

ALL ERAS OF PLAY

The Andorians and Vulcans had long fought over their borders but never quite descending into open warfare. This changed in the early 22nd Century, when a Vulcan ship entered Andorian territory while attempting to avoid an encounter with hostile ships from the Terran Empire. This action set in motion a chain of events culminating in open warfare between Vulcan and Andor. At the apex of this short war, the Vulcans' homeworld was occupied by the Terran Empire, forcing their withdrawal from the conflict. The Andorians welcomed the Terrans as allies against the Vulcans, and signed a nonaggression pact. However, the Terran Empire soon betrayed the Andorians without warning, violently subduing the warrior people. After a few decades of rule, the Andorians accepted their place in the Empire, acquiescing to the superior strength and warrior instincts of the Terrans. The Andorians became willing vassals, willingly serving in the vanguard of fleets of conquest. For a century, Andorians were the shock troops of the Terran Empire, dispatched to quell insurrection or pacify populations. This changed when the Klingon-Cardassian Alliance began its assault of the Empire. Initially, the Terrans kept the Andorians at the front lines, sacrificing them by the thousands. Many Andorians resisted, deriding their people as becoming "the attack dogs of the Terrans." A large percentage of the anti-Terran resistance was Andorian. Numerous rebellions against the empire were instigated by the Andorians, and Spock's coup d'état was supported by Andorian forces who witnessed Captain Kirk's brutal treatment of the Halkans. Despite this time weakening the Empire, when the military forces of the Klingon-Cardassian Alliance broke through the Empire's lines a few decades later, the Klingons brutally punishing the Andorians for their collaboration. By the middle of the 24th Century, the Andorians had been reduced in number to a few hundred thousand.

■ **TALENTS:** The character receives access to the following talents:

WARRIOR'S SAVAGERY

REQUIREMENT: Andorian, or Gamemaster's Permission

When you sense victory, you press the attack to better land a decisive and crippling blow. When you use the Re-Roll Damage Momentum spend, add an extra 2 ♠ to the re-roll.

RESIST INDENTURE

REQUIREMENT: Andorian, or Gamemaster's Permission

Your personal sense of honour makes you reluctant to owe someone a favour or debt, pushing you to repay obligations large and small. After someone assists you with a Task, the next time you assist them before the end of the mission you can re-roll one d20.

