

STAR TREKTM

ADVENTURES



THE ROLEPLAYING GAME
CORE RULEBOOK

STARFLEET NEEDS A NEW CREW

WELCOME TO YOUR NEW ASSIGNMENT, CAPTAIN.
YOUR CONTINUING MISSION, TO EXPLORE STRANGE
NEW WORLDS, TO SEEK OUT NEW LIFE AND NEW CIVILIZATIONS,
TO BOLDLY GO WHERE NO ONE HAS GONE BEFORE...

Star Trek Adventures takes you to the Final Frontier of the Galaxy, where new discoveries await keen explorers of Starfleet. Your duties may take you to the edges of known space, or to Federation colonies in need, to the borders of neighboring galactic powers or into the eye of interstellar phenomena. Your ship and your crew epitomize the best Starfleet and the United Federation of Planets has to offer, and you are needed more than ever.

A new threat looms from across the Gamma Quadrant, as it is confirmed by Commander Sisko and his crew that the Dominion, led by the Founders, represent a significant threat to the Alpha Quadrant. Tension is already high in the region of Bajor and Deep Space 9, as the Maquis continue to act against the Cardassian-Federation peace treaty, with Captain Janeway and the crew of the *U.S.S. Voyager* preparing for their mission in the Badlands. It is a volatile time for the Federation and new crews have never been in higher demand.

- Create your own *Star Trek* stories of discovery and adventure on the final frontier.
- Complete 2d20 game system adapted for *Star Trek Adventures*.
- An extensive exploration of the United Federation of Planets and its galactic neighbors in the Alpha, Beta and Gamma Quadrants.
- Guidelines for Gamemasters old and new, on how to run an adventure of exploration and discovery for the crew of a Federation starship.
- A full catalogue of aliens and antagonists including Klingons, Romulans, Cardassians, the Borg, and the Dominion.
- Brought to you by a team of expert *Star Trek* writers including writers from previous editions of *Star Trek* roleplaying games and other gaming talent.
- Personal logs and intercepted communications by Starfleet Intelligence provide a new perspective on *Star Trek* and its events.

MODIPHIUSTM
ENTERTAINMENT



MODIPHIUS.COM

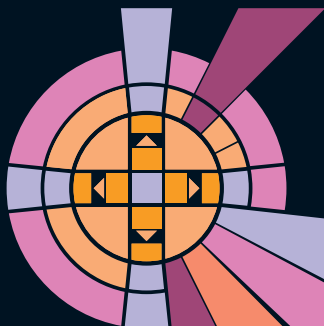
TM & © 2017 CBS Studios Inc.
© 2017 Paramount Pictures Corp.
STAR TREK and related marks and
logos are trademarks of CBS Studios Inc.
All Rights Reserved.

STARTREK.COM

ISBN 978-1-910132-85-2



MUH051060
Printed in Germany



LCARS TERMINAL 978-1-910132-85-2

CREDITS

1732011

SYSTEM DESIGN
NATHAN DOWDELL

INDEX BY
BILL HERON

STEVE STARK, GRZEGORZ
PEDRYCZ, CHRIS ADAMEK,
VITALI TIMKIN, ANGEL
ALONSO MIGUEL, DAVID
METLESITS, ALAIN RIVARD,
TOMA FEIZO GAS, JOSE
ESTERAS, CHRIS WEBB,
JACK KAISER AND
CRISTI BALANESCU

OPERATIONS MANAGER
GARRY HARPER

LINE DEVELOPMENT
DAVE CHAPMAN AND
SAM WEBB

EDITING
SCOTT PEARSON
AND BRIAN CASEY

STEVE STARK, GRZEGORZ
PEDRYCZ, CHRIS ADAMEK,
VITALI TIMKIN, ANGEL
ALONSO MIGUEL, DAVID
METLESITS, ALAIN RIVARD,
TOMA FEIZO GAS, JOSE
ESTERAS, CHRIS WEBB,
JACK KAISER AND
CRISTI BALANESCU

PRODUCTION MANAGER
STEVE DALDRY

WRITING
DAVE CHAPMAN, JIM
JOHNSON, PATRICK
GOODMAN, ROSS ISAACS,
BILL MAXWELL, JONATHAN
BREESE, NATHAN DOWDELL,
JOHN SNEAD, OZ MILLS,
AARON POLLYEA, ROB
WIELAND, ADE SMITH,
ANTHONY JENNINGS, DAN
TAYLOR, DAYTON WARD,
MICHAEL BROPHY, GILES
PRITCHARD, MAGGIE
CARROLL, STEVEN CREECH,
SHAWN MERWIN, SAM WEBB
AND JACOB ROSS

PROOFREADING
ARIC WIEDER

COVER ARTWORK
GUILLEM PONGILUPPI
AND JOSEPH DIAZ

INTERNAL ARTWORK
TOBIAS RICHTER, MATTHEW
COMBEN, RODRIGO
GONZALEZ TOLEDO,
MICHELE FRIGO, CONNOR
MAGILL, NICK GREENWOOD,
WAYNE MILLER, JOSHUA
CALLOWAY, MARTIN
SOBR, JOSEPH DIAZ,

ART DIRECTION
SAM WEBB

LEAD GRAPHIC DESIGN
MATTHEW COMBEN

ADDITIONAL
GRAPHIC DESIGN
CHRIS WEBB AND
MICHAL E CROSS

PRODUCED BY
CHRIS BIRCH

COMMUNITY SUPPORT
LLOYD GYAN

WITH THANKS TO
GENE RODDENBERRY, JOHN
VAN CITTERS, MARIAN
CORDRY, VERONICA HART,
KEITH LOWENADLER,
DAYTON WARD AND
SCOTT PEARSON

PLAYTESTERS
THE CREWS OF THE:
USS LEXINGTON
USS VENTURE
USS THUNDERCHILD
USS BELLEROPHON

191984

221084

AUX SYS

MODIPHIOUS™ **PARAMOUNT™**
ENTERTAINMENT

Published by Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Road, London, SW6 4QP, England

Printed by SKN Druck und Verlag GmbH & Co. KG
Stellmacherstr. 14, D-26506 Norden, Deutschland

INFO@MODIPHIOUS.COM
WWW.MODIPHIOUS.COM

STARTREK.COM

Modiphius Entertainment Product Number: MUH051060
ISBN: 978-1-910132-85-2

The 2d20 system and Modiphius Logos are copyright Modiphius Entertainment Ltd 2017. All 2d20 system text is copyright Modiphius Entertainment Ltd. Any unauthorised use of copyrighted material is illegal. Any trademarked names are used in a fictional manner; no infringement is intended. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context. TM & © 2017 CBS Studios inc. © 2017 Paramount Pictures Corp. *STAR TREK* and related marks and logos are trademarks of CBS Studios inc. All Rights Reserved.

Artwork and graphics © and ™ CBS Studios Inc. All Rights Reserved., except the Modiphius Logo which is Modiphius Entertainment Ltd. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

CONTENTS

CHAPTER 01 002

INTRODUCTION

01.10 Introduction003

CHAPTER 02 010

THE UNITED FEDERATION OF PLANETS

02.10 Overview011

02.20 Early History.....022

02.30 The Twenty-Third Century037

02.40 Recent Federation History.....043

CHAPTER 03 052

YOUR CONTINUING MISSION

03.10 Starfleet's Purpose053

03.20 The Prime Directive.....055

03.30 Starfleet Academy058

03.40 Assignment.....062

03.50 Duties.....064

03.60 Away Teams.....066

CHAPTER 04 072

OPERATIONS

04.10 Introduction.....073

04.20 Basic Operations075

04.30 Advanced Training089

CHAPTER 05 092

REPORTING FOR DUTY

05.10 A Career in Starfleet.....093

05.20 Lifepath Creation100

05.30 Creation in Play.....131

05.40 Supporting Characters132

05.50 Talents.....135

05.60 Character Development.....138

CHAPTER 06 144

THE FINAL FRONTIER

06.10 Strange New Worlds.....145

06.20 Alien Encounters.....150

06.30 Stellar Phenomena152

06.40 Scientific Discoveries and
Developments.....157

CHAPTER 07 162

CONFLICT

07.10 Introduction.....163

07.20 Social Conflict.....164

07.30 Combat.....169

CHAPTER 08 182

TECHNOLOGY AND EQUIPMENT

08.10 Technology.....183

08.20 Advanced Technology187

08.30 Weapons, Gear and Other Items ...192

CHAPTER 09 200

HOME IN THE STARS

09.10 Starships.....201

09.20 Starbases.....206

09.30 Colonies.....208

09.40 Starship Rules.....210

09.50 Starship Combat.....218

09.60 Starfleet Ships of the Line236

09.70 Alien Vessels.....259

CHAPTER 10 270

GAMEMASTERING

10.10 Running Star Trek Adventures271

10.20 Character Creation276

10.30 Managing the Rules278

10.40 Player Characters286

10.50 Non-Player Characters289

10.60 Experience and Promotion293

10.70 Creating Encounters297

10.80 Creating Missions, NPCs,
and Locations303

CHAPTER 11 310

ALIENS AND ADVERSARIES

11.10 NPCs and Adversaries.....311

11.20 United Federation of Planets314

11.30 Klingon Empire317

11.40 The Romulan Star Empire.....319

11.50 Borg Collective322

11.60 Ferengi Alliance325

11.70 Cardassian Union327

11.80 The Dominion.....330

11.90 Alien Artefacts.....333

11.100 Beasts of the Galaxy.....340

CHAPTER 12 346

THE RESCUE AT XERXES

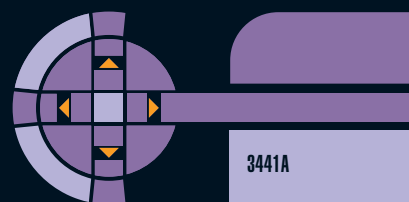
12.10 Mission347

Playtester Credits355

Starfleet Personnel File358

Starship Registry Entry.....359

Index.....361



"SPACE. THE FINAL FRONTIER. THESE ARE THE VOYAGES OF THE STARSHIP ENTERPRISE. ITS CONTINUING MISSION: TO EXPLORE STRANGE NEW WORLDS, TO SEEK OUT NEW LIFE AND NEW CIVILIZATIONS, TO BOLDLY GO WHERE NO ONE HAS GONE BEFORE."

— CAPTAIN JEAN-LUC PICARD

WELCOME TO THE 24TH CENTURY

Humanity always wondered what was out there, beyond our world, in the vastness of space. After one of the most horrific and catastrophic wars in Human history, it was our curiosity about the stars that inspired hope and united the planet to rebuild to make a better world for everyone.

Out in the stars we encountered new life; new allies, and new enemies. We formed an alliance, the United Federation of Planets, with a handful of civilizations and vowed to share our technology to create Starfleet — joined in a mission of peaceful exploration and united defense.

Starfleet ventured further into space, discovering strange new worlds and new civilizations. Vast empires turned against us, powerful forces tried to invade, but our spirit of adventure and wonder drives us to better ourselves and enrich our lives. Even now, we have only charted a quarter of the hundred billion stars and potential planetary systems in our Galaxy.

ADVENTURES BEYOND THE FINAL FRONTIER

Welcome to *Star Trek Adventures*, where Players take on the roles of Starfleet personnel, venturing into the Galaxy to explore, discover, and to encounter the wide diversity the universe has to offer. They can be captains, lieutenants, commanders, ensigns, or cadets. Enlisted or officers, they are Humans, Vulcans, Andorians, Trill, Bajorans, and more, assigned to starships, space stations, research vessels, colonies, and starbases across the Galaxy.

It is an exciting time in Starfleet's history — Earth Year 2371. The *U.S.S. Enterprise* NCC-1701-D will be sent on a mission to the Amargosa observatory, *U.S.S. Voyager* NCC-74656 is about to be sent on a mission into the Badlands to search for a Maquis ship, and the *U.S.S. Defiant* NX-74205 has been assigned to Commander Sisko at Deep Space 9 to assist in the search for the Dominion in the Gamma Quadrant.

Elsewhere, the fragile peace with the Klingon Empire could be jeopardized. Ambassador Spock tries to bring reunification with Vulcans to the Romulans while the Romulans, in turn, plan to join with the Cardassians in a preemptive strike against the Dominion threat.

You may be assigned to a starship caught up in the heart of these events, or sent on a different mission altogether

— venturing into unexplored regions of space to make first contact with new civilizations or to chart spatial anomalies that could lead to new information and advances in the sciences.

ENGAGE ROLEPLAYING

There is a good chance that you have experience with roleplaying games, and are familiar with the concepts that we will be using. In its basic terms, roleplaying games are a form of shared storytelling. They are about stretching the imagination to experience exciting adventures out in the vastness of space, on hostile planets, and in exotic locations. With the power of the Player's imagination, they can experience encounters and situations far beyond that of a traditional board or video game.

YESTERDAY'S ENTERPRISE

The default setting of *Star Trek Adventures* is the year 2371 (stardates 48000-48999) but that does not mean that other eras of play are unavailable for the game. Gamemasters can choose to set the game at the dawn of Humanity's exploration into the stars, or during the "Five-Year Mission" period when Kirk commanded the *U.S.S. Enterprise* NCC-1701. Maybe even after Praetor Shinzon's plan to destroy Earth is foiled by Captain Picard and the crew of the *U.S.S. Enterprise* NCC-1701-E. Through wormholes or other temporal anomalies, the crew from one time period can travel to another, even into Earth's past.

Gamemasters wishing to run missions during different time periods will have no trouble using the rules as presented. If an item of equipment or technological advancement is unavailable in a certain era (such as transporters, replicators, etc.) there will be a note in a sidebar like this one. Additional advice for Gamemasters wishing to run games during the classic Kirk era or earlier, or after Shinzon, can be found in *Chapter 10: Gamemastering* (see p. 270) and in future supplements.



There is no formal start or end to the game — the Players and the Gamemaster (see below) get together and the sessions can range in length from a couple of hours to a whole weekend. There is no winning or losing, just a great way to get together, engage in conversation, create a story, and have a good time.

All games, however, have rules. This book provides the rules to help everyone agree on what happens, to avoid dispute over the action, and to help everyone to work together to make sure that the experience is as fair as it is exciting.

PLAYING A ROLE IN STARFLEET

Star Trek Adventures allows you to join Starfleet, take a position on board a starship, starbase, or colony, and discover new and exciting worlds. It is a future of hope, peace, and science. One where the challenge is resolved as much by discussion, diplomacy, and science and research as it is by pointing a phaser.

Missions can be exploratory, unearthing ancient civilizations and finding lost artifacts. They can be diplomatic in nature, making first contact with a new species, or trying to prevent a war between two feuding governments. It could be of a scientific nature, working on a new research project or investigating a temporal anomaly.

What makes **Star Trek Adventures** different from other games is two-fold: the variety of stories, and the depth of character. *Star Trek* is not just about exploring strange new worlds. One mission could be a life or death struggle, stranded on a planet with hostile forces approaching while the crew tries to repair a damaged shuttle. The next could have a medical focus, with a crew member fighting for their life against a strange disease and the medical staff desperate to discover a cure.

However, it is the characters that make *Star Trek* stories special. Behind the main story, through the heat of the action, the characters and their relationships are often the most important element. Frequently, the characters' personal stories come to the fore and become the focus of the adventure, and **Star Trek Adventures** encourages and enables this during play. Player Characters have their own motivations and beliefs, relationships and challenges that make them more than simple numbers on a sheet. With the help of the Players, the characters become three-dimensional — and when the characters are rich and detailed, the sense of tension, drama, and excitement throughout the game will make the experience unique and thrilling.

The Romulan military is a potent enough threat, but the Tal Shiar has warships of its own and puts them to sudden, effective use when the need arises for a decisive blow.

Romulan foreign policy has been largely consistent for as long as the Federation has known them: they are devoted to ruining foreign alliances from within, and what they cannot break by subterfuge, they shatter by swift military action. Their cloaking technologies are powerful, though not infallible, and have been used effectively against the Federation and Klingon militaries for decades. Their weapons, defensive screens, and engines are all on a power level comparable to our own, so rest assured that any fight with a Romulan cruiser will be, barring a surprise, a closely-matched effort.

The Romulans have never been comfortable with positive Federation-Klingon relations and have, on more than one occasion, tried to directly or indirectly drive a wedge into the alliance. Their most recent effort, backing the House of Duras and sparking the Klingon Civil War, was nearly successful. While they were defeated, Intelligence is confident that they remain undeterred, and are almost certainly working on the next scheme to destabilize the Federation-Klingon alliance. It's too early to say what the Romulans feel about the sudden appearance of the Dominion, and you can be sure that our Intelligence assets will be keeping a close eye on any Romulan response to Dominion actions, should they arise.

Despite the history of animosity between the Romulans and Federation, there have been, over the last several years, several events that have given cause for hope of a better relationship on the horizon. The *U.S.S. Enterprise-D*, under the command of Captain Jean-Luc Picard, has had a number of encounters with Romulans along the Neutral Zone. While some of these encounters have ended in either a stalemate or a tactical loss, some have resulted in what might be considered the seeds of hope — notably, Picard's involvement with Ambassador Spock and Spock's efforts toward a movement intended to reunite the Vulcan and Romulan peoples. While the mainline Romulan Senate publicly denounces the movement and actively hunts down any members of the underground, Starfleet Intelligence suggests there is quiet support within the Senate to suspect that reunification is a possibility, albeit a long-term one. Spock, in his infinite wisdom, is playing the long game there and it remains to be seen what could come of it. Reunification of the Vulcan and Romulan peoples would certainly affect the balance of power in the Alpha and Beta Quadrants. Starfleet Intelligence is working to determine which other spacefaring species might react negatively to such an event and whether any would attempt to sabotage such a movement. As with all things involving Romulans, this is a waiting game and requires patience and vigilance.



GORN HEGEMONY

While they mostly keep to their own space, Gorn starships ply trading routes throughout the Alpha and Beta Quadrants. They are known to have connections with the Orion Syndicate and the Ferengi Alliance. Other than an encounter with Captain James T. Kirk and some other isolated incidents, Starfleet and the Gorn have had few dealings. We know their technological capabilities are similar to our own, though the Hegemony is dwarfed by the size of the Federation. Still, Intelligence believes that the Gorn could be a useful ally, or, if pressed, a devilish foe.

OTHER THREATS TO THE FEDERATION

There are dangers to the well-being of the Federation even beyond the Alpha and Beta Quadrants. We will discuss some of the more powerful and dangerous of them now.

THE BORG

Perhaps the most powerful and fearsome foe the Federation and Starfleet has ever faced, the Borg have been silent for nearly a year. Their last foray into Federation space was just over a year ago, when Borg led by the Soong-type android, Lore, invaded Federation space but were foiled by the heroic actions of the crew of the *Enterprise-D*.

The Federation has commissioned a new series of deep space probes and listening posts specifically dedicated to monitoring any possible new Borg incursion. We've tended to be a step behind the Borg in most instances, so it is hoped that these probes and posts will serve as an early warning system to give us a fighting chance the next time the Borg invade our space.

And make no mistake, Captain: the Borg will be back. The intelligence communities of the Federation, Romulans, Klingons, and Cardassians agree (shockingly enough) that, now that the Borg know where we are and what we have to offer, they will not hesitate to come back and attempt the final assimilation of all species within the Alpha and Beta Quadrants. While the Federation has been the hardest hit during the previous Borg attacks, both the Klingons and Romulans have admitted to losses at the hands of the Borg, and there have been reports of independent peoples also suffering under the Borg.

If there is one positive note to come from the past Borg attacks, it is that they have forced Starfleet engineers and scientists to get more creative with starship design. There are several new classes of Federation starship on the boards, in the docks, or just now entering service, including the *Akira*, *Intrepid*, *Norway*, *Saber*, *Sovereign*, and *Steamrunner* classes. Perhaps you will be assigned to one of them soon. All these ships were developed following the first Borg invasion and battle at Wolf 359 and carry technological advances sparked in large part by the Borg threat. Hopefully, Starfleet can get enough of these new ships built, manned, and entered into service before the Borg return.

THE DOMINION

The discovery of the stable wormhole near Bajor was a scientific landmark, certainly, but it also serves as a gateway to a whole sector's worth of challenges and threats. While Starfleet Intelligence is still analyzing data secured by the Starfleet crew aboard Deep Space 9 and from other sources, it seems clear that the Gamma Quadrant's Dominion, an organized body of unknown size and strength, may be a clear and present danger to the Federation and other civilizations here in the Alpha and Beta Quadrants.

Our diplomatic corps has been working overtime trying to soothe concerns from some members of the Federation and from unaligned worlds, including Bajor. The Dominion's destruction of the New Bajor colony in the Gamma Quadrant might be considered by some an act of war, but it seems like our diplomats are spinning it as the Dominion protesting an Alpha Quadrant incursion into their territory. No one is sure how it will shake out, but be prepared to answer some hard questions if you find yourself in a discussion about the Dominion and their possible next actions.

Starfleet is woefully short on reliable intelligence on the Dominion and their inner structure, but what we do know is that they are apparently an organization of hundreds of worlds, led by a group called the Founders. For as little as we know about the Dominion, we know even less about the Founders. The Vorta are one of the species within the Dominion, and they appear to be leaders and diplomats. Many of them command squads of Dominion shock troops, called the Jem'Hadar. They are a fierce warrior people, battle-hungry and fearsome in combat. The Klingons regard them as a worthy adversary, though I'm not sure that has done much to put anyone's concerns at ease.

We know that the Dominion collects worlds through a mix of diplomacy, threat, and, in some cases, outright invasion. We have heard rumors that they are willing to wipe out entire populations in order to set an example for other species. It seems that when diplomacy fails, they send in the Jem'Hadar to soften up or eradicate the population of a planet or colony. There are even unsubstantiated rumors suggesting that Dominion science exceeds our own, and that they have the capability to manufacture lethal viruses. The sources of these rumors are unreliable, but Starfleet Command is taking them as seriously as any other rumor regarding the Dominion. Deep Space 9 Chief Medical Officer, Lieutenant Julian Bashir, recently had a Jem'Hadar soldier aboard the station and was able to see it grow from child to maturity. The data he collected was forwarded to several Starfleet divisions and is being examined closely for any useful leads or insights.

In addition, Starfleet Intelligence and the Corps of Engineers are working hard to study all the tactical and technical information they can obtain regarding recent Dominion incursions into the Alpha Quadrant, as well as the battle that resulted in the loss of the *Galaxy-class U.S.S. Odyssey* and



ANDORIAN AMBASSADOR AHRYNN, FEDERATION FOUNDING CEREMONY, 2161



“...and with the goal of this United Federation of Planets being the prevention of conflict through cooperation, I hereby propose that those of us assembled immediately offer membership to the Klingon and Romulan peoples as well. For I fear that without an effort to truly ally all of the major powers, we merely set the stage for future conflicts – and not merely internecine struggles amongst ourselves, but wars which could engulf the Alpha and Beta Quadrants, and eventually the entire Galaxy.”

[Audio indicates outcry in the chamber. Indistinct. A gavel can be heard, and a voice (presumably that of Earth Ambassador Vanderbilt) calling “order.”]

Footnote: Ahrynn’s proposal was rejected. Ambassador Sarahd replaced Ahrynn as head of the Andorian delegation, signing the Constitution, and eventually serving as Federation Vice President.

TRANSCRIPT

ENSIGN RICHARD TRAVERS STARDATE 5632.6

"Hi Mom and Dad. Ship assignments are now posted. Can you believe it? I'm finally going into space! I'm going to be serving on the brand spanking new, yet to be commissioned, *U.S.S. Defiant*. She's the latest *Constitution* class ship to be built. I'm already anxious to get into her engine-room.

She has the most beautiful lines. Her nacelles and support columns have such straight lines. The saucer section is perfectly round. She's downright lovely. I can't wait to see her warp core.

My roommate has teased me about the fact that I already fawn over her like she's my girlfriend. I told him that every chief engineer falls in love with his ship. He reminded me that I wasn't a chief engineer. I laughed and told him not yet.

Mom, I know you're going to worry now that I am shipping out, but I'll be okay. I shouldn't have to be on any landing parties since I'll be serving in the engineering section. So the fact that I'm wearing a red shirt isn't a cause for concern. Good thing I never wanted to get into security, isn't it?

Well, I need to go. We are supposed to report to our senior officer in the morning. I love you both."



PERSONAL LOG

CAPTAIN GARTH

A triumphal procession, just like they used to throw in ancient Rome. That's what they gave me, marched down the Boulevard of Heroes and enshrined forever as Garth of Izar. It nearly made it seem worth it; the applause of the crowd drowned out the screams of my bridge crew and the flashes of recorders brighter than the brief flames of the ships at Axanar disintegrating into nothing.

Unlike the Caesars I didn't need a slave whispering "Remember thou art mortal" into my ear. I realized my mortality when the car carrying my senior staff exploded and tore away half of my body. Forty-one years old, hero of the Federation and all I have left is a trip to a medical research colony where I'll spend the rest of my life as a lab rat for experimental reconstruction procedures that I'm told will end up being half measures at best.

PERSONAL LOG

COMMANDER ARJUN PRAKASH

CO U.S.S. SOLKAR TO DR. DONALD CORY

It seemed like a stroke of the greatest luck when I happened to mention the Antosian Expedition to Doc Le. They've shown some remarkable potential with their nano-medicine breakthroughs, though in the past they never let outsiders have access to their cellular metamorphosis techniques. It took a bit of doing, but I managed to convince their Supreme Fellow that they'd only be treating Captain Garth and that we'd make no efforts to persuade them to share their research with Starfleet. The captain agreed reluctantly and I got permission from Starfleet Command to divert the ship.

Did you know that a caterpillar in a cocoon actually breaks down into a sort of soup, completely recombining its parts into something new? That's the only example I can think of that makes any sense for what happened to my old commander.

We met back up nearly a year after we had left him. On the surface, he looked amazing. No scars, his limbs regrown and he had that same smile that used to make duty shifts more pleasant. Behind his eyes, though, there was something missing. The Antosians told me that he was "awake" during the entire process. I can't fathom what that would do to me, but I saw quickly how soon it changed him.

At our reception in the officer's lounge he spoke in grandiose terms about a "defining new era of man", and how Antosian technology was going to help him reshape the Galaxy. The delegates from planet were appalled, probably as angry as I felt embarrassed. And then he attempted to take command of the ship, ordered me to execute Starfleet General Order 24, the extermination of all life on a planetary surface. I can't state fully my regret. I damned my mentor, destroyed his mind while trying to save his body. Dr. Cory, I'm begging you to please save this man. If there's a sliver remaining of the brilliant tactician, please, rescue him from his personal hell.

TRANSMISSION

THE UNITED FEDERATION OF PLANETS

THE TWENTY-THIRD CENTURY

**"YOU KNOW THE GREATEST DANGER FACING US IS OURSELVES, AN IRRATIONAL FEAR OF THE UNKNOWN.
BUT THERE'S NO SUCH THING AS THE UNKNOWN — ONLY THINGS TEMPORARILY HIDDEN, TEMPORARILY NOT UNDERSTOOD."**

— CAPTAIN JAMES T. KIRK

Always remember, Captain: We're explorers. We may wear a uniform and follow military discipline, but we're not a military force with domination as our aim. Since the first days of Starfleet, even before Captain Jonathan Archer took the *Enterprise* NX-01 out on her maiden voyage more than two centuries ago, ours has been a mission of peaceful exploration. While we've delved deeper into the Galaxy since Captain Archer's time, especially in the last fifty years or so, many in Starfleet look to the 23rd century as the real heyday of Starfleet exploration.

In the middle of the 23rd century, a Starfleet still finding its footing took the twelve *Constitution*-class starships then in service — ships with names like *Enterprise*, *Lexington*, *Excalibur*, and *Defiant* — and sent them out on five-year missions of exploration. Not to push back the boundaries of explored space, though they did that, but to roam the huge sphere of space that the Federation had claimed and find out what was actually there. This initiative captured the imagination of Starfleet — indeed, it captured the imaginations of countless people across the Federation — and established a benchmark against which other exploration missions would be measured for generations to come.

EDGE OF THE FINAL FRONTIER

I'm going to talk a great deal about Captain James T. Kirk and the *Enterprise* here, because their exploits are so well documented, but it's important to remember that she wasn't out there alone. There were eleven other *Constitution*-class starships, which were also sent where no one had gone before. All of them achieved great things. The *Enterprise* shone a little brighter because of the volume of her accomplishments, and the fact that she made it back when several of her sister ships did not. All this was due, in no small part, to Captain Kirk and the crew that surrounded him,

so if my examples lean too heavily on the *Enterprise*, I hope you'll forgive me.

Let's not go the easy route and romanticize things. Let's go strictly by the record. That leaves quite a lot that those ships and their crews accomplished. We can begin by remembering that, by their standards, modern starships would be the height of luxury. The starships of the 23rd century required more crew to support them and their missions, and they really packed them in tightly. The new *Intrepid* class starships, for instance, are about the same size as the *Constitution*-class; the latter, though, has about three times the crew complement of the former.

They also accomplished what they did without our array of technological advancements. While they were hardly primitive, much of the technology we take for granted here in the 24th century was far less advanced in the 23rd, if it existed at all. Their transporters, for instance, were markedly less effective than the modern-day version. Today, we think little to nothing of intraship beaming, or transporting a wounded away team member directly to sickbay; it's simply how things are done. But these processes barely existed in Captain Kirk's day. Sensors were barely accurate enough, and the duotronic computer systems in use at the time, while marvels of the day's technology, were only just up to the task. It was something only done in the direst of emergencies.

THEIR OWN DEVICES

Their missions, like ours, frequently kept them from shore leave and recreation facilities for long periods. Unlike us, they did it without holodecks to provide on-board rest and recreation. While they'd known of the technology for more than a century after the *Enterprise* NX-01's contact with the Xyrellians, making it compatible with the power and computer systems aboard our starships proved to be trickier than our engineers had thought. A prototype of our holodeck was installed aboard Captain Kirk's *Enterprise* late in her

five-year mission, but software and safety issues ultimately led to its removal, and there would be decades of additional development before it was tried again.

We also take for granted being able to confer with Starfleet Command when a situation arises. They didn't have that luxury. Subspace communications were slower, and the subspace relay network was a tiny fraction of the size it is now. It could take weeks for a message to reach a starbase and an answer to be received. Kirk and his fellow starship captains, out of sheer necessity, had a great deal more autonomy to make decisions in the field than is generally needed today. They likewise had the responsibility to make the right decision, and more than one would be reprimanded after the fact for errors in judgment.

TESTED IN FIRE

Over the years, Starfleet has developed a battery of psychological tests, designed to gauge an officer's fitness for certain positions. We are especially hard on candidates for command positions. Experience has shown us certain traits that lend themselves to command, and we've come up with ways to measure those traits. Starfleet's first major test of command character originated in the 23rd century: the

Kobayashi Maru simulation. More than one cadet was steered onto a different career path because of how they handled the scenario; a few were cashiered out of the Academy altogether. Every one of the captains on those twelve *Constitution*-class starships endured the *Kobayashi Maru*, several of them more than once. Captain Kirk famously took it three times, and arguably cheated his way through it the third time. He was almost expelled for that, but Starfleet Command saw something in him that they liked: A tenacious will that served him, and the fleet, very well for nearly four decades.

Who was your sacrifice, Captain? When you took your Bridge Officer Examination, who did you send to die that the rest of your crew might live? More than likely, it was your chief engineer; the dozen or so scenarios that the computer chooses from for that test lean heavily on failures in engineering, in my experience. Mine was my security chief, during a boarding action by angry Nausicaans. We've all faced that situation in a simulation, or we'd not be in command now. A hundred years ago, however, they didn't have the Bridge Officer Examination as we know it. Many officers never knew if they could send someone into the jaws of death to save the others under their command. Even the *Kobayashi Maru* doesn't prepare you for that.

I bring this up because Captain Kirk had to face that kind of decision, as his ship sat in orbit over the ore cracking station



EXECUTIVE SUMMARY

**PRESENTED BY ADMIRAL KYLOR JEROK,
INTELLIGENCE ANALYST, ROMULAN IMPERIAL FLEET**

Narendra III was the single greatest failure in Romulan naval history. Although our task force, consisting of four warbirds, successfully destroyed a Klingon outpost and the *Enterprise-C*, the goal of our attack was to send a clear message to the Klingons who were attempting to assert their superiority in that sector. In that goal, we failed spectacularly. Our victory became the catalyst for a Federation-Klingon Alliance that has dominated the Alpha and Beta Quadrants for over twenty years and isolated us from the rest of the Galaxy.

Reports from the commanders at Narendra III commented on the *Enterprise-C*'s resilience after taking sustained fire from their disruptors. Upon further study, the Battle of Narendra III exposed significant deficiencies in the tactical training of our officers. We were fortunate the commanders at Narendra III had the foresight to capture Federation escape pods and take the ship's officers into custody. The interrogation of acting tactical officer Tasha Yar revealed the Federation's training was decades ahead of our own and explained how a single Federation ship was able to defend itself against four warbirds.



INTERCEPTED EXECUTIVE SUMMARY



REPORT

"Endless Profits to you, Oh Grand Nagus!

I, DaiMon Tarr, bring to you news of a recent triumph. My efforts in the Delphi Ardu system have confirmed that the so-called 'United Federation of Planets' has no real sense of commerce whatsoever – even less than that of the Klingons, and you know what lobeless fools they are!

The Humans were easily convinced by me to engage in a collaborative venture at Delphi Ardu, in deactivating a dangerous ancient planetary defense system, which presented a hazard to commerce in this region of space. This venture was, of course, a clever ruse, which allowed me to observe them closely – including their perverse habit of working alongside females whom they force to wear clothing – and ended with our taking sole possession of a collection of ingenious hand-restraints ('Chinese finger-traps', as the Humans call them), which we were able to take from them at no cost! (Sadly, the ancient defense system was unsalvageable, but will offer no further threat to bold Ferengi merchants, thanks to me.)

The territory these Humans hold is large, and ripe for exploitation. I'm sure that your keen business sense can derive all manner of profitable ventures that may result from entering into this underdeveloped market. I only humbly ask that a small finder's fee – of whatever amount you deem appropriate, Oh Heavily-lobed One – be bestowed upon Your humble servant Tarr for making the initial overtures.

May the Divine Treasury smile upon our new opportunity... Of course, more upon you in particular, with maybe a little bit for me."



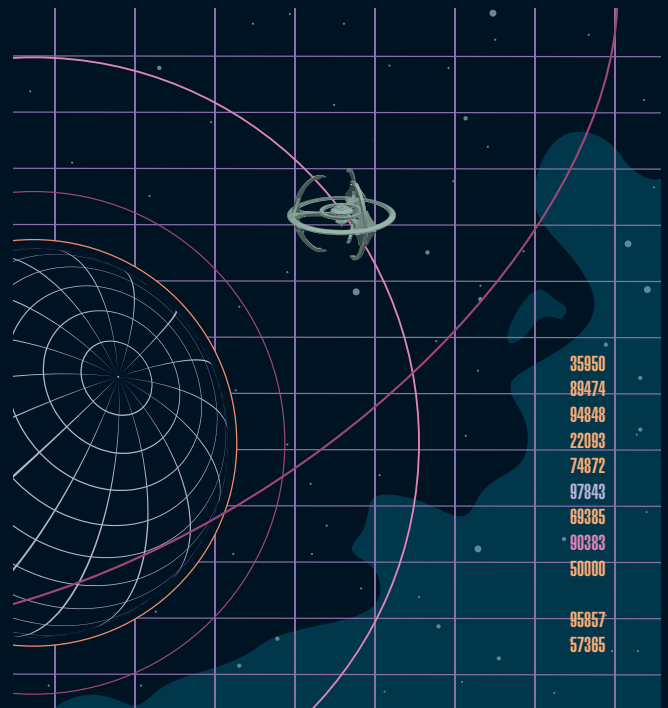
INTERCEPTED REPORT

ZAKDORN DEFENSE INSTITUTE

While this institution has consistently recommended a neutral stance when it comes to formal Federation involvement in the Cardassian occupation of Bajor, we have since reconsidered our recommendation. With this report, we hereby inform the Federation Security Council and the Starfleet Chief of Staff that any military involvement against the Cardassians regarding Bajor should absolutely NOT be considered.

While our earlier stance on non-involvement has been consistent over the last 30 years, we are adjusting it due to the recent appointment of one Gul Dukat as the Cardassian prefect of the Bajoran occupation. Data received by us from merchants and other sources indicate Dukat is a ruthless tyrant and a brutally effective administrator. He commands significant forces on and around Bajor and currently has the ability to request additional forces and supplies from Cardassia. Barring a declaration of war, something the Federation can ill-afford at this time, we envision no means by which Starfleet can prevail against the entrenched Cardassian forces on Bajor.

However, we have, as always, carefully considered the variables and believe that there is a 94.7 percent probability that Gul Dukat's methods will only serve to reinforce the Bajoran resistance's resolve and will force a settlement within the next 8 to 12 years. As such, we recommend the Security Council begin to prepare for a contingency in which the Federation steps in to provide food and medical supplies to a broken, but free, Bajor.



INTERCEPTED REPORT