wound/Combat Trauma) 4 (5)

Intimidation (Resistance) 3 (4)

Language; Federation Standard 4

Law (Starfleet Regulations) 2 (3)

(Federation Law) (3)

Martial Arts (Aikido) 3 (4)

Personal Equipment (MedicTricorder) 3 (5)

Persuasion (Oratory) 2 (4)

Planetside Survival (Class M) 1 (2)

Science, Life (Botany) 3 (4)

(Genetics) (4)

Science, Medical (General Medic) 4 (6)

(Forensic Pathology) (5)

(Neuro-surgery) (5)

Science, Physical (Chemistry) 2 (4)

Science, Social (Political Science) 2 (3)

Ships Systems (Medical Systems) 3 (5)

(Command) (4)

Vehicle Operations (Shuttlecraft) 2 (3)

Advantages/Disadvantages:

Alertness +2

Code of Honour (Hippocratic Oath) -3

Curious +1

Department Head +4

A Time to Stand; The Maquis

Obligation (Help the injured) -1
Pacifist -5

Courage: 10
Resistance: 5

The SS Nightingale, NAR-366

Class and Type; Oberth Class, Medical Refit
Commissioning Date; 2275 (Refitted 2367)

Hull Characteristics

Size; 3 (L=160m, 11 Decks)
Resistance; 3
Structural Points; 60

Operations Characteristics

Crew/Passengers/Evac; 80/700/
[Power]
Computers; 4 [4 Power]
Transporters; 2 Personnel, 2 Cargo
[2 power]
Tractor Beams; 1 av, 1 fv [2
Power/Rating]

Propulsion and Power Characteristics

Warp System; 5.0/9.2/9.6 (6 Hours)
[2 Power/Warp Factor]
Impulse System; .5/.75c [5/7
Power]
Power; 115

Sensor Systems

Long-Range Sensors; +1/15 light
years [6 Power]
Lateral Sensors; +1/1 light year [4
Power]
Navigational Sensors; +1 [5 Power]
Cloak; None

Sensors Skill; 3

Defensive Systems

Deflector Shield

Protection; 36 (50)
Power; [36]

Description and Notes; The Oberth class was originally launched in the late 23rd century as a Science vessel, it was not long however before conversions to the Space frame were being considered. One such design was as a mobile surgical hospital, able to respond to emergencies. Although their numbers were few, the Oberth Medical ships served well, both in and outside of Starfleet. And although surpassed by the Pasteur class medical ships many remain in service with such humanitarian organisations as the Federation Peace Corps. The SS nightingale is one of them, under the Command of Captain Gennaro.

Renown: 47

(Aggression -10, Discipline 9, Initiative 9, Openness 10, Skill 9)



Captain Kasidy Yates

Species: Human

Sex: Female

Occupation: Civilian Freighter Captain and Maquis Sympathiser.

A Civilian freighter captain, romantically linked with Benjamin Sisko, this connection didn't stop her sympathies for the plight of the Maquis. For several years she supplied them with food, medical supplies and other humanitarian aid meeting at a deep space rendezvous to pass this precious cargo, although her ethics demanded that she never supplies weapons.

Eventually her duplicity was discovered and Yates was arrested, turning herself in after relieving her crew, she faced the Federation Judicial system with only the support of Captain Sisko.

After serving a short 6 month sentence at a low security prison colony, much reduced by her humanitarian activities as well as the support of Ben Sisko, she returned to Deep Space Nine, where she was offered a job working for the Bajoran Transportation Authority, in the meantime the Maquis had been lost, and so her allegiances were never tested again.

Attributes:

Fitness 3 *Vitality* +1
Co-ordination 2 *Dexterity* +1
Intellect 3 *Perception* +2

A Time to Stand; The Maquis

Presence 4 *Willpower* +2
Psi 0

Skills:

Administration (Logistics) 3 (4)
Athletics (Baseball) 2 (3)
Bargain (Haggling) 3 (5)
Command (Civilian Freight Crew) 2 (4)
Computers (Research) 2 (3)
Culture (Human) 2 (4)
Diplomacy (Commercial Treaties) 2 (3)
Dodge 2
Engineering, Propulsion (Warp Drive) 1 (2)
Fast Talk 2
History (Earth) 1(3)
Language; Federation Standard 4
Law (Commercial regulations) 2 (4),
(Federation Law) (3)
Merchant (Freighter Transport) 2 (3)
Sector Knowledge (Trade Routes)
Sciences, Space (Astrogation) 2 (3)
Ships Systems (Flight Control) 2 (3),
(Transporters) (3)
Streetwise (Maquis) 1 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Earth) 1 (3),
(Cestus III) (2)

Advantages/Disadvantages:

Bold +1
Contact (Captain Ben Sisko) +2
(Religious Rank +3) - Eventually
Romantic Attachment (Ben Sisko) -2
Sexy; +2
Shrewd +1

Courage: 4

Resistance: 4

Renown: 24

(Aggression -2, Discipline +4, Initiative +7,
Openness +6, Skill +5)

Enemies;



Gul Evек

Species: Cardassian

Sex: Male

Occupation: Ships Commander and
Attaché to the Cardassian Colonies.

Assignment; Forth Order

A proud and patriotic Cardassian, although contrary to the Cardassian stereotype, he is not without a dry sense of humour. Gul Evек is easily considered a pompous, over-bearing and aggressive commander, but he is often only met in Battle. Gul Evек conducts his duty to the best of his ability, and is usually happy enough to settle matters diplomatically. That does not stop him from trying to engineer Cardassia's superiority. It was Gul Evек who began to arm the Cardassian colonists, and then left them to it. Having lost two of three sons to the Federation/Cardassian War, he suffered a personal blow when his third son was also killed in conflict with the Maquis. This caused his war against the Maquis became personal; he began to give pursuit relentless of the danger. This caused his further downfall when he pursued the Maquis Ship Liberty into the Badlands. Led by Chakotay, the Liberty led Evек's Galor class cruiser, the Vetar, into a damaging Plasma storm that left his ship drifting and helpless. Loosing much Vesala in this action, Evек was relegated to a lower command by his Rival Gul Dukat and found himself in charge of Freighters throughout the Dominion War.

A Time to Stand; The Maquis

Now however he plans on using his former position, and the limited number of available Cardassians to elevate his position again in the new Cardassian Navy.

Attributes:

Fitness 3, *Vitality* +1
Co-ordination 2, *Reaction* +1
Intellect 3, *Perception* +1, *Logic* -1
Presence 3, *Willpower* +1
Psi 0

Skills:

Administration (Logistics) 2 (3)
Artistic Expression (Poetry) 2 (5)
Athletics (Running) 3 (4)
Command (Combat Leadership) 2 (4),
(Starship Command) (4)
Computer (Research) 2 (3)
Culture (Cardassian) 2 (3)
Diplomacy (Intergalactic Law) 2 (3),
(Negotiation) (3)
Energy Weapon (Cardassian Phaser) 1 (3)
Espionage (Traffic Analysis) 2 (3)
Gaming (Dabo) 2 (4)
History (Cardassian) 1 (3)
Knowledge (The Badlands) 2 (4)
Languages; Cardassian 3,
Federation Standard 2
Law (Cardassian 4th Order Regs) 2 (4),
(Federation/Cardassian Treaties) (3),
(Cardassian Law) (4)
Personal Equipment (Dri-Corder) 1 (3)
Persuasion (Oratory) 2 (4)
Planetary Tactics (Covert Ops) 2 (4)
Planetside Survival (Jungle) 1 (2)
Politics (Manoeuvring) 1 (3)
Ships Systems (Command) 2 (4),
(Tactical) (3)
Social Sciences (Political Science) 2 (4),
(Sociology) (3),
(Anthropology) (3)
Space Sciences (Astrophysics) 1 (2)
Strategic Operations (Maquis) 2 (3)
Starship Tactics (Cardassian) 2 (4),
(Federation) (3),
(Maquis) 2 (3)
Unarmed Combat (Cardassian Martial
Arts) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (3)
World Knowledge (Cardassia Prime) 1 (2)

Advantages/Disadvantages:

Arrogant -1
Artistic Talent +1
Contact +1
Eidetic Memory +3
High Pain Threshold +2
Impulsive -1

Medical Problem (Can be poisoned with
Cobalt Diselenide) -1
Promotion (Gul) +5
Rival -2 (Gul Dukat)
Romantic Attachment (His Wife) -2
Species Enemy (Bajoran) -4
Species Enemy (The Maquis) -3
Vengeful (vs. Maquis) -2
Wealth +1

Vesala: 34

Resistance: 4

Renown: 47

(Aggression 7, Discipline 12, Initiative 8,
Openness 10, Skill 10)



Gul Tancret

Species: Cardassian

Sex: Male

Occupation: Patrol Commander

A petty, vicious and ambitious Commander in the Cardassian navy, rising rapidly through the ranks thanks to his ability to play politics, Vesala and his callous removal of any blocks in his path. Too young to have served against the Bajorans during the occupation, he takes a perverse pleasure in directing his attentions towards the Maquis, the presence of Bajorans within the organisation confirming his vilification of the species. While a powerful young Cardassian, he has made many enemies along the way, many of whom had begun to form careful intricate plans for revenge. It is almost fortunate for Tancret that he was simply killed in action by a Maquis terrorist while investigating a Federation Freighter smuggling weapons into the DMZ in 2371.

Tancret is typical of the type of petty minded young officers that were common along the DMZ patrol routes.

A Time to Stand; The Maquis

Attributes:

Fitness 3, Vitality +1
Co-ordination 2, Dexterity +1, Reaction +1
Intellect 3, Perception +1
Presence 2, Willpower +1
Psi 0

Skills:

Administration (Starship Admin) 2 (4)
Athletics (Running) 3 (4)
Charm (Seduction) 1 (2)
Command (Starship Command) 3 (4)
Computer (Research) 1 (3)
Culture (Cardassian) 2 (3)
Dodge 2
Energy Weapon (Phaser) 2 (4)
History (Cardassian) 2 (3)
Language; Cardassian 3
Language; Federation Std. 2
Law (Cardassian Navy Regs) 2 (4)
Personal Equipment (Communicator) 1 (2)
Planetside Survival (Desert) 2 (3)
Ships Systems (Command) 2 (5)
(Tactical) (4)
Science, Physical (Physics) 1 (2)
Strategic Operations (DMZ Ops) 2 (4)
Tactics, Starship (Cardassian) 2 (4)
Vehicle Operation (Shuttle) 1 (2)
World Knowledge (Cardassia Prime) 2 (3)

Advantages/Disadvantages:

Arrogant -1
Eidetic Memory +3
Greedy -1
High Pain Threshold +2
Medical Problem (Can be poisoned with Cobalt Diselenide) -1
Promotion (Gul) +5
Rival -2
Rival -1
Rival -2
Species Enemy (Bajorans) -4
Toughness +2
Wealth +1

Vesala: 9

Resistance: 6

Renown: 30

(Aggression 10, Discipline 5, Initiative 7,
Openness -3, Skill 5)



Lt. Commander Tuvok

Species: Vulcan

Sex: Male

Occupation: Starfleet Security Maquis Infiltrator.

Security chief and tactical officer under Captain Kathryn Janeway who had gone undercover to infiltrate the Maquis as part of Chakotay's crew when both ships disappeared in the Badlands of the Demilitarised Zone, presumably destroyed by plasma storms; the smaller craft disappeared a week before the Voyager was last heard from on SD 483 07.5.

Earlier in his career Tuvok served on the USS Wyoming and was a teacher and cadet trainer at Starfleet Academy for 16 years before joining Janeway's crew on her ship prior to the USS Voyager; for a brief time he was on leave with a temporary assignment at Jupiter Station. In his youth he was an opponent of the Federation-Klingon treaties but later came to see the wisdom of fellow Vulcan Spock's drive for alliance.

In his personal life, Tuvok is a devoted parent and husband - his wife was in labour for 96 hours with their third child - and engages his interest in the traditional Vulcan lute, playing it for his children when they could not fall asleep at bedtime. His youngest son was especially fond of "Falor's Journey," a 347-verse epic ode. Tuvok also is an expert botanist with growing orchids a specialty he continues in his own quarters, practices the Keethara meditation routine, and began his interest in the Vulcan game kal-toh with master studies at age 5. Prior to his stint on the Wyoming he taught archery science at the

A Time to Stand; The Maquis

Vulcan Institute for Defensive Arts, and has maintained a scholarly interest in the study of violence for over a century. Tuvok's physical, investigative and tactical skills are an inspiration to this crew, while his Vulcan equanimity and calm demeanour make him a valued peacekeeper aboard the ship. With his combination of wisdom, experience vitality and loyalty, combined with the ability to learn from his errors, makes Tuvok one of the most respected members of his crew.

Attributes:

Fitness 5, Vitality +2, Strength +2
Co-ordination 4, Reaction +2
Intellect 4, Logic +2, Perception +1
Presence 4, Willpower +2
Psi 3, Range -2, Focus +1

Skills:

Administration (Starship Admin) 2 (3)
Artistic Expression (Vulcan Lute) 2 (4),
(Plant Arrangement) (4)
Athletics (Running) 3 (4)
Command (Starship Command) 3 (4)
Computer (Holodeck Writing) 3 (4)
Culture (Vulcan) 3 (4)
Dodge 2
Energy Weapon (Phaser) 3 (5)
(Phaser Rifle) (4)
Engineering, Systems (Computer) 2 (4)
Gaming (Kal-Toh) 2 (5)
Instruction (Teaching) 4 (5)
Language; Vulcan 4
Federation Standard 4
Law (Starfleet Regs) 2 (4)
Meditation (Focus) 3 (5)
Mind Meld 4
 Shared Minds 1
Mind Shield 1
Personal Equipments (Tricorder) 2 (4)
Planetary Survival (Desert) 3 (5)
Primitive Weaponry (Archer y) 2 (4)
Sciences, Life (Botany) 3 (5)
Sciences, Physical (Physics) 2 (4)
Search 3
Security (Security Procedures) 4 (5)
(Security Systems) (5)
Ships Systems (Tactical) 4 (5)
(Mission Ops) (5)
(Operations Management) (5)
Strategic Ops (Defence in Depth) 3 (4)
Streetwise (Maquis) 1 (3)
Tactics, Planetary (Small Unit) 2 (4)
Tactics, Space (Starfleet) 3 (5)
Unarmed Combat (Nerve Pinch) 3 (4)
(Starfleet Martial Arts) (4)
Vehicle Operation (Shuttlecraft) 2 (4)
World Knowledge (Vulcan) 2 (4)

Advantages/Disadvantages:

Deep Cover +2
Department Head +3
Dependants -4 (Wife and Children)
Hides Emotions -1
Promotion (Lt Commander) +6
Psionically Gifted +4
Security Clearance +1

Courage: 5

Resistance: 7

Renown: 42

(Aggression 5, Discipline 12, Initiative 7,
Openness 6, Skill 12)



Seska

Species: Cardassian

Sex: Female

Occupation: Cardassian Maquis
Infiltrator.

A Cardassian operative sent to infiltrate the Maquis and eliminate its operations. She was disguised as a Bajoran, and spent an extraordinary amount of time infiltrating and subverting Chakotay's Maquis group, even seducing Chakotay and using her influence to introduce several unstable elements into the Cell in the hope of causing the group to self-destruct.

Her long-term plans went awry however, when she was kidnapped along with the rest of her crew and taken to the far side of the Delta quadrant leaving them stranded there, alongside a Starfleet crew and ship, over 70 light years from home. So she began exerting her influence to make their stay as comfortable as possible, even throwing in her lot with the local Kazon tribes, where her cunning, technological and scientific knowledge made her superior.

A Time to Stand; The Maquis

Attributes:

Fitness 3
Co-ordination 3, Reaction +1
Intellect 4, Logic +1, Perception +1
Presence 4, Willpower +2
Psi 0

Skills:

Administration (Logistics) 1 (2)
Artistic Expression (Acting) 2 (5)
Behaviour Modification (Subtle Manipulation) 3 (5)
Charm (Seduction) 3 (4)
Computer (Data Alteration/Hacking) 3 (4),
(Holodeck Programming) (4)
Culture (Cardassian) 2 (4),
(Bajoran) (3)
Disguise (Bajoran) 2 (5)
Dodge 3
Energy Weapon (Phaser) 3 (4)
Engineering, Propulsion (Warp Drive) 2 (3)
Engineering, Systems (Transporters) 2 (4),
(Diagnostics) (4)
Espionage (Covert Communications) 3 (4)
Fast Talk 3
Intimidation (Torture) 3 (4)
Languages; Cardassian, 4
Bajoran, 3
Federation Standard, 3
Persuasion (Oratory) 3 (4),
(Intimidation) (4)
Sciences, Life (Genetics) 3 (4)
Sciences, Medical (Toxicology) 2 (3)
Search 3
Security (Security Systems) 4 (5)
Ships Systems (Transporters) 2 (4)
(Holographic Systems) (3)
Stealth (Shadows) 3 (4)
Strategic Operations (Cardassian) 3 (4)
Streetwise (Maquis) 2 (3)
Tactics, Starship (Cardassian) 2 (4)
(Maquis) (3)

Advantages/Disadvantages:

Arrogant -1
Confident +2
Deep Cover +2
Eidetic Memory +3
Guileful +1
High Pain Threshold +2
Impulsive -1
Medical Problem (can be poisoned with cobalt diselenide) -1
Toughness +2

Vesala: 10

Resistance: 5

Renown: 25

(Aggression 6, Discipline 5, Initiative 6,
Openness -2, Skill 6)

Early DS9 Era; Set during the heyday of the Maquis, from their formation after the treaty was signed in 2370, until 2372 where their threat was lessened by the Klingon invasion of Cardassian space.

Friend or Foe.

A scientist that has stayed with the colonies has determined that while a lesser threat, Starfleet has the potential to really harm the Maquis. Out of favour with the Maquis leadership he goes rogue, making his way to a large Federation world where he plans to release Biological Warfare agents that will decimate the population, and strike a clear message to the Federation. Knowing that this would only make their situation worse and class the Maquis as a greater threat, as well as loose their supporters, the Maquis assign the group to infiltrate Federation space and track down this scientist, and to stop him by any means needed before he can commit such a terrorist action.

Hedeki Breakout.

Much to their chagrin, the Hedeki class ship in use by the Cardassians is both fast and effective. Its size and manoeuvrability also pose a threat to the Maquis in the Badlands. So when intelligence that Gul Evek is massing a force of these nimble craft... However a daring plan is conceived. A small group could infiltrate this site and steal and disable the force... Creating confusion, delaying Evek's plan, as well as supplying the continuing war against the Cardassians with several valuable vessels.

(By BrianK)

Chapter Nine

Adventure Seeds.

Hedeki Roundup.

(Sequel to Hedeki Breakout)

A Cardassian software virus has automatically commandeered one of the captured Hedeki has began a killing all shipping in the system. The problem is that the Hedeki, has Maquis members aboard, and is attempting to contact Central Command. Fortunately, communications in the Badlands are impossible, but it is only a matter of time before the Hedeki leaves the plasma field.

(By BrianK)

Heist.

Starfleet continues to supply humanitarian aide to the ravaged Cardassia, and now the convoys run regular trade routes. Given knowledge of the supplies, the routes and the escort ships, can the Maquis plan, arrange and execute the theft of vital supplies without causing any fatalities amongst the freighter crews nor Starfleet?

Infiltrator.

A Cardassian operative has been infiltrated into the Maquis, and while on R&R on a planetoid in the Badlands, has been activated. Now the spy stalks the colony murdering other members of the Maquis and the colony. Paranoia runs rampant, and tempers and violence flare as accusations and counter-accusations are flung. However this is clearly an expected side effect of the attacks, breaking the Maquis solidarity. The Maquis crew must find this killer, and stop them before they cause any more trouble and risk the entire Maquis up rising.

Looking the Gift Horse in the Mouth.

With the Klingon invasion underway, the Cardassian navy is on the run.

Now the Klingons expect the Maquis to support them. They offer the Maquis a ship, a B'rel class Bird of Prey along with its Klingon commander. The trouble is, this Klingon is dangerously unstable and could lead them into far greater danger, regularly under-taking suicide missions, as if trying to atone for a secret dishonour... But while the ship and the experience of its Commander would prove invaluable to the cause, is such a trade worth it? Or are the crew able to oust, or even outlive their new commander...

(Note; could also easily be exchanged for a Bajoran/Khon Ma commander and Bajoran Assault Ship and set at an earlier period at the beginning of the Maquis existence).

Price of Freedom.

The Maquis have stumbled across a massive Cardassian fleet build up, and while suspecting that it the Cardassian response to Maquis operations, later find that it is a massive assault into Federation space. Cardassian commanders will use the Maquis situation as justification to create a buffer zone between the Cardassian people, and the aggressive Federation. Problems arise when revealing the information to Starfleet Command will compromise the location of a major Maquis staging area.

(By BrianK)

Raids.

After a string of successful raids on Cardassian supply depots your Maquis group is riding high. But latest intelligence offers some very choice targets, a real substantial hit that would seriously effect the ability of the Cardassian Navy to conduct operations against the Maquis.

Trouble is, such a good target is bound to be a trap designed to lure them out. Still if the target could be hit without springing the trap, its victory, both tangible and moral, would be a major coup for the Maquis...

Swords into Plowshears.

The Federation is sponsoring a conference between dissident Cardassian and Maquis colonies in hopes of reestablish talks, and working towards a possible solution. Maquis delegate Kimber Watts and his aids arrive on a neutral world, and are met by Bolian Ambassador Trak Trasta, and Klingon Ambassador Grotz. The Cardassian representative, a Oluap Hcael arrives with his party. A militant group of Maquis hope to strike at the talks - but is foiled by Starfleet security - who later find that the attempted attack was not directed at Hcael, but at Watts.

Can a joint Maquis/Starfleet Security operation get to the bottom of this plot before events spiral even further out of control.
(By BrianK)

Taking Liberty

Captain Hawks a Starfleet Captain and an old friend of your Maquis group leader is caught trying to make contact with the Maquis. As

there is a connection, it falls to your group to make contact.

Once contact is made, Hawks offers information. The Cardassians are building a supply of Bio-weapons to use on the Maquis and Colonists, confirming the group's worst fears. And because of the treaty Starfleet is unable to do anything about it, but Hawks simply felt the Maquis needed to know...

The decision should be short and the Maquis go in, and after they are on the ground at the objective, discover that the base had nothing to do with the Maquis, but is instead a listening station tracking Federation starships.

Will work for Food.

Maquis supplies are at an all time low. Cardassian interdictions have almost cut the regular supply lines, and the Maquis have made contact with a few smugglers along the frontier. One smuggler, Yor'C Mazote, has approached the Maquis with an offer, a simple transport from Larfree III, to a free port in theSivroc Belt.

Complications arise when the crew discover the cargo to be 'morally dubious' (use Slaves, Stolen Components, Bio-Warfare agents?).

(By BrianK)

Dominion War Arc; Set much later, these tales chronicle the fall of the Maquis to the hoards of Jem'Hadar and the aftermath as their crimes appear far less serious now that the Cardassians have gone to war with the quadrant...

Face of the Enemy.

The Maquis are on the run, with the Cardassian/Dominion alliance the Jem'Hadar are hunting them down, and the badlands are no longer the safe haven they once were thanks to the small, manoeuvrable Jem'Hadar fighter... A mass exodus has begun, while elements stage a 'last stand' a group of civilian colonists are forming a convoy bound for Federation space, preferring the imprisonment there, in favour of certain death in Cardassian space.

With only a single raider, your Maquis crew must ensure the colonists safety, but with a mad Cardassian hounding you will Starfleet intervene, even if you do cross the border?

The Devil you Know.

The Dominion have set up a staging point within the badlands, now Starfleet needs the help of several incarcerated Maquis, their expertise and local knowledge invaluable to the mission. The promise of commuted sentences, after all crimes against Cardassians are lower-grade than they were when peace was on the cards. Using a newer ship and working together, can a joint Maquis/Starfleet crew combat their own pre-conceptions AND complete the mission.

The Unseen.

Chancing across an old abandoned Bajoran Assault ship while on the

run from the Jem'Hadar, either a Maquis or Starfleet crew relishes the opportunity to add one more, desperately needed ship to their dwindling armada. However, the limited capabilities of the ship do leave it lacking, perhaps there is a chance that a field modification can be made to add a Warp Drive while the rest of the group tries to buy some time... Leaving the players alone on the old deserted ship. Or have they been left quite as alone as they first might think?

In this chapter, I offer conversions for the Starship's, using the expansive Spacedock rules available free through <http://www.trek-rpg.net/>

Many thanks to their Author, Steve Long for writing these.

Chapter Ten

Rules Conversions.

Spacedock Conversions:

Ju'Day-class

Class and Type: *Ju'Day*-class Patrol Vessel
Commissioning: 2330

HULL SYSTEMS

Size: 3

Length: 113.5 meters
 Beam: 125.2 meters
 Height: 21.6 meters
 Decks: 2
 Mass: metric tonnes
 SU's Available: 810
 SU's Used: 784

HULL

Outer 12
 Inner 12

Resistance:

Outer Hull: 4 3
 Inner Hull: 4 3
 Ablative Armor: N/A

Structural Integrity Field

Main: Class 2 (Protection 50/80) 18
 [1 Power/ 10 Protection/round]
 Primary Backup: Class 2 (Protection 25) 9
 [1 Power/ 10 Protection/round]
 Secondary Backup: Class 2 (Protection 25) 9
 [1 Power/ 10 Protection/round]

Specialized Hull Systems

Atmospheric capability 3
 Planetfall capability 3

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 10/40/100

Crew Quarters

Spartan: 20 1
 Basic: 4 1
 Expanded:
 Luxury:
 Unusual:

Environmental Systems

Basic Life Support: [5 Power/round] 12
 Reserve Life Support: [2 Power/round] 6
 Emergency Life Support: 18 Emergency Shelters 6
 Gravity [2 Power/round] 3
 Consumables: 1 Years Worth 3
 Replicator Systems: 3
 Food Replicators [2 Power/round]
 Network of Small Replicators [2 Power/round] 3
 Medical Facilities: 1 (+0 Test) [1 Power/round] 5
 EMH: None
 Recreational Facilities: 1 [2 Power/round] 8
 Personal Transport: [0 Power/round] 3
 Jefferies tubes
 Fire Suppression System: [1 Power/round] 3
 Cargo Holds: 1,000 cubic Meters 1
 Locations: Aft section
 Escape Pods 1
 Number: 10
 Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 4.8 28
 Speed: 4.0/6.0/8.0 [1 Power/.2 Warp speed]

Warp Uprating (+0.1 to Cruise, Sustained, Max) 6

PIS: Type E (8 hours maximum warp) 10

Special Configuration: Embedded Nacelles 12
 (Threshold +10, +100 Protection)

Impulse Engines

Type: 2 Class 3A (.5c/.75c) [5/7 Power/round] 36
 Location: Aft Engineering Port and Starboard

Reaction Control System: (.025c) 3
 [2 Power/round when in use]

POWER SYSTEMS

Warp Engine s

Type: Class 6/K (generates 345 Power/round) 75
 Location: Engineering Section

Impulse Engine(s):

2 Class 3 (Generates 56 Power/engine/round) 6

Auxiliary Power:

2 reactors (Generate 5 Power/reactor/round) 35

Emergency Power: Type C (Generates 35)
 (Generates 35 Power/round/use)

EPS: +100 Power Transfer 25

Standard Usable Power: 334

OPERATIONS SYSTEMS

Bridge: Saucer Dorsal 15

Auxiliary Control Room: None

Computers:

Core 1: Starboard Saucer [5 Power/round] 15
 Core 2: Port Saucer [5 Power/round] 15
 Optical Data Network 15

Navigational Deflector: [5 Power/round] 12

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Forward

Sensor Systems

Long-range Sensors: [5 Power/Round] 18

Range Package: Type 2 (Accuracy 3/4/7/10)

High Resolution: 5 light-years
 (.5/.6-1.0/1.1-3.5/3.5-5.0)

Low Resolution: 12 light-years
 (1/1.1-3.5/3.6-9.0/9.1-12)

Strength Package: Class 5 (Strength 5)
 Gain Package: Standard

Test Result Bonus +0
 Coverage: Standard

Lateral Sensors: [5 Power/round] 14

Strength Package: Class 2 (Strength 2)
 Gain Package: Class 5

Test Result Bonus: 0
 Coverage: Standard

Navigational Sensors: [5 Power/round] 4

Strength Package: Class 2 (Strength 2)
 Gain Package: Standard

Test Result Bonus: 0
Probes: 10 1

Sensor Skill: 5

Flight Control Systems

Autopilot: Yes [1 Power/Round] 11

Shipboard Systems (Flight Control) 3,
 Coordination 2

Navigation Computer

Main: Class 1 [1 Power/Round]
 Test Result Bonus 0

Navigational Backups: 2 2

Inertial Damping Field

Main 12
 Strength: 8 [3 Power/round]
 Number: 2

Backup 6
 Strength: 5 [2 Power/round]
 Number 2

Attitude Control: [1 Power/round] 1

Communications Systems

Type: Class 5 [2 Power/round] 13
 Strength: 5

Security: -1
 Basic Uprating: Class Alpha

Test Bonus +1
 Security Uprating: Class Gamma -1 2

Emergency Communications: [2 power/round] 1

Holocommunications: No

Tractor Beams

Emitter: Class Beta 9

| | | | |
|---------------------|---|----|--|
| | [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Aft | | |
| Transporters | Type: Personnel Pads: 4 [4 Power/use] (0.5 Power/Person) Emitter/Receiver Array: Personnel Type 4 30,000 km range [2 Power/use] Energizing/Transition Coils: Class H (Strength 8) Location: 1 in Engineering | | |
| | Type: Cargo Pads: 400 kilogram Emitter/Receiver Array: Cargo Type 2 40,000 km range [1 Power/use] Energizing/Transition Coils: Class H (Strength 8) Location: 1 in Cargobay | | |
| | Cloaking Device: None | | |
| | Security Systems: Rating: 1 Anti-Intruder System: Yes [1 Power/round] Internal Force Fields: Yes [1 Power/3 Strength] | 4 | |
| | Science Systems Rating: 1 (+0) [1 Power/Round] Specialized Science Systems: None Labs: 0 | 3 | |
| | TACTICAL SYSTEMS | | |
| | Starboard Disruptor Cannon Type: 7 Damage: 160 [16 Power] Number of Emitters: 120 (up to 3 shots per round) Auto-Phaser Interlock: Class Gamma Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard Wingtip Firing Arc: 180 degrees forward Firing Modes: Standard, Pulse | 32 | |
| | Port Disruptor Cannon Type: 7 Damage: 160 [16 Power] Number of Emitters: 120 (up to 3 shots per round) Auto-Phaser Interlock: Class Gamma Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard Wingtip Firing Arc: 180 degrees forward Firing Modes: Standard, Pulse | 32 | |
| | Forward Torpedo Launcher Standard Load: Type II Photon Torpedo (200 damage) Spread: 1 Range: 15/350,000/1,500,000/4,050,000 Targeting Systems: Accuracy 4/5/7/10 Power: [20+ 5 per Torpedo in Spread fired] Location: Forward below cockpit Firing Arc: Forward, but are self-guided | 13 | |
| | Aft Torpedo Launcher Standard Load: Type II Photon Torpedo (200 damage) Spread: 1 Range: 15/350,000/1,500,000/4,050,000 Targeting Systems: Accuracy 4/5/7/10 Power: [20+ 5 per Torpedo in Spread fired] Location: Aft, between impulse engines. Firing Arc: Forward, but are self-guided | 13 | |
| | Torpedoes Carried: 20 | 2 | |
| | TA/T/TS: Class Alpha [1 Power/Round] Strength: 7 Bonus: +0 | 6 | |
| | Weapon Skill: 3 Shields (Forward, Aft, Port, Starboard) | | |
| | 23(x4) Shield Generator: Class 2 Protection 450 [50 Power/Shield/round] (+100 embedded nacelles) Shield Grid: Type C (50% Increase to 675 Protection) Subspace Field Distortion Amplifiers: Class Gamma Threshold: 160 (150+10 (embedded nacelles)) Shield Recharge System: Class 1 (45 second recharge) Backup Shield Generators: 4 (1 per shield) | 4 | |
| | Auto-Destruct System: Yes | 3 | |
| | AUXILIARY SPACECRAFT SYSTEM | | |
| | Shuttlebay(s): None | | |
| | Captain's Yacht: None | | |
| | DESCRIPTION AND NOTES: | | |
| | Fleet Data: The atypical Maquis Raider is an antique, a sister design to the Peregrine class, and used by Starfleet at about the same time. Unlike the many Capital ships fielded by Starfleet, they also field hundreds of thousands of smaller vessels alongside their prestigious fleet, such as shuttles and transports for various other duties. The Hawk class is one of those faceless thousands, given a new life and infamy thanks to its ubiquitous connection to the Maquis. | | |
| | In service with Starfleet over 40 years previously, the Ju'Day class served as a border patrol vessel, scout and customs cutter. It should also be noted that some vessels remain in service with several Federation Worlds for security forces, and remains perfectly serviceable, if a little outclassed by modern Capital ships. Several even remain mothballed in Starfleet yards for emergency use. It is now known that many of these vessels used by the Maquis were liberated from these Starfleet yard, and their systems retro-fitted to extend their serviceable lifespan and enable to take on ships far superior to them... Given a little of the famed Federation ingenuity offered by former Starfleet engineers defecting to the Maquis. Common modifications to the basic design of the Ju'Day class often included up rating the weapons systems, reinforcing the ships bulkheads and armour and rebuilding the Warp drives. These modifications would allow the Ju'Day's to withstand the constant beatings they would receive in the field, even if they did leave the warp drives temperamental at the worst of times. One of the most common upgrades was the addition of Klingon disruptors at the ships wingtips, designed for the B'Rel class Bird of Prey, the Klingons found a great alternative with the Ju'Day, and donated many to the Maquis cause. It was several years before the true price of this donation was discovered when the Klingons invaded Cardassian space. The vessels pressed into Maquis service were often renamed by their new captains, or sometimes the thefts were targeted due to a ships designation, suiting the sense of Irony of the Maquis in question. | | |
| | Noteworthy Vessels/service records/encounters: U.S.S. <i>Ju'Day</i> (NCC-9900), The <i>Liberty</i> , Maquis vessel, formerly <i>USS Liberty</i> (NCC-9981), decommissioned in 2363 and stolen for Maquis use in 2370, commander by former Starfleet officer Chakotay, and lost in combat with Gul Evек in 2370. The <i>Liberty</i> and <i>Independence</i> (Originally USS of the same name. Launched from Earth shipyards and decommissioned in 2371) both stolen for Maquis use and commanded by Eddington. The <i>Zola</i> (NAR-10023), in use by the Federation Marshall service | | |

Bajoran Assault Vessel

Class and Type: Modified Bajoran Assault Vessel
Commissioning: Early 24th Century – Maquis
 Modifications 2368

HULL SYSTEMS

Size: 3
 Length: 140.72 meters
 Beam: 221.76 meters
 Height: 51.76 meters
 Decks: 3
 Mass: 96,500 metric tonnes
 SU's Available: 500
 SU's Used: 497

HULL

Outer 12
 Inner 12

Resistance

Outer Hull: 3
 Inner Hull: 3
 Ablative Armor: N/A

Structural Integrity Field

Main: Class 1 (Protection 40/60) 15
 [1 Power/ 10 Protection/round]
 Primary Backup: Class 1 (Protection 20) 8
 [1 Power/ 10 Protection/round]

Specialized Hull Systems

Atmospheric capability 3
 Planetfall capability 3

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 12/200/400

Crew Quarters

Spartan: 1 1
 Basic: 0
 Expanded: 0
 Luxury: 0
 Unusual: 0

Environmental Systems

Basic Life Support: [7 Power/round] 12
 Reserve Life Support: [3 Power/round] 6
 Emergency Life Support: 8 Emergency Shelters 6
 Gravity [2 Power/round] 3
 Consumables: 1 Year Worth 3
 Replicator Systems: None
 Medical Facilities: 2 (+0 Test) [2 Power/round] 10
 EMH: None
 Recreational Facilities: 2 Small Lounge 16
 [2 Power/round]
 Personal Transport: [0 Power/round] 9
 Jefferies tubes and Turbolifts
 Fire Suppression System: [1 Power/round] 3
 Cargo Holds: 20,000 cubic Meters 1
 Locations: Midsection
 Escape Pods 3
 Number: 50
 Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 2
 Speed: 2.0/3.0/6.0

Warp Upgrading

None

PIS: Type C (6 hours at maximum warp) 6

Special Configuration: None

Impulse Engines

Type: 2 Class 1 (.2) [5 Power/round] 16

Location: Aft Port & Starboard Engineering

Reaction Control System (.025c) 3

[2 Power/round when in use]

POWER SYSTEMS

Warp Engines

Type: Class 4/G (Generates 200 Power) 50

Impulse Engine(s):

2 Class 1 (Generates 8 Power/engine/round)

Auxiliary Power: 6

2 reactors (Generate 5 Power/reactor/round)
Emergency Power: Type A (Generates 25) 25

(Generates 25 Power/round/use)
EPS: Standard Power Transfer 15

Standard Usable Power: 228

OPERATIONS SYSTEMS

Bridge: Forward Dorsal 15

Auxiliary Control Room: None

Computers:

Core 1: Forward [5 Power/round] 6

Core 2: Aft [5 Power/round] 6

Optical Data Network 9

Navigational Deflector: [5 Power/round] 12

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward

Sensor Systems

Long-range Sensors: [5 Power/Round] 9

Range Package: Type 1 (Accuracy 3/4/7/10)

High Resolution: 4 light-years

(.5/.6-1.0/1.1-3.0/3.1-4.0)

Low Resolution: 10 light-years

(1/1.1-3.0/3.1-7.0/7.1-10)

Strength Package: Class 1 (Strength 1)

Gain Package: Standard

Test Result Bonus +0

Coverage: Standard

Lateral Sensors: [5 Power/round] 5

Strength Package: Class 1 (Strength 1)

Gain Package: Standard

Test Result Bonus: 0

Coverage: Standard

Navigational Sensors: [5 Power/round] 4

Strength Package: Class 1 (Strength 1)

Gain Package: Alpha

Test Result Bonus: +1

Probes: 10 1

Sensor Skill: 5

Flight Control Systems

Autopilot: Yes [1 Power/Round] 7

Shipboard Systems (Flight Control) 2,

Coordination 1

Navigation Computer

Main: Class 1 [1 Power/Round] 0

Test Result Bonus 0

Navigational Backups: 2 2

Inertial Damping Field

Main 6

Strength: 7 [3 Power/round]

Number: 1

Backup 6

Strength: 5 [2 Power/round]

Number 2

Attitude Control: [1 Power/round] 1

Communications Systems 9

Type: Class 4 [2 Power/round]

Strength: 4

Security: -4

Basic Upgrading: Alpha

Test Bonus +1

Security Upgrading: Delta 4

Emergency Communications: [2 power/round] 1

Holocommunications: No

Tractor Beams

Emitter: Class Alpha 3

[3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Forward

Transporters

Type: Personnel 13

Pads: 5 [4 Power/use] (0.5 Power/Person)

Emitter/Receiver Array: Personnel Type 3

25,000 km range [1 Power/use]

| | |
|--|------|
| Energizing/Transition Coils: Class H (Strength 8) | |
| Location: 1 forward bay | |
| Cloaking Device: None | |
| Security Systems: | |
| Rating: 1 | 4 |
| Anti-Intruder System: Yes [1 Power/round] | 3 |
| Internal Force Fields: None – bulkhead doors | |
| Science Systems | |
| Rating: 1 (+0) [1 Power/Round] | 8 |
| Specialized Science Systems: None | |
| Labs: 0 | |
| TACTICAL SYSTEMS | |
| Forward Phaser Array | 14.2 |
| Type: G | |
| Damage: 140 [14 Power] | |
| Number of Emitters: 80 (up to 2 shots per round) | |
| Auto-Phaser Interlock: Class Alpha | |
| Accuracy 5/6/8/11 | |
| Range: 10/30,000/100,000/300,000 | |
| Location: Forward hull | |
| Firing Arc: 180 degrees forward | |
| Firing Modes: Standard, Pulse | |
| Aft Phaser Array | 14.2 |
| Type: G | |
| Damage: 140 [14 Power] | |
| Number of Emitters: 80 (up to 2 shots per round) | |
| Auto-Phaser Interlock: Class Alpha | |
| Accuracy 5/6/8/11 | |
| Range: 10/30,000/100,000/300,000 | |
| Location: Aft hull | |
| Firing Arc: 180 degrees AFT | |
| Firing Modes: Standard, Pulse | |
| Torpedoes Carried: 0 | |
| TAT/TS: Class Beta [1 Power/Round] | 9 |
| Strength: 9 | |
| Bonus: +0 | |
| Weapon Skill: 3 | |
| Shields (Forward, Aft, Port, Starboard) | |
| 14 (x4) | |
| Shield Generator: Class 2 | |
| Protection 300 [20 Power/Shield/round] (+100 embedded nacelles) | |
| Shield Grid: Type A (50% Increase to 450 Protection) | |
| Subspace Field Distortion Amplifiers: Class Beta | |
| Threshold: 60 | |
| Shield Recharge System: Class 1 (45 second recharge) | |
| Backup Shield Generators: 4 (1 per shield) | 4 |
| Auto-Destruct System: Yes | 3 |
| AUXILIARY SPACECRAFT SYSTEM | |
| Shuttlebay(s): None | |
| Captain's Yacht: None | |
| DESCRIPTION AND NOTES: | |
| Fleet Data: The Maquis occasionally uses Bajoran Assault Ships in their arsenal. | |
| The Bajoran Assault Vessel is primarily intended for troop transport, though it can be used as a fighter if necessary. Its chief handicap is that its microfusion impulse systems are only capable of an acceleration of 15,600 meters per second – far slower than even .1c – so most vessels easily outrun it. (In ship combat, the assault vessel is limited to moving no more than two movement units per round). | |
| The Maquis acquired several Assault Vessels from sympathetic Bajorans. Rigging a warp reactor and nacelle system was complex, but gave the Maquis the needed troop, cargo and personnel transport capability without tying down more dedicated combat vessels. | |
| Maquis upgrades to the Assault Ship vary from vessel to vessel, but the most common was the addition of a warp drive as resources were scarce to be utilized on modernizing a ship designed for sublight operations. Individual crews and captains often had a different view than the Maquis command, and utilized trade, scrounging, and outright theft to outfit their vessels. | |
| Several Bajoran ships became property of <i>Long Walk Cargo and Delivery</i> , a private transport firm operating throughout the Bajor and surrounding sectors. Cardassian units operating on the border repeatedly accused Long Walk of being a front for Starfleet Intelligence, but could never find any evidence to associate the two. | |
| Noteworthy Vessels/service records/encounters: <i>Bajoran Assault Vessel</i> – prototype, <i>Hannibal's Walk</i> , first Bajoran vessel acquired and modified by the Maquis. <i>Lost Home</i> – anchored to an asteroid in the Badlands. The <i>Lost Home</i> and two other of the class were pulled to a secured location and docked together to serve as living quarters and a base of operations for the Maquis. As time passed additional passages and corridors were attached between the ships as the community grew. | |

Peregrine-class

1 Class 3A (Generates 28 Power/engine/round)

| | |
|---|------|
| Class and Type: Peregrine-class Modified Courier | |
| Commissioning: Early 24 th Century | |
| HULL SYSTEMS | |
| Size: 2 | |
| Length: 25.3 meters | |
| Beam: 20.2 meters | |
| Height: 5.0 meters | |
| Decks: 1 | |
| Mass: 24 metric tonnes | |
| SU's Available: 550 | |
| SU's Used: 512 | |
| HULL | |
| Outer | 8 |
| Inner | 8 |
| Specialized Hulls | |
| Atmospheric Capability | 2 |
| Planetfall Capability | 2 |
| Resistance | 4 |
| Outer Hull: 3 | |
| Inner Hull: 3 | |
| Ablative Armor: N/A | |
| Structural Integrity Field | |
| Main: Class3 (Protection 60/90) | 20 |
| [1 Power/ 10 Protection/round] | |
| Primary Backup: Class 1 (Protection 30) | 10 |
| [1 Power/ 10 Protection/round] | |
| Specialized Hull Systems | |
| Atmospheric capability | 2 |
| Planetfall capability | 2 |
| PERSONAL SYSTEMS | |
| Crew/Passengers/Evacuation: 2/8/10 | |
| Crew Quarters | |
| Spartan: 1 | 1 |
| Basic: 0 | |
| Expanded: 0 | |
| Luxury: 0 | |
| Unusual:0 | |
| Environmental Systems | |
| Basic Life Support: [3 Power/round] | 8 |
| Reserve Life Support: [1 Power/round] | 4 |
| Emergency Life Support: 8 Emergency Shelters | 4 |
| Gravity [2 Power/round] | 2 |
| Consumables: 4 Weeks Worth | 1 |
| Replicator Systems: None | |
| Medical Facilities: 1 (+0 Test) [1 Power/round] | 5 |
| EMH: None | |
| Recreational Facilities: None | |
| Personal Transport: Jefferies tubes | 2 |
| [0 Power/round] | |
| Fire Suppression System: [1 Power/round] | 2 |
| Cargo Holds: | |
| Escape Pods | 1 |
| Number: 2 | |
| Capacity: 4 Persons per pod | |
| PROPULSION SYSTEMS | |
| Warp Drive | |
| Nacelles: Type 4.8 | 28 |
| Speed: 4.0/6.0/8.0 [1 Power/.2 Warp speed] | |
| Warp Uprating: None | |
| PIS: Type C (6 hours) | 6 |
| Special Configuration: None | |
| Impulse Engines | |
| Type: 1 Class 3a (.5c/.75c) [5/7 Power/round] | 16 |
| Location: Aft Port & Starboard Engineering | |
| Reaction Control System (.025c) | 3 |
| [2 Power/round when in use] | |
| POWER SYSTEMS | |
| Warp Engines | |
| Type: Class 5/H (generates 280 Power/round) | 63 |
| Location: Aft Midship | |
| Impulse Engine(s): | |
| Auxiliary Power: | 6 |
| 2 reactors (Generate 5 Power/reactor/round) | |
| Emergency Power: Type C (Generates 35) | 35 |
| (Generates 35 Power/round/use) | |
| EPS: Standard Power Transfer +100 | 20 |
| Standard Usable Power: 36 | |
| OPERATIONS SYSTEMS | |
| Bridge: Forward Dorsal | 10 |
| Auxiliary Control Room: None | |
| Computers: | |
| Core 1: Forward [5 Power/round] | 4 |
| Optical Data Network | 6 |
| Navigational Deflector: [5 Power/round] | 8 |
| Range: 10/20,000/50,000/150,000 | |
| Accuracy: 5/6/8/11 | |
| Location: Forward | |
| Sensor Systems | |
| Long-range Sensors: [5 Power/Round] | 18 |
| Range Package: Type 2 (Accuracy 3/4/7/10) | |
| High Resolution: 5 light-years | |
| (.5/.6-1.0/1.1-3.5/3.6-5.0) | |
| Low Resolution: 12 light-years | |
| (1/1.1-3.0/3.1-8.0/8.1-12) | |
| Strength Package: Class 5 (Strength 5) | |
| Gain Package: Standard | |
| Test Result Bonus +0 | |
| Coverage: Standard | |
| Lateral Sensors: [5 Power/round] | 10 |
| Strength Package: Class 5 (Strength 5) | |
| Gain Package: Standard | |
| Test Result Bonus: 0 | |
| Coverage: Standard | |
| Navigational Sensors: [5 Power/round] | 10 |
| Strength Package: Class 5 (Strength 5) | |
| Gain Package: Standard | |
| Test Result Bonus: +0 | |
| Probes: 10 | 1 |
| Sensor Skill: 3 | |
| Flight Control Systems | |
| Autopilot: Yes [1 Power/Round] | 12 |
| Shipboard Systems (Flight Control) 3, Coordination 3 | |
| Navigation Computer | 1 |
| Main: Class 2 [1 Power/Round] | |
| Test Result Bonus: +1 | |
| Navigational Backups: 2 | 1 |
| Inertial Damping Field | |
| Main 8 | |
| Strength: 8 [3 Power/round] | |
| Number: 2 | |
| Backup | 3 |
| Strength: 5 [2 Power/round] | |
| Number 2 | |
| Attitude Control: [1 Power/round] | 1 |
| Communications Systems 10 | |
| Type: Class 5 [2 Power/round] | |
| Strength: 5 | |
| Security: -2 | |
| Basic Uprating: None | |
| Test Bonus +0 | |
| Security Uprating: None | |
| Emergency Communications: [2 power/round] | 1 |
| Holocommunications: No | |
| Tractor Beams | |
| Emitter: Class Beta | 6 |
| [3 Power/Strength used/round] | |
| Accuracy: 5/6/8/11 | |
| Location: Forward | |
| Transporters | |
| Type: Personnel | 14.5 |
| Pads: 3 [4 Power/use] (0.5 Power/Person) | |
| Emitter/Receiver Array: Personnel Type 6 | |
| 40,000 km range [1 Power/use] | |

Energizing/Transition Coils: Class G (Strength 7)
 Location: 1 aft of cockpit
Cloaking Device: None
Security Systems:
 Rating: 1 **4**
 Anti-Intruder System: Yes [1 Power/round] **2**
 Internal Force Fields: Yes [1 Power/3 Strength] **2**
 Science Systems
 Rating: 1 (+0) [1 Power/Round] **4**
 Specialized Science Systems: None
 Labs: 0
TACTICAL SYSTEMS
Forward Starboard Phaser Array 16.8
 Type: VIII Phase
 Damage: 140 [14 Power]
 Number of Emitters: 80 (up to 2 shots per round)
 Auto-Phaser Interlock: Class Beta
 Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 Location: Forward Starboard
 Firing Arc: 180 degrees starboard forward
 Firing Modes: Standard, Pulse
Forward Port Phaser Array 16.8
 Type: VIII Phase
 Damage: 140 [14 Power]
 Number of Emitters: 80 (up to 2 shots per round)
 Auto-Phaser Interlock: Class Beta
 Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 Location: Forward Port
 Firing Arc: 180 degrees port forward
 Firing Modes: Standard, Pulse
Forward Ventral Torpedo Launcher 13
 Standard Load: Type Photon Torpedo (200 damage)
 Spread: 1
 Range: 15/350,000/1,500,000/4,050,000
 Targeting Systems: Accuracy 4/5/7/10
 Power: [20+ 5 per Torpedo in Spread fired]
 Location: Forward
 Firing Arc: Forward, but are self-guided
Torpedoes Carried: 6
TA/TTS: Class Beta [1 Power/Round] **9**
 Strength: 8
 Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard)

12 (x4)
 Shield Generator: Class 2
 Protection 300 [30 Power/Shield/round]
 Shield Grid: Type C (50% Increase to 450 Protection)
 Subspace Field Distortion Amplifiers: Class Beta
 Threshold: 100
 Shield Recharge System: Class 1
 (45 second recharge)
 Backup Shield Generators: 4 (1 per shield) **4**
Auto-Destruct System: Yes **2**

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None
Captain's Yacht: None

DESCRIPTION AND NOTES:

Fleet Data: One of the older ship designs appropriated and used by the Maquis, the Peregrine class is a sister design to the Ju'Day, almost identical in every-way, except that the Peregrine is a far smaller vessel, with only enough room for a small crew. A fore-runner for the Starfleet Attack fighter, the Peregrine is only slightly larger than its replacement.

Often modified beyond the norm, the Peregrine was initially built as a fast courier vessel, capable of planetary and Starship deployment, it grew dated with advances in Sub-Space communications technology, and an enduring peace and prosperity meant that its use as a small scout ship/light fighter was deemed unnecessary, leaving only a limited usage in a training capacity, also little used in comparison to Shuttlecraft. The very aspects that had the ship mothballed decades before were the criteria that revived this aged ship when the fledgling Maquis sought vessels to enable their Rebellion against the Cardassians to thrive.

Full details of the Peregrine class courier can be found in the **DS9 Core Rulebook by Last Unicorn Games** on Page 226.

EREWON-CLASS

Class and Type: Erewon-class Colonial Transport

Commissioning: 2350

HULL SYSTEMS

Size: 3

Length: 100 meters

Beam: 52 meters

Height: 21.3 meters

Decks: 2

Mass: metric tonnes

SU's Available: 600

SU's Used: 556

HULL

Outer 12

Inner 12

Resistance:

Outer Hull: 2

Inner Hull: 2

Ablative Armor: N/A

Structural Integrity Field

Main: Class 1 (Protection 40/60) 15

[1 Power/ 10 Protection/round]

Primary Backup: Class 1 (Protection 20) 8

[1 Power/ 10 Protection/round]

Specialized Hull Systems

Atmospheric capability 3

Planetfall capability 3

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 4/100/600

Crew Quarters

Spartan: 50 3

Basic: 5 1

Expanded: 0

Luxury: 0

Unusual: 0

Environmental Systems

Basic Life Support: [5 Power/round] 12

Reserve Life Support: [2 Power/round] 6

Emergency Life Support: 18 Emergency

Shelters 6

Gravity [2 Power/round] 3

Consumables: 1 Year Worth 3

Replicator Systems:

Food Replicators [2 Power/round] 3

Network of Small Replicators [2 Power/round] 3

Medical Facilities: 13 (+1 Test) [3 Power/round] 15

EMH: None

Recreational Facilities: 2 Small Lounge 16

[2 Power/round]

Personal Transport: [0 Power/round] 9

Jefferies tubes and Turbolifts

Fire Suppression System: [1 Power/round] 3

Cargo Holds: 66,000 cubic Meters 2

Locations: Midsection

Escape Pods 2

Number: 40

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 4 25

Speed: 4.0/6.0/7.0 [1 Power/.2 Warp speed]

Warp Uprating None

PIS: Type E (8 hours maximum warp) 10

Special Configuration: Embedded Nacelles 12

(Threshold +10, +100 Protection)

Impulse Engines

Type: 3 Class 1 (.25c/.5c) [5/7 Power/round] 15

Location: Aft Engineering

Reaction Control System (.025c) 3

[2 Power/round when in use]

POWER SYSTEMS

Warp Engines

Type: Class 4/G (generates 249 Power/round) 75

Location: Dorsal Spine

Impulse Engine(s):

3 Class 1 (Generates 8 Power/engine/round)

Auxiliary Power:

2 reactors (Generate 5 Power/reactor/round) 6

Emergency Power: Type C (Generates 35)

(Generates 35 Power/round/use) 35

EPS: +100 Power Transfer 25

Standard Usable Power: 283

OPERATIONS SYSTEMS

Bridge: Forward Dorsal 15

Auxiliary Control Room: None

Computers:

Core 1: Starboard Saucer [5 Power/round] 6

Core 2: Port Saucer [5 Power/round] 6

Optical Data Network 9

Navigational Deflector: [5 Power/round] 12

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward

Sensor Systems

Long-range Sensors: [5 Power/Round] 10

Range Package: Type 1 (Accuracy

3/4/7/10)

High Resolution: 5 light-years

(.5/.6-1.0/1.1-3.0/3.1-4.0)

Low Resolution: 12 light-years

(1/1.1-3.0/3.1-7.0/7.1-10)

Strength Package: Class 3 (Strength 3)

Gain Package: Standard

Test Result Bonus +0

Coverage: Standard

Lateral Sensors: [5 Power/round] 4

Strength Package: Class 2 (Strength 2)

Gain Package: Standard

Test Result Bonus: 0

Coverage: Standard

Navigational Sensors: [5 Power/round] 4

Strength Package: Class 2 (Strength 2)

Gain Package: Standard

Test Result Bonus: 0

Probes: 10 1

Sensor Skill: 5

Flight Control Systems

Autopilot: Yes [1 Power/Round] 7

Shipboard Systems (Flight Control) 7,

Coordination 1

Navigation Computer

Main: Class 1 [1 Power/Round]

Test Result Bonus 0

Navigational Backups: 2 2

Inertial Damping Field

Main 12

Strength: 7 [3 Power/round]

Number: 2

Backup 6

Strength: 5 [2 Power/round]

Number 2

Attitude Control: [1 Power/round] 1

Communications Systems

Type: Class 3 [2 Power/round]

Strength: 3

Security: 0

Basic Uprating: Alpha

Test Bonus +1

Security Uprating: None 2

Emergency Communications: [2 power/round] 1

Holocommunications: No

Tractor Beams

Emitter: Class Beta

[3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Aft

Transporters

Type: Personnel 15

| | | |
|--|--|--|
| <p>Pads: 8 [4 Power/use] (0.5 Power/Person) Emitter/Receiver Array: Personnel Type 4 30,000 km range [2 Power/use] Energizing/Transition Coils: Class H (Strength 8) Location: 1 in Engineering Type: Cargo Pads: 1000 kilogram Emitter/Receiver Array: Cargo Type 2 40,000 km range [1 Power/use] Energizing/Transition Coils: Class H (Strength 8) Location: 1 in Cargobay</p> <p>Cloaking Device: None</p> <p>Security Systems: Rating: 1 Anti-Intruder System: Yes [1 Power/round] Internal Force Fields: Yes [1 Power/3 Strength]</p> <p style="text-align: center;">Science Systems</p> <p>Rating: 1 (+0) [1 Power/Round] Specialized Science Systems: None Labs: 0</p> <p>TACTICAL SYSTEMS</p> <p>Forward Phaser Array Type: IV Damage: 80 [80 Power]</p> <p style="padding-left: 20px;">Number of Emitters: 80 (up to 2 shots per round) Auto-Phaser Interlock: Class Alpha Accuracy 5/6/8/11 Range: 10/30,000/100,000/300,000 Location: Forward hull Firing Arc: 180 degrees forward Firing Modes: Standard, Pulse</p> <p>Aft Phaser Array Type: IV Damage: 80 [80 Power]</p> <p style="padding-left: 20px;">Number of Emitters: 80 (up to 2 shots per round) Auto-Phaser Interlock: Class Alpha Accuracy 5/6/8/11 Range: 10/30,000/100,000/300,000 Location: Forward hull Firing Arc: 180 degrees Aft Firing Modes: Standard, Pulse</p> <p>Torpedoes Carried: 0 TAI/TS: Class Alpha [0 Power/Round] Strength: 7 Bonus: +0</p> <p>Weapon Skill: 3</p> <p>Shields (Forward, Aft, Port, Starboard)</p> <p>9 (x4) Shield Generator: Class 1 Protection 300 [20 Power/Shield/round] (+100 embedded nacelles) Shield Grid: Type A (50% Increase to 675 Protection) Subspace Field Distortion Amplifiers: Class Gamma Threshold: 660 (50+10 (embedded nacelles)) Shield Recharge System: Class 1 (45 second recharge) Backup Shield Generators: 4 (1 per shield)</p> <p>Auto-Destruct System: Yes</p> <p>AUXILIARY SPACECRAFT SYSTEM Shuttlebay(s): None Captain's Yacht: None</p> <p>DESCRIPTION AND NOTES: Fleet Data: The Erewon class is one of many workhorses within the Federation, serving as a transport, in civilian service, Starfleet service and even with the merchant marine. It has found its niche</p> | <p>15</p> <p>4</p> <p>3</p> <p>3</p> <p>8</p> <p>3.2</p> <p>3.2</p> <p>6</p> <p>4</p> <p>3</p> | <p>however as a Colonial transport. Capable of taking at least 100 colonists to their new home, with enough resources and cargo to house them, supply them and enable them to set up a new colony. The vessel is capable of planetary landings and designed to operate in a ground support role as a central hub of a colony as communications and colonial administration, and even offering shelter and workshops within the ships quarters and the emptied cargo holds. Initially designed with no weapons some Erewon class vessels have been upgraded with light Type IV phasers used primarily as a tool rather than for defence, and these vessels are often found on mining colonies.</p> <p><i>Noteworthy Vessels;</i> The SS Santa Maria was an Erewon class transport, taking colonists to Gemulon V when it crashed stranding its colonists on Orellius, a planet with no technology, they persevered and formed a colony anyway, remaining cut off until discovered by Benjamin Sisko in 2369.</p> <p>Noteworthy Vessels/service records/encounters: <i>Erewon – prototype, S.S. Santa Maria</i> crashed on Orellius, and discovered by Benjamin Sisko in 2369.</p> |
|--|--|--|

MALGAR-CLASS

Class and Type: *Malgar*-class Modular Transport

Commissioning: 2350

HULL SYSTEMS

Size: 4

Length: 100 meters

Beam: 52 meters

Height: 21.3 meters

Decks: 2

Mass: metric tonnes

SU's Available: 1,000

SU's Used: 784

HULL

Outer

12

Inner

12

Resistance:

Outer Hull: 2

Inner Hull: 2

Ablative Armor: N/A

Structural Integrity Field

Main: Class 1 (Protection 40/60)

15

[1 Power/ 10 Protection/round]

Primary Backup: Class 1 (Protection 20)

8

[1 Power/ 10 Protection/round]

Specialized Hull Systems

Atmospheric capability

3

Planetfall capability

3

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 4/100/600

Crew Quarters

Spartan: 50

3

Basic: 5

1

Expanded: 0

Luxury: 0

Unusual: 0

Environmental Systems

Basic Life Support: [5 Power/round]

12

Reserve Life Support: [2 Power/round]

6

Emergency Life Support: 18 Emergency

6

Shelters

6

Gravity [2 Power/round]

3

Consumables: 1 Year Worth

3

Replicator Systems:

Food Replicators [2 Power/round]

3

Network of Small Replicators [2 Power/round]

3

Medical Facilities: 13 (+1 Test) [3 Power/round]

15

EMH: None

Recreational Facilities: 2 Small Lounge

16

[2 Power/round]

Personal Transport: [0 Power/round]

9

Jefferies tubes and Turbolifts

Fire Suppression System: [1 Power/round]

3

Cargo Holds: 66,000 cubic Meters

2

Locations: Midsection

Escape Pods

2

Number: 40

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 4

25

Speed: 4.0/6.0/7.0 [1 Power/.2 Warp speed]

Warp Upgrading

PIS: Type E (8 hours maximum warp)

10

Special Configuration: Embedded Nacelles

12

(Threshold +10, +100 Protection)

Impulse Engines

Type: 3 Class 1 (.25c/.5c) [5/7 Power/round]

15

Location: Aft Engineering

Reaction Control System (.025c) 3

[2 Power/round when in use]

POWER SYSTEMS

Warp Engines

Type: Class 4/G (generates 249 Power/round)

75

Location: Dorsal Spine

Impulse Engine(s):

3 Class 1 (Generates 8 Power/engine/round)

Auxiliary Power:

6

2 reactors (Generate 5 Power/reactor/round)

Emergency Power: Type C (Generates 35)

35 (Generates 35 Power/i

EPS: +100 Power Transfer

25

Standard Usable Power: 283

OPERATIONS SYSTEMS

Bridge: Forward Dorsal

15

Auxiliary Control Room: None

Computers:

Core 1: Starboard Saucer [5 Power/round]

6

Core 2: Port Saucer [5 Power/round]

6

Optical Data Network

9

Navigational Deflector: [5 Power/round]

12

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward

Sensor Systems

Long-range Sensors: [5 Power/Round]

10

Range Package: Type 1 (Accuracy

3/4/7/10)

High Resolution: 5 light-years

(.5/.6-1.0/1.1-3.0/3.1-4.0)

Low Resolution: 12 light-years

(1/1.1-3.0/3.1-7.0/7.1-10)

Strength Package: Class 3 (Strength 3)

Gain Package: Standard

Test Result Bonus +0

Coverage: Standard

Lateral Sensors: [5 Power/round]

4

Strength Package: Class 2 (Strength 2)

Gain Package: Standard

Test Result Bonus: 0

Coverage: Standard

Navigational Sensors: [5 Power/round]

4

Strength Package: Class 2 (Strength 2)

Gain Package: Standard

Test Result Bonus: 0

Probes: 10

1

Sensor Skill: 5

Flight Control Systems

Autopilot: Yes [1 Power/Round]

7

Shipboard Systems (Flight Control) 7,

Coordination 1

Navigation Computer

0

Main: Class 1 [1 Power/Round]

Test Result Bonus 0

Navigational Backups: 2

2

Inertial Damping Field

Main

12

Strength: 7 [3 Power/round]

Number: 2

Backup

6

Strength: 5 [2 Power/round]

Number 2

Attitude Control: [1 Power/round]

1

Communications Systems

9

Type: Class 3 [2 Power/round]

Strength: 3

Security: 0

Basic Upgrading: Alpha

Test Bonus +1

Security Upgrading: None

2

Emergency Communications: [2 power/round]

1

Holocommunications: No

Tractor Beams

9

Emitter: Class Beta

[3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Aft

Transporters

15

Type: Personnel

Pads: 8 [4 Power/use] (0.5 Power/Person)

| | | |
|---|-------------|--|
| <p>Emitter/Receiver Array: Personnel Type 4 30,000 km range [2 Power/use] Energizing/Transition Coils: Class H (Strength 8) Location: 1 in Engineering Type: Cargo Pads: 1000 kilogram Emitter/Receiver Array: Cargo Type 2 40,000 km range [1 Power/use] Energizing/Transition Coils: Class H (Strength 8) Location: 1 in Cargobay</p> | 15 | <p>Cardassian service as a second string freighter and some vessels have been down graded to suit civilian service. From a distance the Malgar class looks very similar to the antique Altair class in use by the Federation in the late 23rd century, although the Malgar class vessel dwarfs the old Federation freighter by 5 times. It is thought that the Cardassians retooled the common Altair, a solid, trustworthy workhorse, and simply increased the design size to suit the Cardassian Navies own requirements.</p> <p>Noteworthy Vessels/service records/encounters: The <i>Bok'Nor</i> an ordinarily non-descript Cardassian freighter, sabotaged and destroyed in the first public strike of the Maquis. The <i>Kamal</i>, lost while transporting Bajoran workers and a lost Orb to Cardassia in 2358, found nearly 20 years later in 2376 drifting in the Badlands by the USS Enterprise.</p> |
| <p>Cloaking Device: None Security Systems: Rating: 1 Anti-Intruder System: Yes [1 Power/round] Internal Force Fields: Yes [1 Power/3 Strength]</p> | 4 3 3 | |
| <p>Science Systems Rating: 1 (+0) [1 Power/Round] Specialized Science Systems: None Labs: 0</p> | 8 | |
| <p>TACTICAL SYSTEMS Forward Phaser Array</p> | 3.2 | |
| <p>Type: IV Damage: 80 [80 Power]</p> <p>Number of Emitters: 80 (up to 2 shots per round) Auto-Phaser Interlock: Class Alpha Accuracy 5/6/8/11 Range: 10/30,000/100,000/300,000 Location: Forward hull Firing Arc: 180 degrees forward Firing Modes: Standard, Pulse</p> | | |
| <p>Aft Phaser Array</p> | 3.2 | |
| <p>Type: IV Damage: 80 [80 Power]</p> <p>Number of Emitters: 80 (up to 2 shots per round) Auto-Phaser Interlock: Class Alpha Accuracy 5/6/8/11 Range: 10/30,000/100,000/300,000 Location: Forward hull Firing Arc: 180 degrees Aft Firing Modes: Standard, Pulse</p> | | |
| <p>Torpedoes Carried: 0 TA/T/TS: Class Alpha [0 Power/Round] Strength: 7 Bonus: +0</p> | 6 | |
| <p>Weapon Skill: 3 Shields (Forward, Aft, Port, Starboard)</p> | | |
| <p>9 (x4) Shield Generator: Class 1 Protection 300 [20 Power/Shield/round] (+100 embedded nacelles) Shield Grid: Type A (50% Increase to 675 Protection) Subspace Field Distortion Amplifiers: Class Gamma Threshold: 660 (50+10 (embedded nacelles)) Shield Recharge System: Class 1 (45 second recharge) Backup Shield Generators: 4 (1 per shield)</p> | 4 | |
| <p>Auto-Destruct System: Yes</p> | 3 | |
| <p>AUXILIARY SPACECRAFT SYSTEM Shuttlebay(s): None Captain's Yacht: None</p> | | |
| <p>DESCRIPTION AND NOTES: Fleet Data: The Malgar class bulk freighter has served the Cardassian Empire for over 100 years. This old 220 class design has been a faithful workhorse, and despite being replaced in the field by the newer Salgar class freighter remains in</p> | | |

Appendix

Bibliography

Episodes;

Star Trek; The Next Generation.

- #203 Ensign Ro
- #272 Journeys End
- #276 Pre-Emptive Strike

Star Trek; Deep Space Nine.

- #440 The Maquis, Part I
- #441 The Maquis, Part II
- #445 Tribunal
- #455 Defiant
- #494 For the Cause
- #511 For the Uniform
- #521 Blaze of Glory

Star Trek; Voyager

- #101/102 Caretaker
- #111 State of Flux
- #116 Learning Curve
- #133 Meld.
- #134 Dreadnaught
- #167 Worst Case Scenario
- #197 Extreme Risk
- #229 The Voyager Conspiracy
- #257 Shattered

Books;

- Star Trek Deep Space Nine Companion
By Terry J. Erdmann
- Delta Quadrant, The Unofficial Guide to
Voyager
By David McIntee
- Star Trek Voyager – Pathways
By Jeri Taylor
- Star Trek - The Badlands, Book 2
By Susan Wright
and
The Official Star Trek Fact Files.

Star Trek Roleplaying;

- Star Trek Deep Space Nine Roleplaying
Game, Core Game Book, by Last Unicorn
Games.
- Star Trek Deep Space Nine Roleplaying
Game, Raiders, Renegades and Rogues,
by Last Unicorn Games.
- Star Trek Deep Space Nine Roleplaying
Game, Narrators Toolkit, by Last Unicorn
Games.