

The Dominion War Tactical Campaign

Building on the mechanics and Tactical Campaign structure given in the *Federation-Klingon Tactical Campaign* sourcebook, this document adds the details you need to have a Tactical Campaign set in the Dominion War as seen in latter half of the *Star Trek: Deep Space Nine* series. In the *Star Trek* universe, this takes place during the years 2373-2375 with an earlier cold war period from 2371-2373. This Tactical Campaign can run through all five years or just the later period of open warfare. In either case, players take on the role of Starfleet brass in addition to their main characters and crew, assigning assets and addressing points of interest just like in the *Federation-Klingon Tactical Campaign* sourcebook.

Most of Chapters 2 and 3 of the *Federation-Klingon Tactical Campaign* can be applied to the Dominion War without change, and even the fleet deployments as described in Chapter 7 can be adopted (unless you want to make up your own) with a Seventh Fleet made up of both Starfleet and allied forces. There are three spots that do need changes, though: the **Campaign Stages** of the Dominion War, new **Character Assets** appropriate to the Dominion War, and new **Ship Assets** appropriate to the late 24th century.

Campaign Stages and Turns

The Dominion War is a longer conflict than the Federation-Klingon War. The conflict ran five years from first contact with the Dominion until peace, as opposed to a year and a half between the Battle of the Binary Stars and eventual peace with the Klingon Empire. Another way to look at it is that the war covered four whole seasons of *Star Trek: Deep Space 9* while the Federation-Klingon War was just one season of *Star Trek: Discovery*. As a result, gaming groups might have more in mind when engaging with the Dominion War and expect to take place in more events.

The mechanics are the same, there's just more stages. In reality, we can easily separate the Dominion War into four different stages with an optional fifth stage at the beginning for the "cold war" that preceded it.

Stage 0: The Cold War

The early stages of the war are discussed in the *Alpha Quadrant Sourcebook* (page 10) and even more so in the *Gamma Quadrant Sourcebook* (pages 48-50). There are three scripted events in this stage of the war, each preceding a Campaign Turn. The first is **First Contact with the Dominion** in the middle of 2371 when Captain Benjamin Sisko of *Deep Space 9* and many of his command crew were captured by the Dominion (DS9 2x26: "The Jem'Hadar"). Rescuing them resulted in the destruction of the *U.S.S. Odyssey*.

After this came a period of tense investigation where Starfleet eventually figured out that the Founders were changelings. That knowledge and the location of the Founders' homeworld wound up with the Tal Shiar and the Obsidian Order which resulted in the second scripted event in late 2371, a failed attack on the Dominion known as the **Battle of the Omarion Nebula** (DS9 3x21: "The Die is Cast").

The third scripted event is the **Klingon withdrawal from the Khitomer Accords** in 2372, following the chaos on Cardassia Prime from the power vacuum left by the collapse of the Obsidian Order (DS9 4x1 and 4x2: "The Way of the Warrior"). This political decision set the Federation and the Klingon Empire at odds again, which was later revealed to be purposeful and the work of the Dominion through a changeling impersonating General Martok of the KDF advising Chancellor Gowron. This was also the prelude to a Klingon invasion of Cardassian space, a bloody and ruthless campaign which the Federation tried to mitigate from the sidelines.

Stage 1: The Klingon-Cardassian War

The war began with the events describe on pages 50-51 of the *Gamma Quadrant Sourcebook*. Ratcheting tension finally broke with the **First Battle of Deep Space 9** (DS9 4x2: “Way of the Warrior”) mere weeks after the withdrawal of the Klingon Empire from the Khitomer Accords. Led by General Martok (more accurately the changeling impersonating him) this action brought the Federation definitively into a conflict that was previously only between the Klingons and Cardassians. With new Cardassian allies, the Federation sought to defend the victims of Klingon aggression and seek a new balance of peace in the Alpha Quadrant.

Several skirmishes occurred but the most notable conflict was the **Invasion of the Archanis Sector**. Formerly Federation territory, a Klingon task force invaded and occupied the sector taking systems and infrastructure back to Qo’noS. For many in the Federation, this is the wake up call that underscores the seriousness of the conflict with the Klingons, the moment when the war went from “over there” to their home. The sector would be occupied for years afterwards.

Starfleet received intelligence from Security Chief Odo on *Deep Space 9* that a changeling infiltrator was operating at the highest levels of Klingon government, prompting Captain Sisko to lead a desperate operation to infiltrate and expose them (DS9 5x1: “Apocalypse Rising”). While they believed that the changeling was impersonating Chancellor Gowron, they instead expose an **imposter General Martok**. Still, this shock to the Klingons had an immediate effect and they halted their war with the Cardassians. Returning to the negotiating table (and eventually re-entering the Khitomer Accords) the period following this exposure was one of high tension and shifting alliances as the tone of the war took a definite shift.

Stage 2: Dominion Expansion

As described on pages 52-55 of the *Gamma Quadrant Sourcebook*, the Dominion’s ploys of destabilizing the Alpha and Beta Quadrants effectively ended after the changeling impersonating General Martok was exposed. Instead, they took a more aggressive stance of expansion, starting with a **Dominion fleet coming through the Bajoran Wormhole** (DS9 5x15: “By Inferno’s Light”). While *U.S.S. Defiant* leaves *Deep Space 9* to meet the fleet, there is no battle and instead turn towards Cardassian space. Gul Dukat reveals that Cardassia has officially joined the Dominion and allegiances are redrawn in the conflict.

The Bajoran system comes under threat again in the **Second Battle of Deep Space 9** (DS9 5x26: “Call to Arms”) where the Federation scored a Pyrrhic victory by mining the Alpha Quadrant entrance to the wormhole with self-replicating, cloaked mines but lost *DS9* in the process. This coldly brutal tactic was questioned by many in the Federation, inside Starfleet and in the government, but it was unmistakably effective as Dominion reinforcements could no longer come from the Gamma Quadrant. The loss of *Deep Space 9* to the Dominion, particularly as this put it back under a Cardassian governor, was a deep moral wound to Starfleet as the war dragged on.

Another major blow to the Federation-Klingon alliance was the near-total loss of the Seventh Fleet at the **Battle of the Tyra System** where only fourteen ships survived out of more than one hundred (DS9 6x1: “A Time to Stand”). While the Dominion was prevented from securing more reinforcements through the wormhole, clearly the war was not going well and morale among Starfleet crews is at a low point.

Stage 3: The Turning Tide

Beyond the scope of any printed sourcebooks, the war takes some important turns after the Battle of the Tyra System. In 2374 the Federation launched a fleet to retake *Deep Space 9* in **Operation Return** (DS9 6x6: “Sacrifice of Angels”). The timetable for the effort was rushed after the Federation received reports of a Dominion anti-graviton array that could deactivate the mines blocking the

wormhole, but despite this and the absence of Klingon allies the space station was successfully secured for the Federation again.

A few months later the Dominion struck back with a surprise attack on the Betazed system resulting in occupation after heavy Federation losses in the **Battle of Betazed** (DS9 6x16: "In the Pale Moonlight"). This was a devastating blow to Federation logistical lines, and the loss of life and destruction of ancient sites sent shockwaves through Starfleet. Whether it was this naked aggression or some other diplomatic effort, the Romulan Star Empire joined the Federation-Klingon Alliance following this battle.

With the momentum of this new alliance, the Federation, Klingons, and Romulans launched the first offensive into Cardassian space in the **Battle of Chin'toka** (DS9 6x26: "Tears of the Prophets"). While a victory, and a major boost to Federation morale in the war, losses were extreme and many Federation officers were left with lasting injuries and missing friends afterwards. This battle was both a signal of a turning point but also how bloody this conflict remained.

Stage 4: End of the War

The final months of the war played out in late 2374 and 2375, starting with Starfleet Intelligence's **Discovery of the Morphogenic Virus** plaguing the Dominion Founders (DS9 7x6: "Treachery, Faith and the Great River"). While the origins of it were later fully documented in classified reports, it started with observations by Starfleet officers in changed behavior by the Founder in the Alpha Quadrant and a noted shift in Dominion tactics. A major intelligence-gathering effort in Starfleet tried to establish what had changed in the Dominion ranks while the Federation-Klingon-Romulan alliance attempted to keep pressure applied.

While they had been losing ground for some time, the Dominion forces were buoyed by an unexpected **Dominion-Breen Alliance** which brought new forces against the allied Alpha and Beta Quadrant fleets (DS9 7x19: "Strange Bedfellows"). The Breen's motivations and technology were largely unknown and the Federation suffered heavy losses and a number of setbacks, including the Second Battle of Chin'toka when the system was lost again to the Dominion.

The war could not be successfully turned for the Dominion, however, and ended with the final scripted event of 2375: the **Invasion of Cardassia** (DS9 7x24: "The Dogs of War"). The combined forces of the Federation, Klingon Empire, and Romulan Star Empire launched a massive attack on the central system of the Dominion's Alpha Quadrant forces, aided by a ground underground rebellion by disaffected Cardassians. Overwhelmed by the external and internal threats, the Dominion and Breen were routed and sued for peace. The mines at the wormhole entrance were deactivated and removed, allowing normal diplomatic relations to be restored with the Dominion.

Character Assets

The following characters are active Starfleet officers, Federation experts, or prominent actors of allied groups during the years of the Dominion War. Note that some of the characters are Klingon Empire citizens, which are not appropriate allies before Stage 2 of the war. Alternates are listed below for Stage 0 and Stage 1.

D20	CHARACTER NAME	MED	MIL	PER	SCI	SOC
1	Captain Jean-Luc Picard	11/1	11/2	12/2	12/3	15/5
2	Commander Willaim Riker	10/1	15/4	12/4	10/1	15/5
3	Lieutenant Commander Geordi LaForge Note: If a ship would be Heavily Damaged, it has Only Minor Damage instead.	10/1	10/1	9/1	15/3	11/2
4	Ambassador Lwaxana Troi	13/3	10/1	9/1	13/1	16/5
5	Dr. Beverley Crusher	16/5	9/1	9/1	14/4	14/4
6	Dr. Katherine Pulaski	15/5	9/1	10/1	15/4	13/4
7	Commander Deanna Troi	16/4	9/1	10/1	12/3	14/4
8	Lieutenant Commander Data	8/1	10/2	12/2	16/4	11/3
9	Lieutenant Reginald Barclay Unorthodox Approach: Ship assets assigned with Barclay may choose to treat their Science Power as Primary instead of the Primary Power they typically have.	8/1	12/2	12/2	13/2	8/1
10	Admiral Ross Close Attention: The first time a Tactical point of interest would escalate, it doesn't, and Admiral Ross cannot be used on the next campaign turn.	11/2	13/3	11/3	9/1	13/3
11	Weapons Officer Alexander Rozhenko (Klingon Defense Force)	8/1	10/2	11/2	10/1	13/2
12	Commander Klag (Klingon Defense Force)	7/1	12/2	10/2	12/2	12/3
13	Dr. Mora Pol (Bajoran Provisional Government) Imaginative Researcher: If assigned with a Ship asset, Mora may use his Medical Power in place of his Personal Power.	14/3	10/2	10/2	12/2	11/1
14	Ensign Nog	9/1	12/3	15/3	10/2	14/4
15	Captain Jellico	8/1	14/4	16/5	10/1	13/3
16	Commander Elizabeth Shelby Tactical Specialist: Ships assigned to the same point of interest increase their Military Power by 1.	12/2	14/3	12/3	10/2	15/5
17	Lady Grilka (Klingon civilian)	10/1	13/3	11/3	8/1	13/2
18	Captain Robert DeSoto	9/1	13/3	11/2	11/3	13/3
19	Vice Admiral Alynna Nechayev	10/1	14/4	13/4	12/2	17/5
20	D'Ghor of House D'Ghor (Klingon High Council)	8/1	14/4	15/5	10/2	10/2

Stage 0 and Stage 1 Options

Before the Klingons ally with the Federation, and before the Cardassians join the Dominion, use these ship assets instead.

D20	CHARACTER NAME	MED	MIL	PER	SCI	SOC
11	Joret Dal (Cardassian defector and Federation operative)	8/1	10/2	11/2	10/1	13/2
12	Gul Macet (Cardassian Central Command)	7/1	12/2	10/2	12/2	12/3
17	Gul Lemec (Cardassian Central Command)	10/1	13/3	11/3	8/1	13/2
20	Gul Ocett (Cardassian Central Command)	8/1	14/4	10/2	15/5	10/2

Ship Assets

D20	SHIP NAME & CLASS	MED	MIL	PER	SCI	SOC
1	<i>U.S.S. Liverpool</i> – Intrepid Class Advanced Sensors: The Difficulty of Science problems is reduced by 1 to a minimum of 1.	9/2	8/2	11/3	13/3	10/2
2	<i>U.S.S. Caernavon</i> – Springfield Class Rugged Design: If this ship would be heavily damaged, it is treated as having Only Minor Damage instead.	10/2	9/3	8/2	12/3	9/2
3	<i>U.S.S. Pollux</i> – Nova Class	10/2	7/1	10/2	12/3	9/2
4	<i>U.S.S. Karnoyarsk</i> – Norway Class	8/1	12/4	13/3	10/3	9/2
5	<i>U.S.S. Ethelfleda</i> – Niagra Class Improved Hull: If this ship rolls on the ship loss table, roll 2 dice and take the highest.	9/2	11/3	10/2	11/3	9/2
6	<i>I.K.S. Keqev</i> – Vor'cha Class Klingon Vessel: If assigned with a Federation or Romulan character, generates an extra Campaign Momentum on a successful mission.	8/2	14/5	9/3	9/2	9/2
7	<i>U.S.S. Izhevsk</i> – Olympic Class	12/4	8/2	12/3	9/2	9/2
8	<i>U.S.S. Claymore</i> – Galaxy Class Command Ship: The Difficulty of Social problems is reduced by 1 to a minimum of 1.	8/1	10/3	10/2	10/3	12/4
9	<i>U.S.S. Hailong</i> – Ambassador Class	14/5	7/1	7/1	12/4	10/2
10	<i>U.S.S. Mirzakhani</i> – Challenger Class Research Vessel: When assigned to an Exploration point of interest, treat this ship's Science Power as 12/4.	7/1	8/2	15/5	11/3	10/2
11	<i>U.S.S. ibn Battuta</i> – Soyuz Class	8/1	9/2	13/5	11/3	10/2
12	<i>U.S.S. Rattlesnake</i> – Inquiry Class Prototype Still In Development: If this ship would be Heavily Damaged, it is instead Beyond Recovery.	12/2	8/1	11/3	15/5	11/2
13	<i>U.S.S. Vigilant</i> – Nebula Class	10/2	11/2	10/2	12/4	9/2
14	<i>U.S.S. Triumphant</i> – Defiant Class	9/2	10/4	12/2	9/2	9/2
15	<i>U.S.S. Toreador</i> – New Orleans class Advanced Sickbay: If a character would be seriously injured, they are treated as though nothing happened.	10/3	9/2	10/2	11/3	9/2
16	<i>U.S.S. El Alamein</i> – Freedom Class	10/2	12/3	12/4	10/2	10/3
17	<i>I.K.S. IvoQ</i> – K'Vort Class Bird-of-Prey Patrol Vessel: When assigned to a Tactical point of interest, treat the ship's Military Power as 12/4.	10/2	10/2	11/3	10/3	10/3
18	<i>U.S.S. Prague</i> – Cheyenne Class Workhorse: When assigned to a Routine point of interest, treat all Powers as Primary.	11/3	8/2	9/2	11/3	10/2
19	<i>U.S.S. Veracruz</i> – Excelsior Class High Resolution Sensors: When a Exploration point of interest is revealed, this ship may be assigned to a different point of interest if it wishes to.	9/2	12/4	11/3	11/4	10/3
20	<i>I.K.S. Vhanath</i> – Negh-Var Class Battlecruiser: The Difficulty of Military problems is reduced by 1 to a minimum of 1.	11/2	10/3	12/5	9/2	12/4

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DZ0	CHARACTER NAME	MED	MIL	PER	SCI	SOC
6	<i>U.S.S. Beijing</i> – Constellation Class	10/2	10/2	11/3	10/3	10/3
17	<i>U.S.S. Imperator</i> – Akira Class Tactical Vessel: The Difficulty of Military problems is reduced by 1 to a minimum of 1.	8/2	14/5	9/3	9/2	9/2
20	<i>U.S.S. Acinaces</i> – Saber Class Patrol Vessel: When assigned to a Tactical point of interest, treat the ship's Military Power as 12/4.	11/2	10/3	12/5	9/2	12/4

Romulan Assets

If you want to add Romulan assets to the tables above (which can happen after the Romulans join the Federation-Klingon alliance following the Battle of Betazed in Stage 3) consider the following options. These are most easily added with Campaign Momentum earned by the players during earlier missions, but they can be substituted for other options (especially destroyed options) in the tables above.

CHARACTER OR SHIP NAME	MED	MIL	PER	SCI	SOC
Subcommander T'Rul (Romulan Star Navy)	8/1	14/4	10/2	15/5	10/2
Senator Letant (Romulan Senate) We Keep Our Promises: If a Ship asset would be Beyond Recovery, you may choose to lose Senator Letant instead. If you do, treat the ship as Heavily Damaged.	9/1	13/3	11/2	11/3	13/3
<i>R.R.W. Evir Suroma</i> – T'Liss Class Bird-of-Prey Research Vessel: When assigned to an Exploration point of interest, treat this ship's Science Power as 12/4.	7/1	8/2	15/5	11/3	10/2
<i>R.R.W. Devesaith</i> – D'deridex Class Warbird Romulan Vessel: If assigned with a Federation or Klingon character, generates an extra Campaign Momentum on a successful mission.	10/2	12/3	12/4	10/2	10/3
<i>R.R.W. Lurautha</i> – Valdore Class High Resolution Sensors: When a Exploration point of interest is revealed, this ship may be assigned to a different point of interact if it wishes to.	9/2	12/4	11/3	11/4	10/3