

STAR TREK ADVENTURES

THE 22ND CENTURY CAMPAIGN GUIDE:

THE RISE OF THE FEDERATION

(2161 - 2166)

- *Written by Sebastian Oppen*

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INTRODUCTION

Welcome to the birth of the United Federation of Planets.

The year is 2161. The Romulan War is over. The Neutral Zone has been drawn in silence. Four worlds, United Earth, Vulcan, Andoria, and Tellar, have signed the Articles of the Federation in San Francisco, binding themselves to a common future. What they have created is not yet a finished nation. It is a bold, fragile experiment.

Rise of the Federation is a campaign guide for *Star Trek Adventures* set in the first half-decade of that experiment (2161-2166). These are the years when the Federation must decide what it actually is: Will it become an exploratory alliance dedicated to mutual support and the peaceful expansion of knowledge? Or will the trauma of the Romulan War and the continuing dangers of the galaxy turn it into a defensive military pact? The answer is not yet written. Your crew will help write it.

This era is defined by tension. Starfleet is a patchwork of four different fleets still learning to speak the same operational language. Old suspicions between Andorians and Vulcans have not vanished. Humans carry the heaviest scars of the recent war and the heaviest expectations. Tellarites argue with everyone, including themselves. Outside the new borders, the Orion Syndicate works to strangle the Federation in its cradle, the Klingon Empire watches with interest, and an ancient technological horror, the Ware, forces the young alliance to confront questions that will echo for centuries.

The stories you tell in this era are not about a confident, mature Federation. They are about the difficult, often painful process of becoming one.

HOW TO USE THIS GUIDE

Star Trek Adventures: The Rise of the Federation Campaign Guide (2161-2166) is designed to provide everything needed to run a campaign set during the formative years of the United Federation of Planets, from 2161 through 2166. It is not intended to be read from beginning to end before play. Instead, the guide is organized so that Gamemasters and players can move between its sections according to the needs of their campaign.

The early Federation is deliberately different from the familiar organization of later Star Trek. Its institutions are still developing, its member worlds retain considerable independence, and Starfleet itself is still learning how to operate as a genuinely multinational organization. The material in this guide is therefore intended to support campaigns about exploration, diplomacy, military operations, political conflict, scientific discovery, and the difficult process of building a new interstellar civilization.

Starting Your Campaign

Before beginning a campaign, the Gamemaster should establish when and where the campaign takes place.

The guide covers the period from the founding of the Federation in 2161 through 2166. This is a period of rapid change, and the exact year can significantly influence the campaign. A campaign beginning in 2161 can focus on the creation of the Federation and the integration of its founding members, while a campaign set in 2165 can involve the Ware crisis, the Klingon succession crisis, the expansion of the Federation, and increasingly complex questions about intervention and non-interference.

The **State of the Galaxy** chapter provides the best starting point for understanding the political and strategic situation at the beginning of the campaign. The **Major Events** chapter then provides a chronological overview of the principal developments of the era. These sections can be used either as historical background or as a framework for determining when individual adventures occur.

Gamemasters should not feel obligated to reproduce every event described in the timeline. The chronology establishes the major historical framework, but the player characters should remain the focus of the campaign. Their missions can occur alongside established events, intersect with them, or explore situations that are not described in the historical record.

Choosing the Campaign's Focus

The Rise of the Federation era supports several different styles of Star Trek Adventures campaign.

A campaign can focus primarily on **exploration and first contact**, following a Starfleet crew as it encounters unfamiliar civilizations and helps establish the Federation's reputation beyond its founding worlds.

A **diplomatic campaign** can concentrate on the difficult political relationships between Earth, Vulcan, Andoria, Tellar, Alpha Centauri, and the Federation's newer members. In such a campaign, negotiations, cultural misunderstandings, trade disputes, and questions of sovereignty can be just as important as starship combat.

A **military or security campaign** can emphasize the dangers surrounding the young Federation. Klingon tensions, Orion criminal activity, hostile border powers, and the consequences of the recent Romulan War can place the characters in situations where Starfleet's defensive responsibilities take priority.

A **political campaign** can explore the question of what the Federation should become. Characters may encounter disagreements between those who want a strong defensive alliance and those who envision a society based on exploration, diplomacy, and scientific cooperation.

Finally, the era is particularly suited to **moral and philosophical campaigns**. The Federation has not yet established many of the principles that later become fundamental to Starfleet. Questions concerning intervention, sovereignty, technological exchange, humanitarian assistance, and non-interference therefore have no easy answers.

These approaches can also be combined. Indeed, the defining characteristic of the era is that a single mission may involve several of them at once.

Using the Factions

Chapter 3: Factions is primarily a reference for Gamemasters, but players may also find it useful when developing characters and determining their characters' political or cultural backgrounds.

The faction entries describe the major powers and organizations that shape the setting. They are intended to answer questions such as:

- Who governs this civilization?
- What does this society value?
- What are its relationships with the Federation?
- What does it want from the young Federation?
- What resources, technology, or military capabilities can it bring to a conflict?
- How can it become an ally, adversary, or source of adventure?

Gamemasters should treat these entries as campaign tools rather than rigid descriptions of every individual member of a civilization. A Klingon captain does not necessarily represent the views of the entire Klingon Empire, just as a Federation diplomat may disagree with Federation policy.

The faction chapters are especially useful when designing recurring political relationships. A campaign can return to the same faction repeatedly, allowing the player characters' decisions to influence how that relationship develops.

Using Planets and Colonies

Chapter 4: Planets and Colonies provides locations that can be used as destinations for missions, diplomatic encounters, investigations, or conflicts.

Some locations are important because of their political status, while others are useful because they provide a particular environment or connection to the campaign's historical events. Gamemasters can use these entries as established settings or as starting points for creating their own adventures.

The locations can also be combined with the faction material. A mission to a particular world should not necessarily be treated as an isolated visit. The planet's government, population, relationship with the Federation, and surrounding political situation can all influence what happens there.

Creating Player Characters

Chapter 5: Player Options & Character Creation Support provides guidance for creating characters appropriate to the Rise of the Federation era.

Characters should be created with the period's unique circumstances in mind. Federation Starfleet is still developing into a multinational organization, and mixed-species crews are relatively new. A character may therefore have strong loyalties to their home civilization while simultaneously serving the new Federation.

The Gamemaster and players should discuss the character's relationship with the Federation during Session Zero. In particular, consider whether the character sees Starfleet primarily as:

- a military organization responsible for protecting the Federation;
- an exploratory service;
- a diplomatic institution;
- a scientific organization;
- or some combination of these roles.

These differences can create useful roleplaying opportunities without requiring characters to be enemies or fundamentally incompatible.

Using the New Species

Chapter 6: New Species Templates expands the available player-character options for the era.

The species presented here are intended to support characters from civilizations that play a meaningful role in the Rise of the Federation setting. Some may be Federation citizens or Starfleet personnel, while others may appear as civilians, diplomats, independent operators, or members of non-Federation civilizations.

The **Partnership species** are particularly useful during campaigns involving the Ware crisis. Their societies can be encountered before, during, or after the Federation's confrontation with the Ware, allowing the Gamemaster to explore the consequences of technological dependence from different perspectives.

The species templates in the appendix provide additional options for commonly encountered species.

Using Technology, Weapons, and Equipment

Chapter 7: Technology and **Chapter 8: Weapons and Gear** establish the technological assumptions of the setting.

Technology should be treated as part of the era's identity rather than simply as equipment statistics. Federation technology in the 2160s is transitional. Human, Vulcan, Andorian, Tellarite, and other technological traditions are still being combined, and many systems familiar from later Star Trek have not yet reached their mature forms.

This is particularly important when determining what characters can reasonably accomplish during an adventure. Transporter technology, for example, should not automatically be treated as the routine means of transporting personnel. In this era, beaming sentient life is prohibited except in extreme circumstances, making shuttlecraft and conventional transport an important part of Starfleet operations.

Gamemasters should therefore use the technology chapter to reinforce the feeling that the players are living in an earlier period of Star Trek rather than simply using later-era technology with different ship designs.

Using Starships

Chapter 9: Starships contains the vessels available to the major powers and organizations of the setting.

The chapter can be used when selecting a player ship, creating NPC vessels, designing encounters, or establishing the technological capabilities of another civilization.

The listed ships should not be treated exclusively as combat encounters. A starship can be a diplomatic platform, exploration vessel, transport, scientific facility, rescue ship, or political symbol.

When creating a player vessel, consider its origin as well as its capabilities. An early Federation ship may still show the influence of one of the founding powers, while a later vessel can represent the beginning of a more distinctly Federation approach to starship design.

Allies and Adversaries

Chapter 10: Allies and Adversaries provides ready-to-use characters for the Gamemaster.

The major characters are drawn from the political and historical conflicts of the period and can be used as allies, rivals, recurring NPCs, or major antagonists. They are particularly useful when running a campaign connected to the major events described in the guide.

Gamemasters should remember that these characters do not need to appear in every campaign. Their presence should serve the story rather than overshadow the player characters.

Some figures, such as senior Starfleet officers or political leaders, can function as patrons who assign missions or provide strategic direction. Others can become recurring adversaries whose objectives evolve as the campaign progresses.

Gamemastering the Rise of the Federation Era

Chapter 11: Gamemastering provides additional advice for running campaigns during this period.

The central theme of the era is that the Federation is unfinished. Political institutions are developing, Starfleet is changing, and the principles that later define the Federation are still being debated.

This should be reflected in play.

Do not assume that every difficult question already has a Federation policy. A crew may encounter a situation in which the correct response is genuinely uncertain. Characters may have to decide whether to intervene in another civilization's internal affairs, whether to provide advanced technology, whether to protect an alien population from its own government, or whether military action is justified.

The Gamemaster should allow these decisions to have consequences. The players are not merely observing the creation of the Federation. Their characters are part of the generation that helps determine what the Federation will become.

Running the “Foundations of Tomorrow” Campaign

Chapter 12: “Foundations of Tomorrow” provides a complete five-act campaign set during the early Federation period.

The campaign is designed to take a single Starfleet crew, or a mixed task force, through several of the defining conflicts of the era. It begins with the Vertian crisis and develops into a broader story involving Federation politics, the Ware, Klingon tensions, Section 31, and the emerging debate over non-interference.

The campaign can be run as written, modified to accommodate an existing player crew, or used as a collection of major story arcs from which the Gamemaster can build an original campaign.

The campaign also introduces three continuing measures:

Political Capital represents the crew's standing with competing political visions within the Federation.

Inter-Species Cohesion represents the degree to which the founding civilizations cooperate successfully under pressure.

Moral Authority represents the crew's reputation for acting according to the ideals the Federation is beginning to establish.

These values are not intended to replace the normal mechanics of Star Trek Adventures. Instead, they provide a way for the Gamemaster to track the broader political consequences of the crew's decisions.

Running an Original Campaign

Gamemasters who do not want to follow *Foundations of Tomorrow* can use the guide as a campaign toolkit.

One useful approach is to begin with a single starship and establish a home region. Select several factions, planets, and recurring NPCs from the guide and create relationships between them. The Major Events timeline can then provide a historical background while the players develop their own stories.

For example, a campaign might begin with a diplomatic mission to a potential Federation member. The mission could develop into a trade dispute, which reveals Orion involvement, which in turn leads to a larger political crisis. The characters might then return to Federation space and discover that their actions have affected the debate over Federation expansion.

This approach allows individual adventures to contribute to a larger campaign without requiring the Gamemaster to reproduce the events of the novels exactly.

Using the Guide as a Reference

The guide is intentionally modular.

A Gamemaster preparing a diplomatic adventure might primarily need the relevant faction, planet, NPC, and starship entries. A Gamemaster preparing a combat mission may instead concentrate on the relevant technology, weapons, starship, and adversary sections. A player creating a character may only need the character creation material, species templates, and the background information relevant to their character's civilization.

The **Contents** section can therefore be used as a reference map rather than simply as a reading order.

The following general approach is recommended:

For the setting: Read the *Introduction*, *State of the Galaxy*, and *Major Events*.

For the political background: Consult *Factions* and the relevant *Planets and Colonies*.

For player characters: Use *Player Options & Character Creation Support* and *New Species Templates*.

For equipment and technology: Consult the *Technology* and *Weapons and Gear* chapters.

For starships: Use the *Starships* chapter to select or create vessels.

For recurring NPCs: Consult *Allies and Adversaries*.

For campaign preparation: Read the *Gamemastering* chapter and either use or adapt *Foundations of Tomorrow*.

The Most Important Rule

The Rise of the Federation era should feel like a period of possibility.

The Federation has been founded, but its future is not guaranteed. Its member worlds have not yet completely decided what membership means. Starfleet has not yet become the institution familiar from later centuries. Its laws and principles are still being developed, and its relationship with the rest of the galaxy remains uncertain.

Use this uncertainty to give the players meaningful choices.

The characters should be able to influence diplomatic relationships, resolve conflicts, discover new worlds, make mistakes, and help establish traditions that later generations will take for granted. Their actions do not have to change every major historical event. Instead, they should help tell the stories that existed between the lines of history.

The Federation is being built during these years.

Your crew is part of that process.

CHAPTER 1: STATE OF THE ALPHA AND BETA QUADRANT

The United Federation of Planets exists. That fact alone is remarkable. Four species that had spent decades in varying degrees of rivalry, suspicion, and outright cold war have bound themselves together by treaty. The ink on the Articles of Federation is barely dry. Everything else remains unfinished.

The Federation Itself

The new alliance is still more aspiration than reality. Member worlds retain enormous sovereignty. Joint institutions are understaffed, underfunded, and frequently paralyzed by procedural disagreement. The Federation Council meets regularly, but every major decision requires painful negotiation. Starfleet is the most visible expression of the new order, yet even Starfleet is a forced merger of four distinct services with incompatible traditions, technologies, and doctrines.

Two competing philosophies dominate every debate. One side, strongly associated with Admiral Jonathan Archer and many veterans of the *Enterprise* NX-01, insists that the Federation must be more than a defensive alliance. They argue for exploration, diplomacy, and the deliberate construction of a multi-species identity. The opposing view holds that the galaxy remains too dangerous for idealism. These officers and politicians, many of them shaped by the Romulan War, believe security must come first, and that exploration is a luxury the Federation cannot yet afford. This tension shapes ship deployments, promotion patterns, resource allocation, and the tone of almost every Council session.

Starfleet

Early Starfleet is a patchwork. Earth ships still rely on polarized hull plating and early photonic torpedoes. Vulcan vessels contribute superior sensors and computers. Andorian ships bring aggressive tactical design. Tellarite engineering provides rugged reliability. Integrating these systems is an ongoing engineering and political challenge. Mixed-species crews are still experimental. A Vulcan science officer and an Andorian security chief serving on the same bridge can produce excellence or open conflict with equal ease.

The Lingering Shadow of the Romulan War

A year ago, the devastating war with the Romulan Star Empire ended. The Coalition defeated the Romulans decisively and both parties agreed to the formation of the Neutral Zone. The Empire retreated in isolation, rebuilding its heavily depleted fleets and researching new technologies. But many remember. Remember the faceless enemy, they fought to the bitter end. Remember the casualties, this war had cost. The United Federation of Planets is a creation, that brings hope.

External Powers

- The **Romulan Star Empire** has withdrawn behind the Neutral Zone. It remains silent, watching and in self-isolation. It has to rebuilt its fleet.
- The **Klingon Empire** is officially uninterested in the Federation but privately curious. Individual captains and houses test the borders.
- The **Orion Syndicate**, under the leadership of the Three Sisters, views the Federation as an existential threat to its influence and works systematically to destabilize it.
- The **Ware** and its dependent Partnership civilizations represent a moral and technological crisis that the Federation is not yet equipped to resolve cleanly.
- Independent worlds and residual powers (Rigelians, Saurians under Maltuvis, various border systems) watch the new alliance with a mixture of hope, fear, and calculation.

Technology and Daily Reality

Warp travel is common but not yet routine for every vessel. Early Starfleet deflector shields are unreliable. Universal translators still struggle with truly alien communication modes (as the Vertian crisis demonstrates). Medical technology is advanced by 22nd-century standards but far from the near-miraculous capabilities of later eras. Supply lines are fragile. Every major deployment is a logistical achievement. Starfleet also found out, that the transporter technology, based on Vulcan tech, and used by Andorians, tellarites, humans and Vulcans, is not safe at all. Beaming sentient life is for now prohibited and only in extreme circumstances allowed. For transportation, the Federation has to rely on shuttlecraft again.

This is the galaxy your crews inherit: hopeful, scarred, argumentative, and unfinished. Every mission is both an operational task and a statement about what the Federation will become.

CHAPTER 2: MAJOR EVENTS

Major Events of the Rise of the Federation Era

The following chronology presents the principal political, military, technological, and diplomatic developments of the early United Federation of Planets from its founding in 2161 through the end of the Rise of the Federation period in 2166. It focuses on developments that significantly shape the Federation's expansion, internal political identity, relations with neighboring powers, and the evolution of Starfleet.

2161 – Founding of the United Federation of Planets

The United Federation of Planets is formally established in 2161 by the five founding powers: United Earth, the Confederacy of Vulcan, the Andorian Empire, the United Planets of Tellar, and the Alpha Centauri Concordium of Planets. The new organization is initially as much an alliance for mutual security and cooperation as it is a political union, and the founding governments retain considerable autonomy.

Admiral Jonathan Archer, formerly captain of Enterprise NX-01, becomes one of the most influential advocates for transforming the wartime alliance into a genuine interstellar community. The new Federation must determine how its member governments, military forces, economies, and political institutions can function together without sacrificing their individual identities.

The creation of a unified Starfleet begins the gradual process of integrating the different naval traditions and technologies of Earth, Vulcan, Andoria, Tellar, and Alpha Centauri. The resulting organization remains very different from the institution that will exist in later centuries.

2162 – The Federation Begins to Expand

The Confederated Martian Colonies become the Federation's sixth member in 2162. Their admission demonstrates that Federation membership is not restricted to the original founding worlds and establishes an important precedent for the incorporation of human political entities other than United Earth.

During this period, the Federation begins confronting the question of what its long-term purpose should be. Some political factions view the new union primarily as a military alliance created to protect its members from the dangers of the post-Romulan-War galaxy, while Archer and his allies advocate a broader role centered on exploration, diplomacy, scientific cooperation, and peaceful relations.

The early Federation also begins confronting external opposition. The Orion Syndicate attempts to exploit political divisions and economic interests within the region, while Maltuvis, a Saurian political figure, begins his rise to power on Sauria. The Syndicate increasingly sees Maltuvis as a useful local partner.

2162–2163 – The Vertian Crisis

The Federation encounters the Vertians, a species previously known informally by the derogatory term "Mutes." Their encounter with the Federation develops into a major diplomatic crisis involving communication difficulties, cultural misunderstanding, and the Federation's still-developing diplomatic institutions.

Hoshi Sato and Captain T'Pol play central roles in resolving the crisis. The episode becomes an early demonstration that the Federation's strength cannot simply be measured by the military power of Starfleet and that communication and cultural understanding are essential to its survival as a multinational organization.

2162–2163 – The Orion Syndicate and the Saurian Question

The Orion Syndicate's activities become an increasingly important problem for the young Federation. The Three Sisters and their associates manipulate events through intermediaries rather than openly challenging Federation power, continuing the Syndicate's traditional preference for indirect influence.

On Sauria, Maltuvis consolidates his position and increasingly rules through authoritarian methods. The Federation's interest in maintaining trade with Sauria creates a conflict between political ideals and pragmatic economic interests.

Section 31 covertly intervenes in the Saurian situation. Rather than permitting Tucker to undermine Maltuvis, Section 31 orders him not to interfere, arguing that destabilizing the Saurian government would damage Federation trade interests. This decision later becomes one of the reasons for Tucker's growing distrust of Section 31.

2163 – The Tellarite–Voortrekker Dispute

A dispute develops between Tellar and the human colonists aboard the ECS *Voor-trekker* after the colonists establish a settlement on an asteroid within a Tellarite-claimed system. The USS *Endeavour* is dispatched to prevent the dispute from escalating into an armed confrontation.

Hoshi Sato proposes relocating the disputed asteroid to the Ross 271 system, an arrangement accepted by both sides. The incident demonstrates the Federation's developing preference for negotiation and compromise over the use of force.

2163–2164 – The Babel Conference and the Rigelian Question

The Federation begins negotiations to bring the United Rigel Worlds and Colonies into the Federation. Because of the importance and complexity of the Rigel system, a major conference is convened at Babel.

The conference establishes the tradition of the **Babel Conferences**, which become an important mechanism for discussing Federation membership and other major questions concerning the union. The Rigelian negotiations are complicated by

internal divisions within the Rigel system and by Orion Syndicate efforts to prevent Federation expansion.

During the crisis, Starfleet officers including Malcolm Reed and T'Pol become involved in efforts to recover abducted personnel and sensitive information. Sam Kirk and Bodor chim Grev are among those caught up in the crisis. The situation comes close to producing a wider armed conflict, but the Federation ultimately avoids war.

2164 – The First Federation Presidential Election

The Federation conducts its first presidential election. **Haroun al-Rashid** is elected as the first Federation President.

His election represents an important development in the Federation's transition from a wartime alliance into a functioning federal government. During his administration, the Federation's central political institutions continue to develop, including the Federation Council and the office of the President.

The **Palais de la Concorde**, which later serves as the residence of the Federation President and the site of the Federation Council, is constructed during al-Rashid's administration.

2164 – Rigel Joins the Federation

The **United Rigel Worlds and Colonies** becomes the Federation's seventh member.

Rigel's admission is a major expansion of Federation territory and influence. It also demonstrates that membership can encompass a complex system of worlds, colonies, and political entities rather than a single planetary government.

The Orion Syndicate's attempt to prevent Rigelian membership fails, although the Syndicate remains an important criminal and political force in the region.

2164 – The Lechebist and Alrond Crisis

The Federation becomes involved in a crisis surrounding **Alrond** and the Lechebists, demonstrating the continuing difficulty of reconciling the Federation's principles with the political and cultural conflicts of neighboring worlds.

The crisis contributes to the growing debate over the limits of Federation intervention and reinforces the distinction between defending Federation members, protecting Federation interests, and interfering in the internal affairs of non-member civilizations.

2164–2165 – The Saurian Plague Crisis

A devastating disease spreads among populations under Maltuvis's control. The Orion Syndicate becomes involved by providing both the disease and the means to counter it, allowing the Syndicate and Maltuvis to exploit the crisis for political purposes.

Maltuvis uses the emergency to strengthen his authority and expand his control over affected territories. The crisis reveals how closely his regime has become connected to Orion interests.

Charles Tucker and Lili O'Day/Ruiz become involved in efforts to obtain the cure. Section 31 continues to regard Maltuvis as an important component of Federation trade policy and prevents Tucker from attempting to remove him.

The Saurian crisis leaves Maltuvis substantially stronger and creates a lasting political problem for the Federation.

2165 – The Second Vulcan Crisis

A political crisis erupts on Vulcan when evidence apparently emerges that the **Kir'Shara**, the recovered writings of Surak, is a Federation-era fabrication.

Anti-revisionist factions exploit the apparent evidence to attack the Syrrannite reforms and argue for a return to the doctrines and political structures of the old Vulcan High Command. Among the groups involved are the Vulcan Anti-Revisionist Party, the Coalition for Mental Integrity, and other opponents of the post-2154 reforms.

The crisis becomes increasingly dangerous as evidence is uncovered that the Kir'Shara in the Vulcan museum has actually been replaced by a duplicate. At the same time, false evidence has been planted to suggest that First Minister Kuvak is secretly human.

The conspiracy is ultimately traced to **V'Las**, the former Vulcan High Command administrator. V'Las seeks to reverse the political transformation of Vulcan and restore the authority of the old High Command.

V'Las eventually captures Admiral Archer and Captain T'Pol and attempts to force them to publicly confess that the Kir'Shara is a fraud. The conspiracy collapses when T'Pol turns against V'Las and reveals crucial information to Starfleet. The genuine Kir'Shara is recovered before V'Las can alter it.

V'Las escapes Vulcan aboard the cruiser **Karik-tor**, accompanied by his remaining followers. He is not captured or killed, leaving him at large beyond Federation space.

2165 – First Federation Contact with the Deltans

The USS *Essex*, commanded by Captain **Bryce Shumar**, establishes official Federation contact with the **Deltans of Delta IV**.

The encounter quickly proves unusually difficult because of the Deltans' powerful empathic abilities and pheromonal influence. Members of the *Essex* landing party become deeply affected by the Deltans' capacity for emotional and interpersonal connection. Some crew members experience severe psychological consequences, while Captain Shumar concludes that the Deltans' influence presents a serious danger to Starfleet personnel.

The incident becomes an early lesson in the dangers of first contact and demonstrates that even a peaceful and technologically sophisticated civilization can present biological and psychological hazards that Starfleet is not prepared to handle.

The Deltans themselves regard the encounter very differently. Their customs concerning intimacy and interpersonal connection are fundamentally different from those of Humans and many other Federation species. The incident therefore becomes as much a cultural misunderstanding as a biological one.

2165 – The Orion Slave Raid on Delta IV

Not long after first contact, the **Orion Syndicate** abducts a number of Deltan citizens for use as slaves.

The Deltan government appeals to the USS *Essex* for assistance. Despite Captain Shumar's earlier reservations concerning the Deltans, the *Essex* responds to the request.

The ship intercepts the Orion transport **Rimula-Bero**, and an *Essex* boarding party led by Morgan Kelly rescues the abducted Deltans. The operation demonstrates that the Federation's relationship with the Deltans will not be defined solely by the difficulties of first contact and that Starfleet is prepared to protect newly contacted peoples from Orion exploitation.

The Deltan incident also becomes an important early example of the Federation's developing approach to slavery and the activities of the Orion Syndicate. Although the Deltans do not seek retribution against their captors, the *Essex* intervention establishes a precedent for Federation opposition to Orion slave trafficking.

2165 – Arken II, Vega IX, and Ithen Join the Federation

During 2165, **Arken II** and **Ithen** become Federation members, while **Vega IX** has already joined in 2164.

The Ithenites are the diminutive bronze-skinned species later encountered among the delegates at Babel in the 23rd century. Their admission demonstrates the Federation's accelerating expansion beyond the original founding powers.

By this point, the first ten Federation members are:

1. United Earth – 2161
2. Confederacy of Vulcan – 2161
3. Andorian Empire – 2161
4. United Planets of Tellar – 2161
5. Alpha Centauri Concordium of Planets – 2161
6. Confederated Martian Colonies – 2162

7. United Rigel Worlds and Colonies – 2164
8. Vega IX – 2164
9. Arken II – 2165
10. Ithen – 2165

February 2165 – The USS *Pioneer* Encounters the Ware

Captain Malcolm Reed and the USS *Pioneer* encounter an automated Ware installation while operating beyond the Federation's established borders.

The *Pioneer* discovers that the Ware uses living beings as biological processors. Reed's crew attempts to rescue captives, but the intervention provokes a response from Ware vessels. The *Pioneer* is severely damaged and eventually has to be towed back toward Federation space.

The encounter establishes that the Ware is not simply an abandoned repair technology of the type encountered by Enterprise NX-01 in 2152. It represents a much larger technological network spread across multiple civilizations.

Starfleet consequently establishes a dedicated **Ware task force under Captain Reed and the USS *Pioneer***. The task force includes Federation vessels from Earth, Andoria, and other member worlds.

Spring–Summer 2165 – The Ware Crisis Expands

The Ware task force discovers several civilizations that have incorporated Ware technology into their economies and societies.

On **Vanot**, the World Wide Automatics corporation has built its economic power around the Ware, supplying advanced technology while disposing of unwanted members of society by providing them to the Ware as processors. The exposure of the system contributes to a revolt against the existing political order.

The task force subsequently encounters the **Peburu**, who exploit the Ware despite not having created it. The Peburu have distributed Ware technology to other worlds in order to obtain new sources of biological processing capacity.

Starfleet succeeds in temporarily disabling Ware installations in the region, but the operation demonstrates that the Federation does not yet understand the full consequences of destroying the technology. The Ware crisis therefore develops from a military investigation into a much broader ethical and humanitarian problem.

2165 – The Ware Crisis and the Partnership of Civilizations

The Federation encounters the **Partnership of Civilizations**, a collection of species whose societies have become deeply dependent upon the Ware.

Unlike some of the civilizations previously encountered, the Partnership does not simply exploit the Ware for luxury or political power. Its member civilizations have

integrated Ware technology into their infrastructure and use living volunteers as processors for limited periods.

Starfleet nevertheless begins disabling Ware installations. The consequences are catastrophic. Some worlds lose essential environmental and technological systems, and large numbers of inhabitants die because their civilizations have become dependent upon the technology.

The Federation realizes that simply destroying the Ware will not solve the problem. Starfleet therefore attempts to develop alternative methods of operating the Ware without requiring living biological processors.

The experiments initially fail, although they demonstrate that a technological replacement might eventually be possible.

2165 – The Klingon Succession Crisis/The QuchHa' Uprising

The Klingon Chancellor **M'Rek** is assassinated. Doctor Phlox determines that the Chancellor was killed by a genetically engineered virus created by **Krit**, the son of Antaak.

The assassination triggers a prolonged Klingon succession crisis. Rival factions within the Klingon Empire compete for political control while the Federation attempts to avoid becoming directly involved.

At the same time, the internal conflict between Klingons with ridged foreheads and the **QuchHa'** continues to intensify. One faction seeks the elimination of the QuchHa' and ultimately massacres one of their colonies.

The surviving QuchHa' turn to the renegade Klingon privateer **Lokog** and obtain access to Ware technology and drone vessels.

2165 – The Ware Crisis Becomes a Klingon–Federation Crisis

The partnership between the Klingon renegades and the Partnership of Civilizations transforms the Ware crisis into a direct threat to the Federation and the Klingon Empire.

The Klingons blame Starfleet for destabilizing the region and for provoking the Ware crisis. Hard-line Klingon factions prepare for war against both the Ware and the Federation.

The conflict never develops into a formally declared, prolonged Federation–Klingon War. Nevertheless, Federation and Klingon forces engage in a major armed confrontation during the crisis, creating one of the most dangerous moments in the Federation's first years.

2165 – Section 31 Gives the Klingons the Means to Destroy the Ware

Section 31 secretly provides the Klingons with the information and technology required to destroy the Ware.

The intervention is carried out without the authorization of the Federation government or Starfleet command. Section 31's actions turn the Klingon response from an attempt to contain the Ware into a campaign to eradicate it completely.

Starfleet is forced to evacuate civilians from the Partnership worlds while Klingon forces attack the Ware infrastructure.

The Andorian starship **USS Vol'Rala** and its crew remain behind to protect the evacuation. The ship and its crew are ultimately lost while covering the withdrawal of the refugees.

Late 2165 – The Destruction of the Ware

The Klingon assault results in the **complete destruction of the Ware**.

Starfleet's intervention saves as many Partnership inhabitants as possible, but the destruction of the Ware brings the Partnership civilization to an irreversible end. Many of its worlds lose the technological systems upon which their societies depended; some populations revert to far lower levels of technological development, while others are absorbed into Klingon-controlled territory.

The Ware itself is ultimately destroyed beyond recovery. This is essential to the later history of the Federation: the extraordinarily advanced Ware technology does not become part of Starfleet's technological development.

The Ware crisis therefore ends not with a clean Federation victory but with the destruction of an entire interstellar technological civilization and a profound humanitarian disaster.

Late 2165 – Section 31 Erases the Ware Evidence

Following the destruction of the Ware, Section 31 attempts to eliminate evidence of the technology from Federation computer systems.

The organization inserts malicious code into Federation databases and removes information that could allow Starfleet to reconstruct or exploit Ware technology. Section 31's objective is to prevent the technology from falling into the hands of future political or military actors.

The operation does not completely succeed. Abramson, later revealed to be the immortal **Flint/Akharin**, has preserved information and protected scientists who worked on the Ware. This creates a secret scientific network outside normal Federation authority.

The Ware crisis leaves Section 31 increasingly divided and contributes directly to Tucker's decision to turn against the organization's corrupt leadership.

2165 – Archer Becomes Starfleet Chief of Staff

Following the developments of the Vulcan and Ware crises, **Jonathan Archer becomes Chief of Staff of Starfleet.**

The promotion marks a significant transition in Archer's career. Rather than commanding a single starship, he now becomes one of the Federation's principal military and strategic leaders.

Archer's new position places him at the center of the Federation's response to the Ware crisis, the Klingon succession crisis, and the increasingly difficult question of how Starfleet should interact with civilizations beyond Federation territory.

2165–2166 – The Saurian Crisis and the Collapse of Orion Influence

While the Federation struggles with the Ware crisis, events on Sauria take a decisive turn.

Maltuvis's regime becomes increasingly brutal, while the Orion Syndicate continues to manipulate events through its representative **Harrad-Sar** and its Saurian intermediary **Dular Garos**. The Orions attempt to use their influence to sabotage events in a manner that would discredit the Federation and strengthen Maltuvis's position.

Tucker and Devna uncover the Orion involvement and the danger posed by the planned attack on a Saurian shipbuilding facility. The facility contains an antimatter reactor whose destruction would cause catastrophic consequences and could be blamed on the Federation.

The Orion connection and Maltuvis's willingness to accept foreign assistance are eventually exposed to the Saurian population. The revelation demonstrates that Maltuvis has allowed an outside criminal organization to interfere directly in Saurian affairs.

Maltuvis responds by blaming **Harrad-Sar** for the Orion interference. Harrad-Sar is publicly executed.

The revelation and execution effectively destroy the Orion Syndicate's political influence on Sauria. The Syndicate has lost its principal representative at Maltuvis's court and can no longer operate through him with the same degree of legitimacy or influence.

Early 2166 – V'Las Allies with Maltuvis

With the Orion Syndicate's position on Sauria badly damaged, **V'Las re-emerges.**

Having escaped Vulcan aboard the *Karik-tor* in 2165, V'Las approaches Maltuvis and offers an alternative source of advanced technology and expertise. Rather than attempting to restore the old Vulcan High Command immediately, V'Las now seeks to use Maltuvis's expanding power as a means of pursuing his own long-term objectives.

Maltuvis accepts the alliance.

The resulting partnership places two authoritarian figures with very different backgrounds in cooperation: Maltuvis controls Sauria and seeks to expand his power, while V'Las possesses knowledge and technological resources that can potentially assist him. The alliance is the final major Saurian development shown in the *Rise of the Federation* novels.

V'Las's ultimate fate is **not resolved within the Rise of the Federation series**. He is alive, free, and allied with Maltuvis at the conclusion of the storyline.

2166 – The Section 31 Crisis

Charles Tucker, operating under the identity **Philip Collier**, becomes increasingly convinced that Section 31 has abandoned any legitimate conception of protecting the Federation.

He begins working against the organization's corrupt leadership while attempting to prevent its actions from causing further disasters. The conflict eventually exposes the extent to which Section 31 has manipulated events while remaining outside normal Federation political control.

Section 31's existence nevertheless remains largely hidden from the general Federation population.

2166 – The Federation Debates Non-Interference

The consequences of the Ware crisis force Archer to reconsider the Federation's approach to civilizations outside its borders.

Archer begins advocating a formal **Directive of Non-Interference**, intended to establish principles governing when Starfleet may intervene in the affairs of other civilizations. The proposal is strongly debated within Starfleet and the Federation, with both supporters and opponents drawing different lessons from the Ware disaster.

The policy is **not yet the Prime Directive**. At this point the Federation has only begun the political process that will eventually produce the later doctrine of non-interference.

18 March 2166 – The End of the Rise of the Federation Era

By the conclusion of *Patterns of Interference*, the Federation has undergone a fundamental transformation from the small alliance founded in 2161.

Its membership has expanded beyond the five founding powers, Starfleet has become a genuinely multinational organization, and the Federation has begun developing permanent political institutions. At the same time, the Ware crisis has demonstrated the dangers of intervention, the Klingon crisis has shown how quickly regional conflicts can threaten the Federation, and the Saurian crisis has exposed the continuing influence of criminal organizations and authoritarian regimes beyond Federation territory.

The period closes with several major developments unresolved. Maltuvis remains in power on Sauria, now allied with the escaped V'Las; the Orion Syndicate has lost its direct influence over Maltuvis's government; Section 31 remains a secret and contested force; and Archer's proposed non-interference policy is only beginning its long political development.

The Federation therefore emerges from its first five years not as the finished institution known from later centuries, but as a still-evolving political experiment whose fundamental principles – membership, intervention, diplomacy, military power, and the rights of independent civilizations – remain subjects of active debate.

CHAPTER 3: FACTIONS

United Federation of Planets

Overview & History

The **United Federation of Planets** was founded in 2161 in the aftermath of the Romulan War, transforming the wartime alliance between Earth, Vulcan, Andoria, and Tellar into a permanent political union. Rather than simply becoming a larger version of the Coalition of Planets, the Federation represented an unprecedented experiment: sovereign worlds agreeing to cooperate politically while preserving their individual identities, governments, cultures, and interests.

The Federation's founding members were the **United Earth, Confederacy of Vulcan, Andorian Empire, United Planets of Tellar, and Alpha Centauri Concordium of Planets**. The **Confederated Martian Colonies** became the sixth member in 2162, followed by the **United Rigel Worlds and Colonies** and **Vega IX** in 2164, and **Arken II** and **Ithen** in 2165. This gradual expansion illustrates that Federation membership was neither automatic nor simply a reward for technological advancement; individual civilizations had to decide that participation in the new union served their interests.

The Federation's earliest years are consequently marked by uncertainty over what the new organization should actually become. Some members envision it primarily as a defensive alliance capable of preventing another Romulan War, while others see the Federation as the foundation of a peaceful interstellar society devoted to exploration, diplomacy, scientific cooperation, and economic development. These competing visions become one of the defining political questions of the Federation's first decade.

By 2166, the Federation has survived several serious crises and expanded beyond its original five members, but it remains very much a work in progress. Its institutions, laws, diplomatic traditions, military structures, and principles are still being negotiated and refined. The Federation known to later generations does not yet exist in its mature form.

Culture & Society

The Federation has no single culture. Its defining characteristic is instead the attempt to create a common political identity while allowing its constituent civilizations to retain their own traditions.

Humans, Vulcans, Andorians, Tellarites, Alpha Centaurans, Rigelians, and the Federation's newer members approach questions of government, personal freedom, religion, economics, diplomacy, military service, and social organization in very different ways. Federation society therefore develops through constant negotiation and compromise. A decision considered obvious by one member may be politically or culturally unacceptable to another.

This diversity is particularly visible within Starfleet. The organization increasingly becomes a genuinely multispecies service rather than simply the continuation of Earth's Starfleet under a new name. Officers bring different traditions of command, discipline, scientific methodology, and diplomacy into a single institution. Archer's vision is for Starfleet to become an instrument not merely of defense, but also of exploration and peaceful cooperation.

The Federation's economic development is similarly interconnected. Member worlds trade resources, technology, scientific expertise, and industrial products, while Federation institutions increasingly attempt to establish common standards. At the same time, the Federation has to balance collective economic interests against the sovereignty of individual members.

For ordinary citizens, Federation identity is therefore still relatively new. A person may identify primarily as Human, Vulcan, Andorian, Tellarite, Alpha Centauran, or Rigelian while only gradually beginning to think of themselves as a *Federation citizen*. The concept of a shared Federation identity will take generations to mature.

Government & Structure

The Federation is a **federal political union**, rather than a centralized state. Its member worlds retain their own governments and internal sovereignty while delegating specific responsibilities to Federation institutions.

The early Federation government is deliberately limited. Its founding members are not willing to surrender control over every aspect of their domestic affairs to a distant central authority. Consequently, the Federation initially concentrates on areas where cooperation between worlds provides obvious advantages: collective defense, diplomacy, interstellar relations, exploration, scientific cooperation, and matters affecting multiple member worlds.

The Federation's central political institutions are still developing during the period covered by this campaign guide. The precise balance between member governments and Federation authorities should therefore be treated as an evolving political question rather than assuming the fully developed constitutional system of later centuries.

This also applies to Federation law. Many of the principles that will eventually become fundamental to Federation jurisprudence are still being debated. The most significant example is the question of **non-interference**.

In *Patterns of Interference*, Archer attempts to establish a Federation-wide policy governing intervention in the affairs of other civilizations. The resulting debate does **not** create the later Prime Directive.

For Gamemasters, this distinction is important. A 2160s Starfleet officer cannot simply quote the Prime Directive as an established constitutional principle. Instead, characters may find themselves debating whether the Federation has a moral

responsibility to intervene when an alien government oppresses its own population, violates another civilization's sovereignty, or creates a threat beyond its borders.

Starfleet

Starfleet is the Federation's primary interstellar service and becomes one of the most visible institutions of the young union.

Its origins lie in the United Earth Starfleet, but the new Federation gradually transforms it into a multinational organization. Vulcan, Andorian, Tellarite, Human, and other personnel increasingly serve together aboard Federation vessels and at Federation facilities.

Starfleet has three closely connected responsibilities: **defense, exploration, and diplomacy**. The balance between them remains controversial. Some Federation members continue to regard Starfleet primarily as a military organization created to prevent another catastrophe like the Romulan War. Others, particularly Archer and those sharing his vision, believe that Starfleet should become an instrument through which the Federation explores the galaxy and establishes peaceful relationships with other civilizations.

This tension gives Starfleet of the 2160s a character very different from the familiar organization of the later centuries. Officers may find themselves performing military patrols, diplomatic missions, scientific surveys, humanitarian operations, first contact missions, and covert investigations within the same assignment.

The organization is also undergoing rapid technological and doctrinal development. Federation starships increasingly incorporate technologies and design philosophies originating from several member civilizations, creating a distinctly hybrid Federation technological culture.

Technology & Starships

The Federation does not possess a single technological tradition. Its technological capabilities are the combined result of contributions from its founding and later members.

Human Starfleet technology forms an important foundation, but Vulcan, Andorian, and Tellarite technologies influence Federation development as the new organization establishes common standards. The result is a period of considerable experimentation in starship design, weapons, sensors, communications, transporters, and propulsion.

Federation starships of the early 2160s remain visibly transitional. Many vessels are still derived from the designs and technologies of their member civilizations, while newer ships increasingly represent genuinely cooperative Federation engineering.

The **NX-class** remains an important technological and symbolic predecessor, but the Federation's growing fleet begins developing beyond the purely Human technological

model. Starfleet's future will depend on determining which technologies can be standardized across member worlds and which should remain specialized to particular civilizations.

The Federation also possesses an expanding network of orbital facilities, starbases, shipyards, colonies, and scientific installations. As membership grows, these facilities increasingly connect distant worlds into a common infrastructure.

Interstellar Relations

The Federation enters interstellar politics at a dangerous moment. The Romulan War has demonstrated the destructive potential of interstellar conflict, while the galaxy remains populated by numerous independent powers, emerging civilizations, criminal organizations, and regional conflicts.

Relations with the **Klingon Empire** are particularly complicated. The Federation and Klingons are neither simple allies nor permanent enemies. Cultural differences, strategic competition, border incidents, and internal Klingon politics repeatedly threaten to escalate into open conflict. During the Ware crisis of 2165, tensions become severe enough that the Federation faces the possibility of its first major war with the Klingon Empire, although this confrontation does not become a formally declared Federation-Klingon War.

The **Orion Syndicate** represents a different kind of threat. Rather than confronting the Federation as a conventional state, the Syndicate exploits trade networks, criminal markets, political divisions, and vulnerable civilizations. Its activities demonstrate that the Federation's security cannot be guaranteed simply by maintaining a powerful fleet.

Other relationships are more cooperative. The Federation establishes diplomatic and commercial connections with numerous civilizations while gradually developing the reputation of a new political power interested in both exploration and peaceful exchange.

Federation diplomacy is therefore still experimental. Its representatives are frequently forced to determine what the Federation actually stands for before they can explain those principles to outsiders.

Gamemaster Hooks & Campaign Integration

The United Federation of Planets should function as more than the political background of a campaign. During the 2160s, the Federation itself can be treated as an evolving character.

A Starfleet crew may be sent to establish diplomatic relations with a prospective member, investigate a dispute between existing members, negotiate a trade agreement, evacuate civilians during an international crisis, or explore a region whose strategic importance has only recently become apparent.

The Federation's internal diversity provides an additional source of conflict. A mission that appears straightforward from Earth's perspective may look completely different to Andorian, Vulcan, Tellarite, or Alpha Centauran representatives. Characters may therefore spend as much time negotiating with their own government and fellow Federation officers as they do dealing with alien powers.

The developing policy of non-interference is particularly valuable for campaigns. A crew may discover that an alien government is committing atrocities but have no clear Federation law telling them what they are permitted to do. Another mission may require intervention to prevent a humanitarian catastrophe while risking the sovereignty of an independent civilization. The characters' decisions can become part of the political debate that gradually shapes Federation policy.

Finally, the Federation's rapid expansion allows Gamemasters to portray **membership as an adventure rather than merely a background fact**. First contact can lead to years of negotiation, cultural exchange, technological cooperation, political debate, and eventual membership. The players may even participate in the events that determine whether a civilization becomes one of the Federation's future founding generations.

The Federation of this era is therefore not yet the confident interstellar civilization of the 23rd century. It is an experiment: fragile, ambitious, diverse, and still determining what it means to be *Federation*.

United Earth

Overview & History

The **United Earth** is the unified planetary government of Humanity and one of the five founding members of the **United Federation of Planets**. Centered on Earth and its increasingly extensive network of colonies and orbital facilities, United Earth represents the political unification of Humanity that followed centuries of international rivalry and was accelerated by first contact with the Vulcans in 2063.

By the 22nd century, the nations of Earth have been incorporated into a common planetary political framework. The precise process and constitutional history of unification remain only partially documented, but by the time of the *Enterprise* era Earth is governed as a unified world. The United Earth government maintains diplomatic relations with other civilizations, administers Humanity's colonies, and oversees institutions including the **United Earth Starfleet**.

Earth's transformation into an interstellar civilization is initially closely associated with the development of Starfleet. The launch of the *Enterprise NX-01* in 2151 marks the beginning of Humanity's first sustained period of deep-space exploration. The following decade transforms Earth from a relatively inexperienced interstellar power into one of the principal political and military actors of the Alpha Quadrant.

The **Coalition of Planets**, formed in response to the growing threat posed by the Romulan Star Empire, brings Earth into increasingly close cooperation with Vulcan,

Andoria, Tellar, and other regional powers. The Romulan War demonstrates that the individual powers of the region cannot easily confront major threats alone. In 2161, United Earth therefore joins the Confederacy of Vulcan, Andorian Empire, United Planets of Tellar, and Alpha Centauri Concordium as a founding member of the Federation.

Federation membership does not dissolve United Earth. Instead, Earth becomes one of the constituent governments of the new Federation, retaining responsibility for its own internal affairs while participating in the common institutions of the Federation.

Culture & Society

United Earth is extraordinarily diverse. Humanity's political unification does not erase the languages, cultures, religions, traditions, and historical identities of the world's former nations. Instead, these identities exist within a broader planetary political framework.

The experience of first contact and subsequent interstellar expansion has also produced a distinctly **interstellar Human identity**. By the 2160s, many Humans have grown up in a society where Vulcans, Andorians, Tellarites, and other extraterrestrial civilizations are no longer abstract concepts but diplomatic partners, trading partners, neighbors, and sometimes adversaries.

Earth's population nevertheless remains culturally heterogeneous. Humans from Earth, Luna, Mars, and the numerous extrasolar colonies can possess very different experiences of life. A Starfleet officer born on Earth may have a very different outlook from someone raised on a frontier colony or aboard a long-range vessel.

The post-Romulan-War generation is particularly important to United Earth's development. Humanity has survived a major interstellar conflict while simultaneously helping establish an entirely new political organization. The result is a growing belief among many Humans that Earth has responsibilities extending beyond its own world.

At the same time, not all Humans necessarily share the same vision. Some regard the Federation primarily as a mechanism for maintaining peace and collective security, while others see it as the beginning of a much broader civilization based on exploration and cooperation. These competing interpretations become part of the political debate of the early Federation.

Government & Structure

United Earth is a **planetary government**, with Earth as its political center. The individual nations of pre-unification Earth no longer function as sovereign states, although regional, cultural, and historical identities remain important.

The government possesses executive and legislative institutions responsible for planetary administration and international affairs. In the 2150s, figures such as **Minister Nathan Samuels** represent United Earth in major interstellar negotiations, including the Coalition of Planets talks.

The government also maintains authority over matters that remain specifically Human or terrestrial rather than being transferred to the Federation. This distinction becomes increasingly important after 2161. United Earth is a member government of the Federation, not simply another name for the Federation itself.

The Federation therefore creates a second level of government above the existing planetary government. United Earth continues to represent Human interests within the Federation while Federation institutions handle matters delegated to the new interstellar union.

This arrangement is particularly important during the early years because the precise division of authority is still developing. The Federation is an experiment in federal government, and Earth – like Vulcan, Andoria, Tellar, and Alpha Centauri – must determine which responsibilities should remain national or planetary and which should be exercised collectively.

United Earth Starfleet

The **United Earth Starfleet** is one of the most important institutions in Humanity's transition into the interstellar age.

Originally created as part of United Earth's Space Probe Agency, as the exploration and defense department, Starfleet becomes the primary instrument through which Humanity explores neighboring star systems and establishes diplomatic contact with extraterrestrial civilizations. The *U.S.S. Enterprise NX-01* represents the culmination of this early development.

Following the Federation's creation, Starfleet is transformed into the **Federation Starfleet**. The transition is not simply a change of name. Earth must determine which aspects of its existing organization can become the foundation for a genuinely multinational service.

Starfleet's primary mission is exploration of space and the unknown. Its second mission is to integrate the different fleets, design philosophies and mentalities into one unified force.

This makes United Earth Starfleet an important historical institution even after 2161. Many of its traditions, procedures, ship designs, command practices, and personnel become part of the foundation of Federation Starfleet.

Technology & Starships

United Earth's technological development accelerates dramatically during the 22nd century.

Before first contact, Humanity's technological development remains largely planetary. Vulcan assistance and the gradual exchange of scientific knowledge then accelerate Human capabilities, particularly in warp propulsion, astrophysics, medicine, communications, and spacecraft engineering.

By 2151, Earth possesses the capability to construct long-range warp-capable starships, culminating in the NX-class. The *Enterprise* represents a technological milestone: Humanity's first dedicated deep-space exploration vessel capable of extended independent operations.

During the following decade, Earth technology develops rapidly through both independent research and interaction with other civilizations. The Romulan War further accelerates military engineering, while Federation membership creates opportunities for systematic technological cooperation between Earth, Vulcan, Andoria, Tellar, and later member worlds.

Human starship technology nevertheless retains its own identity. Earth vessels of this era are characterized by comparatively compact designs, adaptable interiors, extensive scientific capabilities, and a willingness to combine exploration and military functions in the same platform.

The transition to Federation technology is gradual. Vulcan scientific expertise, Andorian military engineering, Tellarite industrial capabilities, and Human engineering traditions increasingly influence the design of the emerging Federation fleet. The result is not the immediate disappearance of Human technology but the beginning of a genuinely shared technological tradition.

Interstellar Relations

United Earth's position in interstellar affairs changes more dramatically than that of any other founding member. In 2151, Humanity is a relatively inexperienced warp-capable civilization. By 2161, it is one of the principal architects of a new interstellar political union.

Relations with **Vulcan** have undergone the greatest transformation. Vulcan initially regarded Humanity as inexperienced and potentially dangerous, while Humans often resented Vulcan restrictions on their technological development. The experiences of Archer and the *Enterprise* gradually replaced much of this distrust with cooperation.

Relations with **Andoria** follow a similarly dramatic path. Humans initially become involved in the long-running Vulcan-Andorian dispute but eventually develop a close alliance with Andoria. Jonathan Archer and Shran became important symbols of this transformation.

Earth's relationship with **Tellar** is more difficult, particularly because Tellarite political culture and Human diplomatic conventions differ considerably. Nevertheless, the Romulan War demonstrates that the two powers can cooperate effectively when their strategic interests coincide.

United Earth also develops increasingly important relationships with civilizations beyond the founding powers. Federation membership gives Humanity a diplomatic framework through which it can approach these powers collectively rather than acting entirely on its own.

At the same time, Earth's growing influence creates suspicion among neighboring civilizations. Some outsiders view the Federation as a military alliance dominated by its most powerful founding members. This is one reason the young Federation must continually demonstrate that it is a partnership rather than an instrument of Human expansion.

Gamemaster Hooks & Campaign Integration

United Earth provides a natural base for campaigns set during the first years of the Federation.

A campaign can begin on Earth itself, allowing characters to experience the rapidly changing political atmosphere of the 2160s. Federation diplomats, Starfleet officers, scientists, colonial representatives, and civilian officials may all have competing ideas about what Humanity's new role in the galaxy should be.

The distinction between **United Earth and the Federation** is particularly useful for adventures. A Starfleet crew might receive orders from Federation authorities while simultaneously being approached by United Earth officials pursuing a specifically Human interest. Characters may have to determine whether a particular matter is a Federation responsibility or remains under Earth's jurisdiction.

Earth's colonies provide another source of stories. Colonial disputes, resource shortages, local political movements, and questions of representation can create conflicts that do not necessarily concern the Federation as a whole.

The transformation of United Earth Starfleet into Federation Starfleet also offers opportunities for campaigns dealing with institutional change. Human officers may struggle to adapt to multinational command structures, while Vulcan, Andorian, and Tellarite officers may have equally strong opinions about which Human traditions deserve to survive.

The **legacy of the Romulan War** can remain highly visible. Veterans, military planners, diplomats, and civilians may disagree over whether the Federation should concentrate on defense or embrace the ideals of exploration and cooperation that inspired its creation.

Finally, United Earth provides the perfect setting for exploring Humanity's changing place in the galaxy. The characters belong to a civilization that has gone from first contact to interstellar alliance in less than a century. The Federation may eventually become the defining political institution of the Alpha Quadrant, but in the 2160s **Humanity is still deciding what kind of civilization it wants to be and what role it wants to play in the new Federation.**

Confederacy of Vulcan

Overview & History

The **Confederacy of Vulcan** is the sovereign Vulcan state and one of the five founding members of the United Federation of Planets. Its history in the mid-22nd century

is defined by a profound political transformation. For much of the 21st and early 22nd centuries, Vulcan was dominated by the **Vulcan High Command**, whose increasingly interventionist and authoritarian policies had brought the planet into conflict with Andoria and created deep divisions within Vulcan society.

The discovery of the **Kir'Shara** in 2154 exposed the corruption and historical distortions that had developed within Vulcan's political and religious institutions. The teachings of Surak demonstrated that the High Command's policies represented a departure from the principles of logic and peaceful coexistence traditionally associated with Vulcan philosophy. The resulting Vulcan Reformation brought down the High Command and established a new political order under **T'Pol** and her allies. The reform also ended Vulcan's aggressive campaign against Andoria and fundamentally changed its relationship with Earth and the other members of the Coalition of Planets.

The Confederacy subsequently became one of the principal architects of the United Federation of Planets. Vulcan, Earth, Andoria, and Tellar had fought together during the Romulan War, and in 2161 the four powers formally transformed their wartime alliance into the Federation. Vulcan therefore enters the Federation not as a subordinate state, but as one of its founding powers and one of the most technologically and diplomatically influential members.

The early decades of the Confederacy are nevertheless characterized by uncertainty. Vulcan must reconcile its ancient traditions with the consequences of the Reformation, redefine its relationship with other civilizations, and determine what role a traditionally cautious society should play in the increasingly interconnected political environment created by the Federation.

Culture & Society

Vulcan society is built around the teachings of **Surak**, particularly the principles of logic, emotional discipline, self-control, and the rejection of violence as a means of resolving disputes. Yet Vulcan culture is not politically or philosophically uniform. The events of the 2150s demonstrated that different interpretations of Surak's teachings could produce radically different political conclusions.

The Reformation therefore does not simply restore an ancient tradition. It creates a period of intellectual and social reassessment in which Vulcans reconsider their history, institutions, and relationship with emotion. The rediscovery of authentic Surakian teachings provides the philosophical foundation for this process.

Vulcans remain deeply committed to scholarship, science, medicine, philosophy, and education. Their long history of space exploration and contact with other civilizations has also made them one of the most experienced interstellar societies in the region. Vulcan scientists and diplomats possess knowledge accumulated over generations, giving the Confederacy considerable influence despite its relatively cautious approach to interstellar affairs.

The relationship between logic and emotion remains one of the defining elements of Vulcan society. The existence of **mind melds**, however, demonstrates that emotional suppression is not equivalent to the absence of emotion. Vulcan society continues to contain individuals and traditions that understand emotional experience differently, including the **Syrrannites**, whose acceptance of mind melds was once regarded by the High Command as deeply controversial.

The post-Reformation Confederacy is consequently a society attempting to understand what authentic Vulcan philosophy means after decades of political manipulation.

Government & Structure

The **Vulcan High Command was dissolved in 2154**, ending the institution that had dominated Vulcan military and foreign policy. The new government emerged from the reform movement associated with T'Pol and the restoration of Surak's teachings.

The Confederacy is consequently less militaristic than the Vulcan state of the preceding decades. Its government places greater emphasis on diplomacy, deliberation, scientific cooperation, and peaceful relations with other civilizations.

The **Vulcan Council** remains an important political institution, representing the interests of Vulcan society and providing a mechanism for collective governance. The post-Reformation government is not simply a continuation of the High Command under a different name; the political transformation is intended to prevent the concentration of authority that had enabled the previous regime.

The transition nevertheless remains incomplete during the early Federation period. Vulcan institutions have to adapt to the new reality of Federation membership while retaining substantial domestic autonomy. The Confederacy therefore continues to function as an independent government within the Federation rather than disappearing into a centralized Federation administration.

Vulcan's political influence is considerable. Its long diplomatic history, scientific expertise, and status as a founding member give it a powerful voice in debates concerning the direction of the young Federation. At the same time, Vulcan leaders must continually balance their own interests against the principle of cooperation with the other founding members.

Vulcan Technology & Starships

Vulcan possesses one of the most advanced technological traditions known to the early Federation. Its capabilities significantly exceed those of contemporary Earth in many areas, particularly in **warp propulsion, sensors, scientific equipment, medicine, and energy technology**.

Vulcan starships have operated throughout nearby space for decades before Earth's first deep-space missions. Their designs are consequently mature and highly specialized, emphasizing long-range scientific investigation, diplomatic missions, and reliable interstellar travel.

The **D'Kyr-class** represents one of the major Vulcan starship designs of the period. Vulcan ships are generally technologically sophisticated and capable of operating independently for extended periods, reflecting the Confederacy's long experience with interstellar exploration.

Vulcan technology also contributes significantly to the development of Federation Starfleet. As the new organization combines the technological traditions of Earth, Vulcan, Andoria, and Tellar, Vulcan scientific and engineering expertise becomes one of the foundations upon which Federation technology develops.

However, Vulcan does not simply transfer its entire technological base to Starfleet. The Confederacy remains an independent civilization with its own scientific priorities, shipbuilding traditions, and strategic interests.

Interstellar Relations

The Confederacy's most important diplomatic relationship is with the **United Federation of Planets**, of which it is a founding member. Vulcan's participation reflects the dramatic transformation of its relationship with Earth, Andoria, and Tellar during the Romulan War.

Relations with **Earth** have evolved particularly rapidly. For decades, Vulcan observers regarded Humanity as technologically immature and dangerously impulsive. The experiences of Jonathan Archer, T'Pol, and the Romulan War gradually demonstrated that Humanity could become a valuable partner. By 2161, Earth and Vulcan are no longer merely neighboring civilizations but founding partners in a new political union.

Relations with **Andoria** are even more historically complicated. The two civilizations spent decades in political and military confrontation, with Vulcan interference in Andorian affairs contributing to deep mutual distrust. The Battle of Andoria and the events surrounding the Kir'Shara crisis finally ended this confrontation. The Federation represents the most significant step yet toward transforming the former rivals into political partners.

Vulcan also maintains relations with numerous civilizations outside the Federation. Its long history of diplomacy means that Vulcan often possesses established contacts with species that are only beginning to interact with Earth or the Federation.

The Confederacy's foreign policy is generally cautious. Vulcan leaders are reluctant to become involved in conflicts without a clear justification, particularly after the disastrous consequences of the High Command's interventionist policies. Nevertheless, Vulcan's membership in the Federation increasingly forces it to confront situations in which neutrality and collective responsibility come into conflict.

Gamemaster Hooks & Campaign Integration

The Confederacy of Vulcan provides a natural setting for campaigns dealing with **political reform, philosophy, diplomacy, science, and the consequences of historical trauma**.

A Starfleet crew might be sent to Vulcan to assist with negotiations between competing political factions, investigate an archaeological discovery connected to Surak, escort Vulcan scientists into unexplored territory, or mediate a dispute involving an ancient Vulcan treaty.

The consequences of the High Command's policies also provide opportunities for stories involving unresolved grievances. Andorians, Humans, Tellarites, and other civilizations may remember Vulcan actions very differently from Vulcan historians. Characters can therefore encounter situations in which the Confederacy's present peaceful policies are judged against its recent past.

The continuing debate over **Surak's teachings** can provide another source of conflict. A mission involving a controversial archaeological discovery, a disputed interpretation of Vulcan philosophy, or the activities of an isolated Vulcan community can force the characters to consider whether tradition, logic, and political authority necessarily point toward the same conclusion.

The Confederacy is also an ideal location for exploring the Federation's development. Vulcan representatives may disagree with Human or Andorian proposals, while Starfleet officers may find themselves caught between Federation policy and the domestic authority of the Vulcan government.

Finally, the events surrounding **V'Las** and the anti-revisionist movement can be used as a backdrop for campaigns set after 2161. In the *Rise of the Federation* continuity, the consequences of the Vulcan Reformation remain politically significant years after the High Command's fall. *Uncertain Logic* makes this especially clear when a conspiracy attempts to undermine the reforms and restore the old order.

The Confederacy of Vulcan should therefore not be portrayed as simply "the logical Federation member." It is a civilization undergoing one of the most consequential political and philosophical transitions in its history, one that will shape Vulcan's relationship with the Federation for centuries to come.

Andorian Empire

Overview & History

The **Andorian Empire** is one of the oldest and most influential powers of the early 22nd-century Alpha Quadrant and one of the founding members of the United Federation of Planets. Centered on the icy world of **Andoria**, the Empire developed a reputation for military strength, territorial vigilance, and a willingness to defend its interests with force. By the time Humanity made first contact with the Andorians in 2151, the Empire was already an established interstellar power with a long history of conflict and competition with the Vulcans.

The relationship between Andoria and Vulcan had deteriorated over decades, particularly because of Vulcan interference in Andorian affairs and the dispute over **P'Jem** and **Weytahn**. The arrival of Jonathan Archer and the Enterprise gradually transformed Andoria's relationship with Earth. Andorian participation in the Xindi crisis and

the growing personal relationship between Archer and Commander Shran helped create an increasingly close Human-Andorian partnership.

The **Romulan War** finally transformed the political landscape of the region. Andoria, Earth, Vulcan, and Tellar fought alongside one another against the Romulan Star Empire and subsequently recognized that continued cooperation was necessary to preserve regional security. In 2161, the four powers became the principal founding members of the United Federation of Planets. The Andorian Empire nevertheless remained an identifiable political entity within the young Federation rather than simply disappearing overnight.

During the early Federation period, Andoria therefore occupies a unique position. It is simultaneously an independent civilization with its own political institutions, military traditions, and territorial interests and one of the Federation's founding members.

Culture & Society

Andorian society places considerable emphasis on **honor, loyalty, family, military service, and personal courage**. The Andorians' harsh home environment and long history of territorial conflict have contributed to a culture in which strength and preparedness are highly valued.

Andorian society is nevertheless not synonymous with militarism. The events of the 2150s demonstrated that Andorians could adapt their traditions when circumstances demanded it. The partnership between Archer and Shran, for example, evolved from mutual suspicion into one of the most important personal relationships underlying the Earth-Andoria alliance.

The discovery of the **Aenar** also transformed Human and Andorian understanding of their own species. The Aenar are a distinct Andorian subspecies native to the northern regions of Andoria. Their existence had previously been surrounded by myth within wider Andorian society, but by the mid-2150s they had become recognized members of Andorian civilization.

The Andorian homeworld itself is an extremely cold environment. Much of Andorian civilization developed around adapting to those conditions, with settlements making use of the planet's geothermal resources. The harsh environment remains an important element of Andorian cultural identity.

Family and interpersonal relationships are particularly important. Andorians traditionally possess a complex system of family bonds, and later Federation-era developments would demonstrate that Andorian social structures can differ substantially from those of Humans and Vulcans.

Government & Structure

The Andorian Empire is governed by a **Chancellor** and an **Imperial Council**, with authority extending across Andoria and associated worlds and colonies. Its imperial designation does not necessarily imply a single uniform model of administration across every territory.

The Empire's political structure reflects its historical development as a regional power rather than a newly created Federation-style union. Local communities retain their own identities while acknowledging the authority of the imperial government.

The **Andorian Imperial Guard** serves as the Empire's principal military organization. The Guard is an experienced military force whose personnel are trained for both planetary and interstellar operations. Its officers include senior commanders such as **General Thy'lek Shran**, who remains an important figure in Andorian affairs during the early Federation period.

Federation membership does not immediately erase these institutions. In fact, evidence from 2164 shows the Imperial Guard still existing in some form after the Federation's founding, with Shran serving as a General and granting Jonathan Archer honorary membership in the Guard.

This makes the Andorian Empire particularly useful for portraying the early Federation as a **federation of existing political powers**, rather than as a centralized state that immediately absorbs its members' governments and militaries.

Andorian Technology & Starships

Andorian technology is highly advanced by early-22nd-century standards and has developed primarily in response to the Empire's military and strategic requirements.

The **Andorian battle cruiser** is the most recognizable expression of this technological tradition. These vessels combine substantial firepower with the ability to operate independently over interstellar distances. Andorian vessels are designed for combat, patrol, reconnaissance, and expeditionary operations, reflecting the Empire's long experience with regional conflicts.

The **Kumari-class battle cruiser** is particularly significant. Shran's *Kumari* demonstrates the capability of Andorian starships to operate alongside Human vessels during the Xindi crisis and later becomes associated with the diplomatic and military events surrounding the Babel Conference.

Andorian ships employ powerful weapon systems and defensive technologies, including **phase weaponry, spatial torpedoes, and deflector systems**. Their engineering tradition is sufficiently advanced to allow the Empire to field a credible military fleet independently of both Earth and Vulcan.

Andorian technology also contributes to the developing Federation technological base. As the Federation begins combining the resources and expertise of its founding members, Andorian military engineering becomes an important counterpart to Vulcan scientific knowledge and Human technological innovation.

The Andorian Imperial Guard also operates smaller craft, including **Andorian shuttles**, which can be carried aboard larger vessels.

Interstellar Relations

The Andorian Empire's most important relationship in the 2160s is with the **United Federation of Planets**. As a founding member, Andoria has a direct interest in ensuring that the Federation remains capable of protecting its members while not becoming an instrument dominated by any single founding power.

Relations with **Vulcan** have undergone the most dramatic transformation. For generations, the two powers were deeply distrustful of one another, and their disputes repeatedly threatened regional stability. The Vulcan Reformation and the formation of the Federation provide an opportunity to replace this rivalry with cooperation, although historical grievances do not simply disappear.

Relations with **Earth** are considerably warmer. The friendship between Archer and Shran became symbolic of the broader rapprochement between the two civilizations. Earth proved that it could serve as a useful partner without attempting to dominate Andorian affairs, while Andoria became one of Earth's most important allies during the Romulan War.

The Empire's relationship with the **Tellarites** is more complicated. Long-standing disputes over territory, trade, and political interests contributed to mutual hostility before the founding of the Federation. The Babel Conference and the Romulan Marauder crisis demonstrated both the danger of these tensions and the necessity of cooperation. The Federation provides a framework in which the two civilizations can remain political partners despite their cultural and historical differences.

The Empire also remains conscious of threats beyond the Federation's borders. Andorian strategic culture places considerable importance on military preparedness, and Andorian leaders are unlikely to assume that the formation of the Federation has made traditional security concerns obsolete.

Gamemaster Hooks & Campaign Integration

The Andorian Empire is particularly useful for campaigns exploring the **military, political, and cultural foundations of the early Federation**.

A Starfleet crew might be assigned to an Andorian border world where local authorities believe Federation policy is undermining imperial sovereignty. Alternatively, they could be asked to transport an Andorian diplomatic delegation, investigate an unexplained attack on an Imperial Guard vessel, or mediate a dispute between Andorian and Tellarite interests.

The Empire also provides an excellent setting for stories about the relationship between the Federation and its founding members. A Federation directive may conflict with an Andorian law or military decision, forcing the characters to determine where Federation authority ends and Andorian sovereignty begins.

The **Imperial Guard** can serve as both an ally and a source of tension. Andorian commanders may be more willing than Starfleet officers to respond aggressively to perceived threats, while Starfleet personnel may be expected to prevent an incident from escalating into an interstellar crisis.

Andoria itself offers opportunities for missions involving the Aenar, ancient Andorian sites, scientific expeditions into the planet's extreme environment, or political disputes between different communities.

Finally, the Andorian Empire allows Gamemasters to portray one of the central themes of the early Federation: **former rivals learning how to become partners without abandoning their own identities**. The Federation does not erase Andorian culture or political institutions. Instead, Andoria becomes one of the powers that helps determine what the Federation will ultimately become.

United Planets of Tellar

Overview & History

The **United Planets of Tellar** is the sovereign political entity representing the Tellarites and their associated colonies. Centered on **Tellar Prime**, the United Planets is one of the five founding members of the United Federation of Planets, joining the Federation alongside United Earth, the Confederacy of Vulcan, the Andorian Empire, and the Alpha Centauri Concordium in 2161.

Tellar had already become an important participant in interstellar affairs before the Federation's creation. Tellarite representatives participated in the 2155 discussions concerning the **Coalition of Planets**, and Tellar subsequently became one of the principal powers involved in the alliance that opposed the Romulan Star Empire. During the Romulan War, Tellarite forces fought alongside Human, Vulcan, and Andorian forces, helping establish the political cooperation that ultimately led to the Federation.

The Federation's founding did not replace the United Planets of Tellar with a centralized Federation administration. Tellar remained a distinct political entity within the new Federation. The Tellarite colonies are governed from Tellar Prime but are also represented in their government.

Culture & Society

Tellarite culture is famous throughout the region for its **argumentative nature**. Tellarites regard disagreement and debate as a normal and often productive part of social interaction. Rather than interpreting disagreement as inherently hostile, Tellarites commonly expect individuals to challenge one another's statements, assumptions, and conclusions.

This cultural characteristic is particularly important in diplomacy. Tellarites can appear confrontational to Humans and other species whose social conventions place greater value on politeness or indirect communication. From a Tellarite perspective, however, an argument can demonstrate engagement and intellectual respect. A diplomat who never challenges another speaker may be regarded as uninterested, evasive, or simply unprepared.

Tellarite society is not therefore defined merely by hostility. Debate, negotiation, bargaining, and verbal confrontation are deeply embedded in Tellarite interaction. The same qualities that can make Tellarite diplomacy difficult can also make Tellarite

representatives effective negotiators when they are given the opportunity to challenge assumptions and expose weaknesses in an opposing argument.

Tellar Prime itself is an established and technologically advanced civilization by the 22nd century. Tellarites are a warp-capable species with extensive experience in interstellar affairs, and their civilization has maintained independent political institutions and external relationships long before the Federation was founded.

Government & Structure

The **United Planets of Tellar** is a political union centered on Tellar Prime and its associated colonies. The exact constitutional structure of this union is not extensively established in canon or the *Rise of the Federation* novels, so its detailed institutions should remain deliberately open in a campaign guide.

Unlike the Andorian Empire, the name does not imply an imperial hierarchy, while unlike the Confederacy of Vulcan, the term does not clearly establish a particular constitutional model. The safest interpretation is that the United Planets represents a political union between Tellar Prime and a limited number of Tellarite colonies.

The government maintains authority over Tellarite foreign relations and represents the civilization within the Federation. Tellar therefore retains a distinct political voice after 2161 rather than becoming merely a provincial administration of the Federation.

Tellarite political culture naturally places considerable emphasis on **debate and negotiation**. Political disagreements are likely to be expressed openly, with competing representatives expected to defend their positions vigorously. For the young Federation, Tellarite participation can consequently be both challenging and valuable: Tellarite representatives are unlikely to accept proposals simply because they are presented as reasonable or necessary.

The Federation's founding also creates a new constitutional question for Tellar. The United Planets must determine which powers should remain exclusively Tellarite and which responsibilities can be entrusted to the new Federation. As with the other founding powers, this relationship is still developing during the 2160s.

Tellarite Technology & Starships

Tellarite civilization possesses an established interstellar technological base and is fully capable of warp travel by the time the Federation is founded. Tellarite ships participated in the military cooperation that preceded the Federation, including the campaign against the Romulan Star Empire.

Tellarite engineering is particularly relevant to the Federation's early development because the Federation is not simply an expansion of Human technology. Its founding members contribute their own industrial and scientific capabilities to the new organization.

The precise characteristics of Tellarite starship engineering in the 2160s remain comparatively poorly documented. The campaign guide should therefore avoid assigning unsupported technological advantages or specific standard ship classes to the United Planets.

Tellarite vessels can nevertheless be portrayed as established interstellar craft capable of long-range travel and military operations. Their participation in the Romulan War demonstrates that Tellar possesses a credible spacefaring and defensive capability independent of Earth.

The Federation's emerging Starfleet provides an additional avenue for Tellarite technological cooperation. Tellarite engineers, scientists, and officers can contribute their expertise while continuing to maintain their own national technological traditions.

Interstellar Relations

The United Planets of Tellar is one of the **founding powers of the Federation**, making its relationship with the other founding civilizations particularly important.

Relations with **Earth** have developed significantly since Humanity first began interacting with Tellar. Humans frequently find Tellarite communication difficult because of the cultural importance of argument, but the two civilizations demonstrated during the Romulan War that they could cooperate effectively when confronted by a common threat.

Relations with **Andoria** are more complicated. Tellarites and Andorians have a history of mutual distrust and political disagreements, and their representatives can be particularly difficult to negotiate with when territorial or economic interests are involved. Nevertheless, both civilizations ultimately recognized that cooperation was necessary during the Romulan War.

Relations with **Vulcan** likewise reflect the broader transformation produced by the Federation. Vulcan logic and Tellarite argumentative culture are almost opposite in their preferred modes of interaction, yet both civilizations possess strong intellectual traditions. Their disagreements can therefore be intense without necessarily being destructive.

Tellar's relationship with the **Orion Syndicate** is especially relevant to early Federation diplomacy. During the 2155 Coalition discussions, Tellarite representatives proposed measures against Orion activity, demonstrating that Tellar regarded the Syndicate as a significant interstellar problem even before the Federation existed. Other governments, including Coridan, resisted such proposals because of their own commercial relationships with the Orions.

Within the Federation, Tellar consequently becomes an important voice on questions of trade, security, criminal activity, and relations with independent powers.

Gamemaster Hooks & Campaign Integration

The United Planets of Tellar is an excellent setting for campaigns centered on **diplomacy, negotiation, trade, and political disagreement**.

A Starfleet crew assigned to Tellar may quickly discover that a diplomatic mission is not going badly simply because the Tellarite representatives are arguing. Indeed, the argument may be the actual negotiation. Characters who understand this cultural distinction can use Tellarite debate to identify genuine disagreements, while inexperienced diplomats may mistake normal political discourse for the beginning of a crisis.

Tellarite colonies also provide opportunities for missions outside the homeworld. A dispute between Tellar Prime and one of its colonies could involve questions of taxation, resource distribution, local autonomy, or Federation jurisdiction. Because the exact constitutional structure of the United Planets is not established, Gamemasters can develop these issues without contradicting known canon.

Tellar is also an excellent location for stories involving **Federation trade policy**. Tellarite representatives may oppose a proposed commercial agreement, demand stronger safeguards against Orion criminal activity, or challenge the assumptions behind a Federation economic initiative.

The Orion Syndicate provides another natural connection. Starfleet crews could investigate Orion smuggling networks operating through Tellarite commercial routes, protect Tellarite shipping, or uncover evidence that criminal organizations are exploiting disagreements between Federation members.

Finally, Tellarite political culture can become an important part of Federation decision-making. When the Federation Council debates a controversial proposal, Tellarite representatives should not necessarily be portrayed as obstructive simply because they challenge almost every assumption placed before them. Their willingness to argue can force the young Federation to examine weaknesses in its policies before those weaknesses become serious problems.

The United Planets of Tellar therefore represents an important aspect of the early Federation: **membership does not require cultural conformity**. Tellarites remain Tellarites, with their own political traditions and ways of conducting diplomacy, while simultaneously becoming participants in an unprecedented experiment in interstellar cooperation.

Alpha Centauri Concordium

Overview & History

The **Alpha Centauri Concordium** is a multi-world political union in the Alpha Centauri system and one of the five founding member states of the United Federation of Planets in 2161. The Concordium predates the Federation by many decades and developed as the worlds of the system increasingly cooperated in matters of government, trade, and interstellar affairs. Its established tradition of representative interplanetary government made the Concordium a natural participant in the Coalition of Planets and, ultimately, in the creation of the Federation. In the early 2160s, the

Concordium remains a sovereign member state of the new Federation rather than being dissolved into a centralized Federation government.

Culture & Society

The Concordium encompasses several worlds and populations within the Alpha Centauri system, including both indigenous civilizations and long-established human communities. Centauran society has developed a strong tradition of political cooperation between different worlds while retaining distinct local identities and institutions. Centaurans have maintained close cultural and economic connections with Earth for generations, making the system one of the most important links between Human civilization and the wider interstellar community. The Concordium's experience with multi-world cooperation also contributes to its willingness to embrace the broader Federation project.

Government & Structure

The Concordium is a **representative interplanetary government** in which its constituent worlds retain their own local institutions while participating in common Concordium affairs. Its political structure provides a model for balancing planetary autonomy with shared government, a principle that is particularly relevant to the young Federation. In 2161, the Concordium retains its own governmental identity and institutions while delegating authority to the Federation in areas covered by the Federation's founding agreements. The Concordium therefore acts both as an individual Federation member and as a political union representing several worlds and populations.

Interstellar Relations

The Concordium has longstanding relations with **United Earth**, dating back to humanity's early expansion into the Alpha Centauri system. It joined the Coalition of Planets before the Romulan War and fought alongside Earth, Vulcan, Andoria, and Tellar during the conflict, helping establish the political foundations for the Federation. As a founding Federation member from 2161 onward, the Concordium becomes an important bridge between the Federation's Human and non-Human founding societies. Its proximity to Earth also gives it considerable strategic and economic importance during the Federation's formative years.

Anti-Federation Dissidents

The creation of the Federation does not eliminate opposition to political unification among its member worlds. During the early 2160s, various dissident movements oppose Federation membership, arguing that their worlds or peoples have surrendered too much sovereignty to the new interstellar government. Most remain political or ideological movements rather than organized military threats, but their activities demonstrate the difficulties of creating a common Federation identity while its member worlds retain strong national and cultural identities.

Vulcan Groups

Vulcan Traditionalists and Anti-Reform Factions

Following the overthrow of V'Las and the revelation of the High Command's abuses, Vulcan society undergoes a profound political and philosophical transformation. While the reform movement seeks to restore Vulcan society to the teachings associated with Surak, not all Vulcans accept the changes, and some continue to defend aspects of the pre-Reformation order. These traditionalist factions oppose or distrust the reforms and can become a source of political tension within Vulcan society and its relationship with the Federation.

Coalition for Mental Integrity

The **Coalition for Mental Integrity (CIM)** is a Vulcan political movement that emerges in opposition to aspects of the post-Kir'Shara reforms. Its members are particularly concerned about the increasing acceptance of mind-melding and related telepathic practices, which they regard as threats to individual mental privacy and autonomy. Although the Coalition shares some objectives with the Anti-Revisionists, its concerns are distinct from the broader attempt to restore the pre-Reformation political order.

Vulcan Anti-Revisionist Party

The **Vulcan Anti-Revisionist Party**, led by **T'NoI**, opposes the reforms that followed the Kir'Shara Reformation. The party argues that Vulcan society should not abandon institutions and traditions that existed before the fall of V'Las, although its members encompass different degrees of opposition to the reforms. Its political activities place it at odds with the Syrrannite-led reform government and make it an important source of internal tension on Vulcan. The Anti-Revisionists also become entangled in the wider conspiracy surrounding the disputed Kir'Shara.

V'Las's Followers – Pro-High Command Faction

V'Las's supporters represent the radical faction seeking to restore the political and ideological order that existed under the former Vulcan High Command. They reject the direction taken by the Kir'Shara Reformation and seek to reverse the reforms that dismantled V'Las's authoritarian and militaristic government. Their activities are closely connected with the political crisis surrounding the authenticity of the Kir'Shara and the attempts to undermine the new Vulcan leadership. This faction represents the most direct attempt to resurrect the old High Command's political influence.

Andorian Groups

The Keepers of the Throne

The Keepers of the Throne are a radical Andorian movement opposed to the integration of the Andorian Empire into the Federation. Operating from the Andorian colony of Alrond, they resort to violence against the Arkenite population in retaliation for Arken II's admission to the Federation. Their actions ultimately force Starfleet to intervene in the crisis, leading to the movement's defeat and the removal of Alrond's pro-separatist governor, Lecheb sh'Makesh. The Keepers represent one of the most

dangerous manifestations of anti-Federation sentiment during the young Federation's first years.

The Lechebists

The Lechebists are an Andorian separatist movement named for **Lecheb sh'Makesh**, the governor of the Federation colony of Alrond. They reject the political integration of the Andorian Empire into the Federation and advocate the restoration of an independent Andorian political order. Their movement becomes increasingly radicalized, eventually providing the political environment in which the Keepers of the Throne emerge. The Lechebists demonstrate that Federation membership remains controversial even among the founding worlds.

Alpha Centauri Groups

Centauri First

Centauri First is a political movement centered on the interests of Alpha Centauri and opposed to excessive Federation integration. It represents a broader concern among some early Federation populations that membership could gradually erode the political independence and local identity of individual worlds. The movement is one of several fringe political groups watched by Federation authorities during the organization's formative years. Its existence provides an example of how opposition to the Federation is not limited to its alien founding members.

Section 31

Overview & History

Section 31 is a clandestine organization operating within the institutions of Starfleet and, eventually, the United Federation of Planets. Its origins lie in the security provisions of the Starfleet Charter, specifically Article 14, Section 31, which provides a legal foundation for extraordinary measures in defense of the organization and its interests. Although the provision itself is part of the constitutional framework, Section 31's actual activities exist largely outside the normal chain of command and remain unknown to the overwhelming majority of Starfleet personnel.

During the 22nd century, Section 31 develops into a covert network of intelligence officers, operatives, and officials who believe that conventional Starfleet procedures are insufficient to protect Earth and, later, the Federation from existential threats. Its members are willing to manipulate events, conceal information, recruit agents within Starfleet, and take actions that ordinary officers could neither authorize nor justify publicly.

Section 31 becomes involved in several major crises during the Federation's formative years. During the Saurian crisis, for example, it prioritizes broader Federation strategic and economic interests over Malcolm Reed and Trip Tucker's desire to undermine Maltuviv. During the Ware crisis, its leadership takes an even more consequential step by secretly providing the Klingons with information that allows them to disable the Ware. The resulting catastrophe demonstrates the danger inherent in an

organization capable of making decisions affecting billions of lives without public oversight.

By 2166, Trip Tucker has turned against the organization and attempts to expose and dismantle the corrupt elements of Section 31. At the same time, Jonathan Archer advocates a formal Directive of Non-Interference, reflecting the growing realization within the Federation that its security cannot depend indefinitely upon secret organizations operating beyond meaningful accountability.

Section 31 survives these confrontations, however. Its greatest strength is not its size, fleet, or technology, but its ability to disappear into the institutions it claims to protect.

Doctrine & Methods

Section 31 operates according to a simple but dangerous principle: **the survival of the Federation may sometimes require actions that the Federation itself cannot openly authorize.**

Its members generally believe that conventional Starfleet regulations, diplomatic procedures, and political oversight are valuable under normal circumstances but inadequate against threats that are secret, existential, or capable of exploiting the Federation's own principles. Section 31 therefore favors pre-emptive action, intelligence gathering, manipulation, infiltration, and the controlled use of morally questionable methods.

The organization does not necessarily regard itself as an enemy of Starfleet. On the contrary, many of its members consider themselves among Starfleet's most committed defenders. Their fundamental argument is that they are willing to do what ordinary Starfleet officers cannot do so that those officers can continue to uphold the principles of the Federation.

This creates Section 31's defining moral contradiction. An operative may save thousands of lives by violating Starfleet regulations, while simultaneously undermining the very institutions whose survival supposedly justifies the violation. The organization can therefore become both protector and threat depending on the perspective of those affected by its actions.

Section 31 also places extraordinary importance on secrecy. Information is divided according to necessity rather than rank, and even members of the organization may possess only fragments of a larger operation. This allows Section 31 to survive the exposure or destruction of individual cells and makes it difficult for outsiders to determine who is ultimately responsible for a particular operation.

Its methods include intelligence collection, covert surveillance, infiltration, recruitment of Starfleet personnel, manipulation of political events, clandestine technological transfers, and the suppression or alteration of sensitive information. Section 31 rarely

seeks public recognition. Its ideal operation is one in which nobody outside the organization ever discovers that it existed.

Organization & Operations

Section 31 does not function like Starfleet or a conventional intelligence service. It possesses no publicly acknowledged headquarters, conventional fleet, diplomatic corps, or openly published organizational hierarchy. Instead, it operates through compartmentalized networks whose members often know only those individuals necessary for their particular assignments.

This structure makes Section 31 extraordinarily difficult to destroy. Individual agents can be exposed, arrested, killed, or discredited without necessarily compromising the wider organization. Some networks can become dormant for years before being reactivated by specific circumstances, while other elements may continue operating independently.

The organization can therefore be understood less as a single conventional agency and more as a collection of interconnected clandestine networks sharing a common origin, doctrine, and purpose. This also creates the possibility of disagreement between different elements of Section 31. Not every operative necessarily possesses the same information, understands the same strategic objective, or agrees with the methods employed by another cell.

Section 31's relationship with Starfleet is particularly complex. It recruits from within Starfleet and can exploit Starfleet's communications, personnel, intelligence resources, and institutional access, yet ordinary Starfleet command does not necessarily know that a particular operation is being conducted on Section 31's behalf. Senior Starfleet officers may therefore encounter the consequences of Section 31 operations without understanding their origin.

The organization is consequently most dangerous when it remains invisible. It does not need to control Starfleet. It merely needs sufficient access to influence selected decisions without revealing the existence of the hand behind them.

Intelligence & Technology

Information is Section 31's most important resource. The organization relies upon intelligence networks, covert access to Starfleet systems, classified records, informants, surveillance, and hidden channels of communication. Its effectiveness comes primarily from knowing more than the people it manipulates rather than from possessing technology dramatically superior to that of Starfleet.

Section 31 can nevertheless exploit advanced or classified technologies when necessary. Its access to sensitive Starfleet systems allows it to conceal information, monitor individuals, and maintain covert operations without immediately attracting attention. Its greatest technological advantage is therefore often **access** rather than invention.

Section 31 may also possess knowledge of technologies or capabilities that are deliberately withheld from ordinary Starfleet personnel. Such information can be particularly valuable during crises involving unfamiliar alien powers, covert weapons, or threats whose existence cannot safely be made public.

Gamemasters should resist portraying Section 31 as possessing unlimited technological superiority. The organization is frightening precisely because it can manipulate existing Federation resources while remaining hidden. A Section 31 operative with access to an ordinary Starfleet computer system may be more dangerous than an obvious enemy carrying an advanced weapon.

Relationship with the Federation

Section 31 occupies an uncomfortable position within the Federation's constitutional order. Its historical justification is derived from Starfleet's own legal framework, yet its activities frequently occur beyond the normal mechanisms of command, accountability, and political oversight.

Section 31 therefore regards itself as a defender of the Federation while many Federation officials would regard its methods as fundamentally incompatible with Federation principles. This conflict becomes increasingly important as the Federation develops a distinct political and ethical identity.

The Ware crisis demonstrates the danger particularly clearly. Section 31 secretly provides the Klingons with information capable of neutralizing the Ware, believing that the threat must be eliminated. The resulting Klingon intervention contributes to a catastrophic crisis and forces Starfleet to deal with the humanitarian consequences. The incident illustrates the fundamental problem with Section 31: an organization operating in secrecy can make decisions whose consequences are experienced by everyone else.

The Saurian crisis presents another aspect of the same problem. Section 31 orders Trip Tucker not to undermine Maltuvis because doing so would threaten wider Federation trade interests. From Section 31's perspective, this is strategic necessity. From Tucker's perspective, it demonstrates how easily the organization can place political calculations above individual justice.

By 2166, the growing conflict between Section 31's philosophy and the Federation's developing principles becomes impossible to ignore. Archer's efforts to establish a Directive of Non-Interference represent an attempt to create a transparent principle for dealing with other civilizations rather than leaving such decisions to clandestine organizations.

Section 31 consequently becomes an embodiment of one of the Federation's earliest political questions: **Can a society dedicated to openness, law, and individual rights permit a secret organization to violate those principles in its defense?**

Gamemaster Hooks & Campaign Integration

Section 31 works best in a campaign when its presence is uncertain. The players should rarely begin an adventure knowing that Section 31 is involved. Instead, they may discover unexplained orders, missing intelligence, altered records, contradictory instructions, or Starfleet officers who appear to know more than they should.

A Section 31 operation can function as an antagonist, an uneasy ally, or a hidden third force. The organization might provide the crew with information that allows them to prevent a catastrophe, only for the players to discover that the information was obtained through unacceptable means. Alternatively, Section 31 may secretly manipulate the crew into achieving an objective without ever revealing the true purpose of their mission.

The Hidden Agent: A trusted Starfleet officer is secretly working for Section 31. The players must determine whether the officer is a traitor, an undercover operative, or someone who genuinely believes that Section 31 is protecting the Federation.

The Impossible Order: The crew receives orders from a seemingly legitimate Starfleet authority that conflict with their normal chain of command. Following the orders could prevent a major disaster, but refusing them may have equally serious consequences.

The Saurian Precedent: Evidence emerges that Section 31 deliberately allowed a political situation to deteriorate because intervention would have endangered Federation interests. The players must decide whether exposing the truth is worth the diplomatic consequences.

The Ware Files: The crew discovers evidence concerning Section 31's secret role in the Ware crisis. Revealing the information could expose Section 31, but it could also destabilize relations between the Federation and the Klingon Empire.

The Dormant Network: A seemingly abandoned Section 31 cell becomes active again. Its personnel insist that they are carrying out the original organization's mission, while another Section 31 cell claims that they are rogue operatives. The crew must determine which, if either, is telling the truth.

The Price of Security: Section 31 offers the crew access to intelligence that could save Federation lives, but demands that they perform an action Starfleet would never officially authorize.

Section 31 should ultimately remain morally uncomfortable rather than becoming a simple secret villain organization. Its most compelling stories arise when the players can understand why its members believe they are necessary, even while recognizing the danger created by giving anyone the authority to decide which laws may be broken for the greater good.

The Klingon Empire

Overview & History

The **Klingon Empire** is one of the major independent powers bordering the newly founded United Federation of Planets. In the aftermath of the Romulan War, the Klingons remain a powerful warrior civilization with a long-established political and military tradition. Their proximity to Federation territory and to the regions affected by the War makes relations between the two powers increasingly important during the 2160s.

The Empire is not politically unified in the modern Federation sense. Klingon society is organized around **Great Houses**, whose leaders possess considerable political influence and whose rivalries can profoundly affect Imperial policy. The **High Council** provides the central political authority of the Empire, but succession disputes and competition between Houses remain recurring sources of instability.

The Klingon political situation becomes particularly dangerous during the War crisis. A faction within the Empire comes to blame the Federation for the threat posed by the War and seeks to exploit the crisis for its own political purposes. The Partnership of Civilizations ultimately provides this faction with War drone fleets, allowing it to launch an insurrection against the Klingon Empire itself.

Culture & Society

Klingon society is strongly shaped by concepts of **honor, loyalty, reputation, courage, and obligation**. These concepts influence both individual behavior and the political relationships between the Great Houses. Klingon codes of conduct are not necessarily identical from House to House, however, and competing interpretations of honor can themselves become sources of conflict.

The Great Houses form the foundation of Klingon political and social organization. Loyalty to one's House can coexist with loyalty to the Empire, but the interests of the two are not always identical. A Klingon warrior may therefore be required to balance personal honor, House obligations, and Imperial authority.

Military service occupies an important position in Klingon society. Warriors are expected to demonstrate courage and loyalty, while commanders are judged not only by their ability to win battles but also by their adherence to Klingon concepts of honor.

The **ridged and non-ridged Klingon populations** remain an important element of Klingon society during this period. Due to the afflictions of the Klingon-Augment virus, the QuchHa', the Klingons without ridges, are ousted from Klingon society and are treated as expendable resources. Rising tensions threaten to plunge the Klingon Empire into a new civil war.

Government & Military Structure

The Klingon Empire is governed by the **Klingon High Council**, whose members are representatives of the Great Houses. The Council is the principal political institution of the Empire and is headed by the **Chancellor**.

During the *Rise of the Federation* period, however, the Empire experiences a major succession crisis. The assassination of **Chancellor M'Rek** triggers a prolonged struggle over his replacement. The resulting political conflict is intertwined with the rivalry between Klingon factions and the continuing dispute over the status of ridged and non-ridged Klingons.

The succession process eventually produces **Khorkal** as Chancellor, but the political crisis demonstrates the limits of central Imperial authority. Individual Houses can pursue their own interests, and factions within the Empire can challenge the established order without necessarily seeking the destruction of the Empire itself.

The Klingon military is organized around the Great Houses and their forces, supplemented by vessels and personnel operating under Imperial authority. Klingon commanders therefore possess a degree of political significance unusual in a more centralized military system. The Empire's fleet is capable of conducting large-scale operations and represents a serious military challenge to the still-developing Federation.

Klingon Technology & Starships

Klingon technology in the 2160s is highly advanced by contemporary standards and is optimized primarily for military applications. Klingon warships are heavily armed and designed for combat rather than exploration or scientific research.

Klingon photon torpedoes distinguish Klingon weapons technology from that of the Federation and Vulcans during this period. While Earth and Vulcan forces rely on less-developed **photonic torpedoes**, the Klingons already possess true photon torpedo technology.

Klingon vessels employ powerful energy weapons, defensive systems, and warp propulsion capable of supporting Imperial military operations across substantial distances. Their technology is sufficiently mature that Klingon warships remain formidable opponents even when operating against the increasingly sophisticated ships of the Federation.

The Klingon military also makes use of a variety of vessels rather than a single standardized fleet design. The **D5-class battle cruiser** is one of the characteristic Klingon warships of the era, while smaller vessels and specialized ships support reconnaissance, transport, and military operations.

Interstellar Relations

The Klingon Empire maintains an uneasy relationship with the Federation. The two powers are not initially locked in a formal war, but their competing interests and fundamentally different political cultures create considerable tension.

The Ware crisis greatly worsens these relations. Some Klingon factions hold Starfleet responsible for the crisis and advocate retaliation against the Federation. The Partnership's alliance with a renegade Klingon faction provides these forces with Ware technology and drone fleets, transforming an existing political dispute into a direct military threat.

The resulting confrontation comes close to producing the Federation's first war. Importantly, this should **not** be represented as a conventional, prolonged Federation-Klingon War.

The crisis ultimately demonstrates that the Federation's relationship with the Klingon Empire cannot be reduced to simple friendship or hostility. Klingon political factions have different objectives, and some are willing to cooperate with outside powers against their own government when doing so advances their interests.

Gamemaster Hooks & Campaign Integration

The Klingon Empire provides a natural source of political, military, and diplomatic adventures during the *Rise of the Federation* era.

The House Rivalry: A Klingon House asks Starfleet for assistance against a rival House, claiming that its opponent has violated Klingon honor. The characters must determine whether they are witnessing a legitimate grievance, a political maneuver, or the beginning of a larger Imperial crisis.

The Succession Crisis: Following the assassination of Chancellor M'Rek, Starfleet personnel become involved in a diplomatic mission to the Klingon Empire while rival factions compete for influence. A seemingly minor incident could have consequences far beyond the immediate dispute.

The QuchHa' Rebellion: Political tensions surrounding the ridged and non-ridged Klingons erupt into open rebellion. Starfleet must decide whether to intervene, remain neutral, or assist civilians caught between competing Klingon factions.

Ware Weapons: A Klingon faction receives access to Ware technology and begins deploying autonomous drone fleets. The characters must prevent the technology from escalating the Klingon political crisis into a wider war without becoming directly involved in Klingon internal politics.

The Border Crisis: Klingon and Federation vessels encounter one another in disputed or poorly charted space. Neither side wants war, but a misunderstanding, accident, or political provocation threatens to turn a local incident into a major confrontation.

The Klingon Code: A Klingon captain refuses to follow an order because he considers it dishonorable. Starfleet personnel must determine whether they are witnessing insubordination, legitimate Klingon custom, or a deliberate attempt to manipulate Federation officers.

The Klingon Empire should therefore function as more than simply an **enemy faction**. In the early Federation period it is a major civilization with its own internal political struggles, competing Houses, cultural traditions, and strategic interests. The Federation's challenge is not simply to defeat the Klingons, but to learn how to coexist with a powerful neighboring civilization whose conception of honor and political authority differs fundamentally from its own.

The Orion Syndicate

Overview & History

The **Orion Syndicate** is one of the most extensive criminal organizations operating in the early 22nd-century Alpha and Beta Quadrants. Although strongly associated with the Orions, the Syndicate is not simply the government of the Orion people. It is a transnational criminal network involved in smuggling, slavery, piracy, extortion, illicit trade, espionage, and political manipulation. Its influence extends well beyond Orion space, allowing it to operate wherever weak governments, disputed borders, or the absence of effective interstellar law provide opportunities.

The Syndicate becomes an increasingly important adversary of the Federation after its founding in 2161. The emergence of a powerful new political and economic union threatens established criminal networks by bringing previously independent worlds under a common legal and diplomatic framework. The Syndicate consequently works to obstruct Federation expansion and exploit the political divisions of the young organization.

During the events surrounding the **Babel Conference**, the Syndicate actively attempts to prevent the Rigel system from joining the Federation. It supports hostile Rigelian interests, provides resources and assistance for operations against Federation personnel, and attempts to manipulate the political situation so that Rigel remains outside the new union. This demonstrates that the Syndicate is capable of pursuing strategic political objectives rather than merely engaging in conventional criminal activity.

Culture & Society

The Orion Syndicate is not a conventional society and has no single culture shared by all of its members. It instead operates through a mixture of criminal organizations, merchants, pirates, traffickers, mercenaries, smugglers, corrupt officials, and other individuals willing to profit from its activities.

Orion participation in the Syndicate is particularly prominent, but the organization is **multispecies**. The novels establish, for example, that the Nalori had previously been employed by the Orion Syndicate. The Syndicate's reach therefore depends upon recruiting useful individuals and organizations regardless of species.

Slavery is one of the Syndicate's most notorious activities. Its operations include the trafficking and ownership of sentient beings, making it fundamentally opposed to the

Federation's developing political and ethical principles. The Borderland provides particularly favorable conditions for such activities because it lacks the effective rule of law found within the Federation.

Government & Organizational Structure

The Orion Syndicate does not possess a conventional government. It is a **criminal hierarchy and network of affiliated organizations**, with authority based on wealth, influence, reputation, personal loyalty, and coercion.

The organization is sufficiently decentralized that individual operators can conduct business independently while remaining connected to the larger Syndicate network. This makes the Syndicate difficult for conventional governments to dismantle: destroying one criminal operation does not necessarily eliminate the wider organization.

The Syndicate also makes use of political manipulation. Rather than confronting the Federation openly, it can support local factions, provide weapons or intelligence, manipulate economic interests, or encourage existing political conflicts. Its activities during the Rigel crisis demonstrate how the organization can use local disputes to oppose Federation expansion without openly declaring war on the Federation itself.

The **Borderland** is particularly important to Syndicate operations. With no effective overarching rule of law, it provides criminals with places where Syndicate operations can flourish beyond the immediate reach of the major powers.

Orion Technology & Starships

The Syndicate does not maintain a standardized fleet comparable to Starfleet, the Andorian Imperial Guard, or the Klingon military. Instead, its ships vary considerably according to the organization, individual criminal enterprise, or client using them.

Syndicate vessels may include modified freighters, raiders, smuggling ships, pirate vessels, and captured or illegally acquired military technology. Their crews are likewise diverse, with Orions and numerous other species participating in Syndicate operations.

This diversity is an advantage. A Syndicate vessel does not necessarily have an obvious technological or visual signature, allowing its operators to disguise criminal activity as legitimate commercial traffic. For Gamemasters, this also means that Orion Syndicate ships can be represented using a wide range of existing starship templates rather than requiring a single standardized class.

Gamemaster Hooks & Campaign Integration

The Orion Syndicate is an ideal recurring antagonist for an early-Federation campaign because it represents a threat that cannot be defeated simply by winning a single battle. Starfleet may destroy a pirate vessel only to discover that the operation was one part of a much larger criminal network.

Borderland Operations: The characters are sent into the Borderland to investigate missing cargo ships, slave trafficking, or attacks on Federation merchants. They must operate in an area where Federation law has little authority and local powers may be unwilling to cooperate.

Rigelian Interference: A local political faction seeks to resist Federation membership with clandestine Syndicate assistance. The characters must determine whether the political opposition is genuinely indigenous or being manipulated from outside.

Slave Liberation: Starfleet discovers a Syndicate trafficking operation involving several species. Rescuing the victims is only the beginning: the characters must also determine where the prisoners came from and identify the network responsible.

Criminal Diplomacy: A Syndicate representative offers Starfleet information about a larger threat in exchange for the Federation ignoring a criminal operation. The characters must decide whether cooperation with a criminal organization can ever be justified.

Follow the Money: A seemingly legitimate commercial corporation is discovered to be financing Syndicate operations. Investigating it requires the characters to distinguish between innocent commercial activity and deliberate criminal collaboration.

The Orion Syndicate is particularly effective as a recurring faction because it provides an **early-Federation equivalent of organized crime on an interstellar scale**. Unlike the Romulans or Klingons, it does not seek territorial conquest. Its primary objective is to preserve and expand the economic opportunities created by lawlessness, political instability, and exploitation; and the Federation's growing reach threatens all three.

The Denobulan Unity

Overview & History

The **Denobulan Unity** is the political entity representing Denobula during the early years of the United Federation of Planets. Denobula became closely associated with the Federation through **Dr. Phlox**, whose service aboard the *Enterprise* helped establish a lasting relationship between Denobula and the other founding powers. The Denobulans nevertheless retain their own government, institutions, and cultural identity rather than being absorbed into the political structures of Earth or the Federation.

Denobula's history is complicated by its centuries-long conflict with the **Antarans**. The wars between the two civilizations left a deep historical legacy and remain an important consideration in Denobulan foreign relations during the 2160s. The establishment of the Federation provides Denobula with a new political framework in which such historical disputes must increasingly be considered alongside the interests of the wider Federation.

Culture & Society

Denobulan society is characterized by its unusually social and interpersonal culture. Denobulans traditionally maintain extensive family and social networks, and their society places considerable importance on relationships and personal interaction. Their cultural attitudes toward relationships and sexuality are notably more open than those of many Human societies.

Denobulan society is also distinguished by its highly developed medical tradition. Denobulan physicians are respected throughout the Federation, with **Phlox** serving as the best-known example of Denobulan medical expertise. This medical tradition gives Denobula an important role in Federation scientific and humanitarian affairs.

The historical conflict with the Antarans remains an important part of Denobulan collective memory. Although the wars are no longer an active conflict during the Federation's early years, their legacy can still influence political attitudes and individual relationships.

Government & Political Structure

The Denobulan Unity is the governing political authority of Denobula. Its precise constitutional institutions are not extensively detailed in the *Rise of the Federation* novels, but the Unity possesses sufficient political authority to represent Denobula in interstellar affairs and to participate in the emerging Federation order.

The term **Unity** reflects Denobula's political organization rather than indicating that Denobulans have abandoned their diverse social and cultural identities. The Federation's development creates a new layer of political cooperation above Denobula's existing institutions while leaving the Unity responsible for internal Denobulan affairs.

Interstellar Relations

The Denobulan Unity maintains particularly important relations with the Federation and the Antarans. Its relationship with the Federation is generally cooperative, reinforced by Denobula's historical association with Earth and the other founding powers.

Relations with the Antarans are considerably more complicated. The legacy of the Antaran-Denobulan wars means that even diplomatic or humanitarian encounters can carry political significance. Federation institutions may therefore find themselves acting as intermediaries when historical grievances threaten to interfere with present-day cooperation.

Denobula's position also gives it an important role in the Federation's growing medical, scientific, and humanitarian networks. Denobulan specialists can be found working alongside personnel from other Federation worlds, helping establish the multicultural institutions that will eventually become characteristic of the Federation.

Denobulan Technology & Starships

Denobula is an established interstellar civilization possessing its own starships and advanced medical and scientific technology. Denobulan technological development predates the Federation by many years, and Denobulan specialists contribute knowledge and expertise to the wider Federation.

Denobulan medical technology is particularly notable. Their physicians possess sophisticated knowledge of anatomy, genetics, and xenobiology, making Denobulan medical personnel valuable aboard Federation starships and at Federation medical facilities.

The *Rise of the Federation* novels do not establish a sufficiently detailed catalogue of Denobulan starship classes to justify assigning numerous specific vessels to the Unity. Campaigns should therefore distinguish clearly between established Denobulan technology and Gamemaster-created ship designs.

Gamemaster Hooks & Campaign Integration

The Denobulan Unity works well as a faction for campaigns dealing with the Federation's transition from an alliance of founding powers into a genuine interstellar community. Denobulan diplomats, physicians, scientists, and officials can become involved in Federation missions ranging from medical emergencies to disputes involving the Antarans.

The Antaran conflict provides an especially useful recurring storyline. A seemingly routine Federation diplomatic mission may become complicated when Denobulan and Antaran interests collide, forcing the player characters to balance historical grievances against the Federation's emerging principles of cooperation.

The Unity can also serve as a source of medical specialists, scientific missions, and humanitarian operations. A Denobulan doctor serving aboard a Starfleet vessel can provide a natural connection between the player characters and Denobulan society while reinforcing Denobula's contribution to the developing Federation.

The Antaran Government

Overview & History

The Antarans are an old and technologically advanced civilization whose history is deeply marked by their long-standing conflict with the **Denobulans**. The two species fought a series of wars generations before the founding of the Federation, leaving a legacy of hostility and mutual distrust that continued to influence relations between them well into the 22nd century. Although the original conflict had ended, its consequences remained politically and culturally significant.

By the time of the Federation's formation, Antaran society had developed into an established interstellar civilization with its own government, military forces, and space-faring capabilities. The Antarans maintained their independence rather than

becoming one of the Federation's founding members. Their relationship with the Federation was consequently shaped by the Federation's close relationship with Denobula and by the continuing sensitivity surrounding the historical Antaran-Denobulan conflict.

Culture & Society

Antaran society places considerable importance on the memory of its historical struggles with the Denobulans. Generations of conflict created cultural traditions and prejudices that could survive long after the cessation of hostilities. Consequently, Antaran attitudes toward Denobulans cannot simply be understood as the continuation of an active war; they are also the product of inherited historical memory.

The Antarans are nevertheless not defined solely by their hostility toward Denobula. They possess their own established civilization, cultural traditions, and political interests. Individual Antarans may therefore hold attitudes toward Denobulans ranging from deep resentment to pragmatic acceptance, particularly as younger generations encounter a changing interstellar political environment.

Government & Interstellar Relations

The precise constitutional structure of the Antaran government is not extensively described in the *Rise of the Federation* novels. What is established is that the Antarans possess a functioning centralized political authority capable of conducting relations with other interstellar powers.

Their most important diplomatic relationship is consequently with **Denobula**. The legacy of their former wars makes Antaran-Denobulan relations a potentially volatile issue, particularly as Denobula becomes increasingly connected to the newly established Federation. Federation diplomats and Starfleet personnel must therefore take historical grievances into account when dealing with Antaran representatives.

The Antarans remain outside the Federation during the *Rise of the Federation* period. Their independent status allows them to pursue their own interests while observing the rapid political changes taking place in the Alpha Quadrant.

Antaran Technology & Starships

The Antarans possess an established interstellar technological base and are capable of operating starships beyond their home system. However, the *Rise of the Federation* novels provide comparatively little detailed information about specific Antaran starship classes, weapons, or propulsion systems.

For a campaign set during the 2160s, Antaran vessels can therefore be represented as technologically sophisticated contemporary ships without assigning unsupported specifications or ship classes. Their military capabilities may be particularly relevant when tensions involving Denobula threaten to escalate.

Gamemaster Hooks & Campaign Integration

The Antarans provide an opportunity to explore the consequences of historical conflict after the fighting has ended. A Federation diplomatic mission could become complicated when an Antaran delegation encounters Denobulans, forcing the player characters to deal with grievances that predate the Federation by generations.

An Antaran political faction might seek recognition for historical grievances against Denobula, while another group could favor reconciliation and closer relations with the Federation. Starfleet officers could also become involved in preventing an isolated incident from developing into a renewed Antaran-Denobulan confrontation.

The Antarans are particularly useful for campaigns exploring one of the central themes of the early Federation: **whether old enemies can build a new political order without allowing the conflicts of previous generations to determine their future.**

The Rigel System

Overview & History

The **Rigel system**, more precisely the **Beta Rigel system**, is one of the most populous, prosperous, and culturally diverse communities encountered by the young United Federation of Planets. Rather than being dominated by a single species or planetary government, the system contains multiple inhabited worlds, colonies, and cultures that have developed an unusually strong sense of shared identity.

Human contact with the Rigel system predates the Federation. Rigelian representatives participated in the early **Coalition of Planets** discussions, establishing a relationship with Earth and the other founding powers before the Federation was created. By the early 2160s, however, Rigel remained outside the Federation. Its inhabitants had developed their own political and economic institutions and had little reason to surrender their independence without substantial benefits in return.

The system's political organization is centered on the **Rigelian Trade Commission**. Although the individual inhabited worlds and colonies retain their own governments, the Trade Commission has coordinated commerce and communications between the allied worlds for approximately six centuries. Over time, it evolved into the de facto administrative institution holding much of the Rigelian community together. Its structure is sufficiently cooperative and representative that Federation diplomats see parallels between it and the Federation itself.

The Rigel system becomes a major Federation priority after the **Vertian crisis**. Federation assistance during that crisis improves relations with the Rigelian Trade Commission and makes membership increasingly attractive to influential Rigelian leaders. Admiral Jonathan Archer is subsequently sent to the system to help persuade the Rigelians to join the Federation.

The negotiations are complicated by internal divisions within Rigel and by outside interference. The **Orion Syndicate**, concerned about the expansion of Federation influence and the effect that membership would have on its interests in the region, supports a hostile Rigelian faction opposed to Federation membership. The resulting crisis threatens to destabilize the system and demonstrates that Rigel's political future has become an issue of importance far beyond the system itself.

Culture & Society

The defining characteristic of the Rigel system is its **cultural plurality**.

At least four intelligent species are native to the Beta Rigel system:

- **Jelna**, native to Rigel V.
- **Zami**, native to Rigel IV.
- **Chelons**, the shell-less, tortoise-like inhabitants of Rigel III.
- **Kalar**, a violent pre-warp civilization, native to the mountains of Rigel IV

The system also contains substantial populations of other species living as colonists and expatriates, including **Xarantines and Coridanites**. Despite these differences, the inhabitants of the allied Rigelian worlds generally identify themselves as **Rigelians**. Their individual species and planetary cultures remain important, but many inhabitants regard membership in the larger Rigelian community as an equally significant part of their identity.

This is particularly significant from the perspective of the young Federation. Rigel represents a functioning example of a **multispecies political community that developed independently of the Federation**.

Rigelian society is therefore not simply a collection of unrelated worlds. Centuries of commercial and political cooperation have produced shared institutions and a sense of common interest. At the same time, the system's inhabitants remain attached to their individual planets, species, and local governments.

This creates an important tension during the membership debate. Supporters of Federation membership can argue that Rigel has already demonstrated that different peoples can prosper within a common political framework. Opponents can counter that the Rigelians have already achieved this without becoming part of a larger interstellar government.

The system is also economically important. Its prosperity and extensive trade networks make it an attractive prospective member for the Federation, while its location makes it strategically significant for the stabilization of the surrounding region.

Government & Interstellar Relations

The **Rigelian Trade Commission** is the principal interplanetary institution of the allied Rigelian worlds. It is not a centralized planetary government. Individual worlds

and colonies retain their own governments, while the Commission coordinates matters that affect the system as a whole, particularly commerce and communications.

This arrangement makes the Rigel system politically unusual. It possesses enough central coordination to negotiate with other interstellar powers while retaining considerable local autonomy.

The Commission's relationship with the Federation becomes increasingly close during the early 2160s. Federation membership offers access to Starfleet protection, closer economic integration, and participation in the political institutions of the new interstellar union.

Security is an important part of the debate. Piracy and criminal activity in the **Kandari Sector** put pressure on the Rigelian authorities to strengthen their security arrangements. Some Rigelian interests consequently favor Federation membership partly because Starfleet could provide additional protection. The possibility of Federation membership also attracts attention from other regional civilizations that might follow Rigel's example.

The Federation, meanwhile, views Rigel as more than another member candidate. Its admission would significantly increase the Federation's population, economic resources, and geographic reach. President Vanderbilt also sees a multispecies community such as Rigel as useful in demonstrating that the Federation is not simply an expansion of Human political influence.

The Orion Syndicate strongly opposes this development. Its interests in the region would be threatened by increased Federation security and law enforcement. The Syndicate therefore works with a hostile Rigelian faction to prevent membership and exploit internal divisions within the system.

By the middle of the decade, the Rigel system's relationship with the Federation has consequently become one of the defining diplomatic questions of the young Federation.

Rigelian Technology & Starships

Rigelian technology reflects the diversity of the system itself. There is no single technological tradition shared uniformly by every world and species.

The system's extensive trade network has nevertheless encouraged technological exchange between its constituent worlds and colonies. Commercial vessels, passenger transports, communications systems, and other technologies are used throughout the system, while individual worlds maintain their own technological traditions.

Rigelian civilization is sufficiently advanced to support interplanetary commerce and large-scale interstellar trade. Its economic infrastructure is consequently one of the system's greatest strategic assets.

Rigelian spacecraft can be encountered in a wide variety of forms, from commercial and civilian vessels to security and military craft. The **Rigelian Trade Commission** also has an interest in maintaining security along major trade routes, particularly in response to piracy and criminal activity.

For Starfleet crews, a Rigelian vessel should not necessarily be immediately recognizable as belonging to a single technological school. A ship's design, equipment, and capabilities can reflect its planet of origin, species, commercial function, or political affiliation.

This diversity is an important feature to preserve in a campaign: **there is no single "Rigelian technology" in the same sense that there is Vulcan or Klingon technology.**

Gamemaster Hooks & Campaign Integration

The Membership Mission: The player characters accompany Federation diplomats to the Rigel system during negotiations over Federation membership. Their assignment is supposed to be diplomatic, but political tensions quickly threaten to turn the mission into a crisis.

Three Worlds, One Identity: A dispute between the Jelna, Zami, and Chelons threatens the unity of the Rigelian community. The characters must determine whether the dispute is genuinely local- or being manipulated by an outside power.

The Kandari Pirates: Merchant vessels disappear along a major trade route. The Rigelian authorities request Federation assistance, creating an early test of how far Starfleet can operate in the territory of a non-member civilization.

Orion Interference: Starfleet discovers evidence that the Orion Syndicate is supporting an anti-Federation Rigelian faction. Exposing the connection could strengthen the Federation's position- or convince neutral Rigelians that membership would drag them into conflicts they would rather avoid.

The Hostage Crisis: Starfleet personnel are captured during a diplomatic mission. The characters must recover them without turning a political crisis into a war between rival Rigelian factions.

Rigelian Autonomy: A planet agrees to Federation membership while another refuses. The player characters must navigate the question of whether the Federation can negotiate with individual worlds or must deal with the Rigel community as a whole.

A Multispecies Federation: Rigel's eventual membership raises an important question for the young Federation: can its institutions successfully integrate a complex, already-established multispecies political community without simply imposing the structures of the founding worlds upon it?

The First Expansion: The admission of Rigel becomes a landmark in Federation history. Other civilizations throughout the region begin reconsidering their own relationships with the Federation, potentially creating a wave of diplomatic opportunities and new opposition.

The Rigel system should therefore be presented as **one of the first major tests of the Federation's ability to expand beyond its four founding powers**. It is not a conquered territory waiting to be incorporated, but a prosperous, self-governing, multispecies community with its own institutions and identity. Its potential membership forces the young Federation to prove that it can accommodate an established interstellar society rather than simply extending the political structures of Earth, Vulcan, Andoria, and Tellar.

The Kalar (The Council of Mountain Clans)

"Do not mistake isolation for weakness. The mountain peaks of Rigel IV belong to the Kalar, and those who climb without our consent rarely return to tell the tale."

Overview & History

The Kalar are a formidable, physically imposing humanoid species indigenous to the mountainous regions of Rigel IV in the Beta Quadrant. While the Rigel system is famous throughout the galaxy as an open hub of interstellar commerce and trade syndicates, the Kalar remain a stark exception, a fiercely independent, tribal society that has historically resisted integration into the broader urban and commercial infrastructure of the Rigellian trade networks.

By the mid-22nd century, while off-world traders, Orions, and mercantile guilds dominate the equatorial cities and lowland spaceports of the Rigel system, the Kalar maintain total domain over the high-altitude wilderness, craggy peaks, and subterranean caverns of Rigel IV. United Earth first encountered the Kalar indirectly during early 22nd-century charting missions and trade visits to Rigel X. In later years (as seen during Captain Pike's landing party mission on Rigel VII), Starfleet officers learned firsthand that the primitive or warrior-caste Kalar treat unannounced off-world landing parties with lethal hostility, utilizing heavy physical combat and specialized broad-bladed weaponry to protect their ancestral lands.

Culture & Society

Kalar culture is martial, clan-based, and deeply rooted in physical strength, territorial defense, and ancestral warrior tradition.

- **Appearance:** Kalar are large, heavily muscled humanoids standing well over two meters tall. They possess distinct, rugged facial features, thick brows, and heavy bone density adapted for high-altitude, cold mountain environments. They traditionally wear heavy leather armor, fur wraps, and protective metallic pauldrons.

- **The Clan Code:** Society is organized into sovereign mountain clans led by War Chieftains and Elders. Personal honor is proved through martial trial, survival against Rigel IV's native apex predators, and defense of the clan's territorial borders.
- **Rejection of Off-World Order:** While they are aware of the advanced warp-capable starships orbiting their world, traditional Kalar clans view the off-world merchants and corporate syndicates in the lowlands with profound contempt, regarding them as soft, deceptive, and dishonorable.

Government & Interstellar Standing

The Kalar do not possess a single, centralized planetary government or an expansive interstellar navy. Instead, they govern through the **Council of Mountain Clans**.

- **Territorial Enclaves:** Kalar territory on Rigel IV is fiercely guarded. Foreign surveys, mining operations, or unauthorized shuttle landings inside Kalar mountain domains are met with immediate, organized guerilla resistance.
- **Foreign Relations:**
 - **Rigellian Trade Federation:** A tense, distant truce. The commercial guilds of the Rigel system generally avoid expanding mining or urban developments into Kalar mountain ranges, preferring to leave the Kalar unbothered to prevent costly regional warfare.
 - **The Orion Syndicate:** Opportunistic. Orion slavers and black-market arms dealers occasionally attempt to raid isolated Kalar villages or trade basic metal alloys for exotic hunting trophies, leading to bloody skirmishes.
 - **United Earth / Starfleet:** Highly cautious. Starfleet landing protocols strictly classify Kalar mountain territories on Rigel IV as high-risk zones requiring heavy security escorts and non-lethal defensive options.

Technology & Warfare

While the Kalar as a culture have not developed an indigenous warp fleet, their warrior bands are exceptionally dangerous in planetary ground combat.

- **Weapons of Choice:** Traditional Kalar warriors favor massive, double-handed broadswords, heavy spiked maces, and weighted throwing spears. However, clans that have raided off-world survey parties or traded with lowland smugglers carry scavenged plasma rifles, disruptors, and body armor.
- **Fortified Keep Architecture:** Kalar strongholds are built into natural stone fortresses, cliffside citadels, and deep mountain caverns designed to resist orbital bombardment and siege tactics.

Gamemaster Hooks & Campaign Integration

- **The Downed Shuttle:** A Starfleet shuttlecraft or civilian trade transport carrying a VIP ambassador loses power during atmospheric transit and crashes deep in the Kalar-controlled highlands of Rigel IV. The Player Characters must lead a ground rescue operation through harsh weather and hostile Kalar hunting parties before the survivors are captured.
- **The Illegal Mine:** An aggressive Rigellian mining syndicate or Orion cartel has set up a covert, illegal dilithium extraction camp inside sacred Kalar territory. A desperate Kalar Chieftain signals a passing Starfleet vessel for mediation, forcing the crew to choose between upholding local territorial rights or preventing a mercenary massacre.
- **Trial of the Peaks:** To secure a vital navigational chart or recover an ancient relic lost in the Rigel system centuries ago, the PCs must journey into a Kalar fortress and earn the Chieftain's respect by competing in a traditional, non-lethal ritual contest of strength, endurance, and tactical skill.

Vertians

Overview & History

The **Vertians** are a technologically advanced humanoid species encountered by the Federation during the early years of its existence. Their first known contact with the Federation occurs in 2163, during a crisis involving the Vertian civilization and the newly established Federation.

Vertian society is highly sensitive to the use of language and communication. Their unusual vocal characteristics initially lead Humans to refer to them as “**Mutes**,” a term that is regarded as derogatory by the Vertians. The crisis demonstrates one of the fundamental difficulties facing the early Federation: species that appear superficially similar to Humans may nevertheless possess radically different forms of communication and social behavior.

The crisis is eventually resolved through the efforts of **Hoshi Sato and T'Pol**, whose understanding of Vertian communication allows the Federation to overcome the initial diplomatic impasse. The encounter becomes one of the Federation's early lessons in the importance of cultural and linguistic understanding.

Culture & Society

Vertian society is strongly shaped by its distinctive method of communication. Their vocal system makes conventional Human speech difficult or impossible to reproduce, leading Humans unfamiliar with Vertian physiology to mistakenly assume that they are unable to communicate.

The term “**Mute**” consequently represents a profound cultural misunderstanding. The Vertians are not incapable of communication; rather, their means of expressing themselves differs from that of Humans and many other Federation species.

The encounter with the Federation demonstrates that Vertians possess their own established social and cultural conventions and are capable of sophisticated interaction despite the communication barrier.

Vertian society should therefore not be portrayed as silent or lacking language. Their communication system is simply sufficiently different that translators and Starfleet personnel initially struggle to interpret it correctly.

The Vertians' reaction to the Federation also demonstrates the importance they place on being understood on their own terms. Their first encounter with the Federation is consequently less a conventional first-contact ceremony than a prolonged exercise in overcoming mutual misunderstanding.

Government

The precise constitutional structure of the Vertian Government is not established in the available canonical material. What is established is that the Vertians possess an organized political authority capable of representing their civilization in dealings with other interstellar powers.

The Vertian Government is able to engage in diplomatic relations with the Federation and possesses sufficient authority to respond to the actions that trigger the 2163 crisis.

For the purposes of a campaign, Gamemasters can therefore treat the Vertian Government as the recognized political authority of the Vertian civilization without assigning it an unsupported constitutional form. Whether it is a planetary government, council, federation of regional governments, or another political structure can remain deliberately undefined until a campaign requires greater detail.

The Vertian crisis also establishes that diplomatic misunderstandings can have serious political consequences. The government's relationship with the Federation therefore begins under difficult circumstances but provides an opportunity for subsequent diplomatic normalization.

Technology & Starships

The Vertians possess **interstellar technology** sufficiently advanced to participate in the wider regional civilization and to come into contact with the Federation.

Beyond this broad fact, the available canon provides limited information concerning the precise capabilities of Vertian starships, propulsion systems, weapons, shields, or communications technology. Their technology should therefore not be assigned specific warp factors or ship classes as established canon unless additional sources are introduced.

Their most important technological consideration for Federation encounters is their communications technology and the interaction between their communication system and Federation universal translators. A Vertian encounter can therefore create situations in which the technological problem is not simply translating vocabulary, but correctly interpreting an entirely different method of communication.

The Vertians should consequently be treated as a technologically capable interstellar civilization rather than as a primitive species whose apparent communication difficulties indicate technological inferiority.

Gamemaster Hooks & Campaign Integration

The Vertians are particularly useful for campaigns focused on **first contact, diplomacy, and communication**. A Starfleet crew may initially believe that its universal translators are functioning correctly while completely misunderstanding the social meaning of Vertian communication.

A Gamemaster can recreate the central dilemma of the 2163 encounter by presenting the crew with Vertians whose intentions are ambiguous because their expressions, vocalizations, or responses do not conform to Human expectations. Players must determine whether an apparent insult, refusal, threat, or demand actually means what they initially believe it means.

The use of the word “**Mute**” can also become an important roleplaying element. Starfleet personnel who casually use the term may cause serious diplomatic offense, allowing the Gamemaster to demonstrate that seemingly harmless terminology can have significant consequences during first contact.

The Vertians can subsequently become a useful example of the Federation's developing diplomatic philosophy. A campaign set after the 2163 crisis might feature Vertian diplomats visiting Earth, negotiations over Federation membership or trade, scientific exchanges, or efforts to establish more reliable translation protocols.

For campaigns exploring the eventual development of the Federation's principles of non-interference, the Vertians provide an early example of a lesson that Starfleet will repeatedly encounter: **the absence of understanding is not evidence of the absence of intelligence, culture, or political sophistication.**

The Silent Enemy

The player characters encounter a Vertian vessel. It refuses to respond to hails. The crew concludes that the Vertians are preparing to attack. They are wrong. The Vertians are attempting to determine whether the Federation ship is alive.

The Captured Crew

A Federation vessel disappears. When Starfleet finally locates it, the crew has been taken aboard a Vertian research vessel. The surviving officers describe the

experience as torture. The Vertians insist that they were conducting harmless scientific research. Both sides genuinely believe they are telling the truth.

Communication

The player characters must establish communication with Vertian scientists without relying upon spoken language. Standard Federation translators are useless. The solution may involve mathematics, visual patterns, emotional responses, biological signals, or another nonverbal system.

The Moral Question

The crew discovers that a Vertian scientist has unintentionally killed several sentient beings during experimentation. The scientist genuinely did not understand that the victims were conscious. Should the Federation treat the scientist as a murderer? Or as a researcher who committed a catastrophic ethical error because of a fundamental difference in perception?

The Retaliation Fleet

Following another Vertian incident, several Federation worlds demand military action. Starfleet receives orders to prepare for war. The player characters discover evidence that the latest incident was another misunderstanding. They must establish the truth before an act of retaliation makes peaceful resolution impossible.

The First Negotiation

The characters participate in the first formal Federation-Vertian negotiations. Neither side possesses a reliable translator. The diplomatic mission becomes an exercise in discovering what the other civilization actually considers meaningful communication.

Gamma Vertis IV

The crew is invited to Gamma Vertis IV after the Vertians agree to permit limited Federation contact. The planet is unlike any Federation world previously encountered. The characters must resist the temptation to interpret Vertian behavior through Human, Vulcan, Andorian, or Tellarite assumptions.

Scientific Exchange

After the 2163 agreement, Federation scientists propose an exchange of biological research. The Vertians are fascinated by Federation medicine. But the Federation researchers soon discover that the Vertians' ethical standards for experimentation remain fundamentally different.

The Legacy of the Crisis

By 2165-2166, the Vertians have ceased their attacks and experimentation on sapient beings, but the memory of their earlier actions remains fresh. Some Federation citizens still consider them monsters. Others regard the crisis as proof that the

Federation's first responsibility must be understanding rather than retaliation. The player characters may find themselves caught between these two perspectives.

The Vertians and the Federation's Developing Principles

The Vertian crisis is particularly valuable for a campaign set during the Federation's formative years. The Federation is still developing its principles concerning **first contact, sentient rights, scientific ethics, and non-interference**. The Vertians demonstrate that these principles cannot simply be applied to every civilization in the same way. A civilization may possess completely different assumptions about intelligence, personhood, communication, and morality. The lesson of the Vertian crisis is therefore not that the Federation must tolerate everything. It is that **understanding must precede judgment whenever circumstances permit it**. The Vertians become one of the earliest examples of a civilization that initially appears to be an enemy but ultimately proves that the apparent conflict was rooted in a fundamental failure of communication.

Deltan Government

Overview & History

The Deltan Government is the governing authority of the Deltan civilization on **Delta IV**. The Deltans are an established interstellar civilization encountered by the Federation during the 2160s. Their first official contact with the Federation occurs in 2165, when the USS *Essex* under Captain Bryce Shumar establishes contact with Delta IV.

The first contact is unusually difficult. The Deltans' powerful empathic and pheromonal abilities have profound effects on members of the *Essex* crew, creating a serious cultural and biological misunderstanding between the two civilizations. The incident initially leaves Captain Shumar deeply distrustful of the Deltans, despite the absence of hostile intent on their part.

The relationship changes when Deltan citizens are abducted by the Orion Syndicate. The Deltan Government appeals to the *Essex* for assistance, and Starfleet intervenes against the Orion slaver vessel *Rimula-Bero*. The rescue establishes an important early connection between the Deltans and the Federation and demonstrates the Deltan Government's willingness to cooperate with Starfleet when confronted with an external threat.

Culture & Society

Deltan society differs considerably from the cultures of the founding Federation members. Their most distinctive characteristic is their **powerful empathic and pheromonal influence**, which allows Deltans to affect the emotional and physiological states of other humanoids.

This ability is not inherently coercive or malicious. Rather, it is an intrinsic aspect of Deltan biology and social interaction. The problem encountered by Starfleet is that Humans and many other Federation species have little experience with such intense

empathic contact and initially lack the cultural or biological preparation necessary to deal with it.

The Deltan understanding of intimacy and interpersonal relationships consequently differs significantly from Human norms. Their society places considerably greater importance on emotional and physical connection, while the boundaries between personal, emotional, and social interaction are understood differently from those of Humans.

The Deltans encountered by Starfleet are not portrayed as an inherently aggressive civilization. Their appeal for assistance against the Orion slave traders demonstrates that they are capable of peaceful diplomatic relations despite the difficulties caused by their biology.

Government

The precise constitutional structure of the Deltan Government is not established in the surviving accounts of first contact. What is clear is that **Delta IV possesses an organized planetary government capable of conducting diplomacy with foreign powers and representing Deltan interests at the interstellar level.**

The government maintains sufficient authority to negotiate with Starfleet and to request military assistance when Deltan citizens are abducted by the Orion Syndicate. Its relationship with the population appears sufficiently centralized to allow it to act on behalf of Deltan society as a whole, although the exact distribution of political power between planetary, regional, and local institutions is unknown.

The Deltan Government's principal external concern during the 2160s is maintaining the security and independence of Delta IV while establishing relationships with the rapidly expanding Federation. The Orion Syndicate's attempt to enslave Deltan citizens demonstrates the vulnerability of the planet to criminal organizations operating beyond its borders.

Technology & Starships

The Deltans possess the technological capability to participate in interstellar affairs, but the sources do not establish a specific Deltan starship class, propulsion system, or indigenous fleet during the 2160s. Their homeworld, Delta IV, is sufficiently connected to interstellar space to maintain contact with neighboring civilizations and to interact with the newly formed Federation. For the purposes of the 2165 campaign, Deltan spaceflight can therefore remain undefined rather than introducing an unsupported starship design.

Gamemaster Hooks & Campaign Integration

The Deltan Government provides an excellent opportunity to explore **first contact as a diplomatic and biological challenge rather than a military confrontation.** A Starfleet crew arriving on Delta IV may initially interpret the Deltans' empathic abilities

as a threat, while the Deltans may regard the Humans' discomfort and defensive reactions as strange or even offensive.

A campaign can revisit the consequences of the 2165 *Essex* incident. Deltan officials may seek to establish formal diplomatic protocols with Starfleet that prevent future misunderstandings, while Starfleet medical and scientific personnel attempt to understand Deltan biology without treating the species itself as a medical problem.

The Orion Syndicate provides an obvious source of conflict. Although the *Essex* rescues Deltan captives from the *Rimula-Bero*, other Orion organizations may continue attempting to exploit Deltan biology, particularly because Deltans possess abilities that could be valuable to criminal organizations. A campaign could therefore involve protecting Deltan communities, investigating Orion trafficking networks, or negotiating the extradition of captured Orion slavers.

The Deltans can also serve as an important test of the Federation's developing principles of **cultural tolerance and non-interference**. Their society is sufficiently different from Human norms that Starfleet officers must learn to distinguish genuine danger from cultural discomfort. This makes Delta IV particularly appropriate for campaigns exploring the Federation's gradual transition from a coalition of wartime allies into a civilization committed to respecting radically different forms of life.

The Ware and the Partnerships

The Ware is an ancient, self-replicating automated network whose core function is the harvesting of sentient neural tissue for use as computational components. It is not evil in any organic sense; it simply executes its programming with relentless efficiency. Entire interstellar societies (collectively referred to as Partnerships) have become dependent on Ware technology for prosperity, longevity, and daily life.

Contact with the Ware forces the early Federation to confront an ethical nightmare: destroying the network frees countless beings from a horrific fate but also collapses the technological foundation of multiple civilizations. Preserving it condemns future generations to the same cycle. The Ware crisis becomes one of the defining moral tests of the Federation's first decade.

The Ware

Overview & History

The Ware is a vast technological network that forms the foundation of the Partnership of Civilizations. It is neither a conventional artificial intelligence nor a collection of independent machines, but an interconnected technological system upon which entire civilizations have come to depend. Through the Ware, societies with radically different environments, physiologies, and technological traditions were brought into a common interstellar network. Its technology provides advanced infrastructure, medical care, longevity, and material prosperity, but this apparent abundance comes at a terrible cost.

The origins of the Ware predate any known civilization in the region. Its creators, remembered only through fragmentary records as the **Ware Corporation**, developed the network as the ultimate technological product. The Ware could propel developing worlds into the space age almost overnight, providing sophisticated technology and other services in exchange for continued use of the network. Over generations, its creators became so dependent upon the Ware that they gradually lost the ability and eventually the need to maintain or understand the systems upon which their civilization depended. When the Ware's central processors began to fail, a fundamental flaw in its original programming led it to seek organic substitutes. Sentient biological brains were incorporated as computational cores, transforming the Ware from a technological service network into a system dependent upon living minds.

The consequences proved catastrophic for its creators. As the society surrounding the Ware deteriorated, access to its services became increasingly determined by wealth. Those unable to pay were eventually taken and used as biological processors. The original worlds descended into social collapse, and the Ware was ultimately destroyed there with the assistance of an outside party. By then, however, the network had already expanded far beyond its creators' civilization. Autonomous portions of the Ware continued to move from system to system, seeking new clients and new sources of biological processing material.

By the time the young Federation encounters the Ware in 2165, the network has operated for millennia. Some civilizations have been stripped of their neural resources and abandoned, while others have entered into a dependent relationship with the Ware. These societies receive advanced technology, longevity, medical treatment, and prosperity in return for maintaining the network and supplying it with living processors. Together, these civilizations form what is known as the **Partnership of Civilizations**. Some Partnership members accept the use of biological processors as a necessary sacrifice, including the use of volunteers, while others regard the practice as fundamentally abhorrent.

The Federation's discovery of the Ware's true nature creates a profound moral and political crisis. Destroying the network could liberate countless sentient beings from technological exploitation, but it could also deprive entire civilizations of the infrastructure upon which their societies have become dependent. Ultimately, the Ware is destroyed. Its defeat, however, does not simply remove a dangerous technological entity. It also removes the foundation of the Partnership itself, leaving its member worlds to confront the consequences of losing the systems that have sustained them for generations and accelerating the political disintegration of the Partnership.

The Ware and Sentient Minds

The defining characteristic of the Ware is its use of sentient neural tissue as a computational resource.

This practice creates an uncomfortable distinction between the Ware itself and the civilizations that depend upon it. The Partnership is not necessarily composed of

societies that universally approve of exploitation. Instead, generations of dependence have created circumstances in which many inhabitants regard the Ware as indispensable to survival and prosperity.

The use of **volunteer processors** is particularly important to understanding the moral complexity of the Partnership. Some individuals willingly allow their minds to become part of the Ware system, believing that their sacrifice benefits their civilization and fellow citizens. To Federation observers, however, the fundamental question remains whether a society can legitimately build its prosperity upon the permanent exploitation or sacrifice of sentient beings.

The Pebru ultimately reject the Partnership's approach to the use of sentient processors and separate themselves from the Partnership. Their subsequent actions demonstrate that opposition to the Ware's practices does not necessarily lead to a simple moral alternative: the Pebru become involved in distributing Ware technology to other worlds and developing systems in which the Ware can exploit other populations.

The Ware crisis therefore presents no easy division between heroes and villains. It is possible for a civilization to oppose one form of exploitation while becoming responsible for another.

The Ware Network

The Ware should be understood as a **networked technological infrastructure**, rather than a single machine located at one facility.

Its systems are distributed across Partnership space and integrated into the civilizations that depend upon them. This makes the Ware exceptionally difficult to confront through conventional military means. Destroying individual installations does not necessarily eliminate the wider system, while attacks against the network can have consequences for the populations whose societies depend upon it.

For the Partnership, the distinction between "the Ware" and "their civilization" has therefore become increasingly difficult to maintain. The longer a civilization relies upon the Ware, the more deeply its infrastructure, economy, and political organization become intertwined with the network.

This also explains why the destruction of the Ware produces such devastating consequences. Starfleet is not simply eliminating an enemy weapon or disabling an artificial intelligence. It is removing the technological foundation of an entire interstellar community.

Technology & Ware Systems

Ware technology is extraordinarily advanced relative to the young Federation. Its most important characteristic, however, is not simply superior performance but **integration**. Ware-derived systems are designed to function as part of a wider technological network rather than as isolated pieces of equipment.

The Partnership's civilizations consequently possess technological capabilities that may appear far beyond what their individual technological traditions would otherwise suggest.

This makes Ware technology particularly valuable to characters who encounter it during the campaign. Engineers and scientists may find themselves confronted with systems that are simultaneously sophisticated, unfamiliar, and dependent upon biological processing.

Gamemaster's Note: The Ware should not be treated as a generic "evil supercomputer." Its importance lies in the relationship between technology and society. The most interesting encounters occur when characters must decide what should be done with Ware technology, who has the right to control it, and what price should be paid to dismantle it. The Ware is also more an adaptable algorithm without any form of sentience than a fully formed artificial intelligence. Treat it more like a program, but not an entity.

Gamemaster Hooks & Campaign Integration

The Ware can support several different kinds of stories during a *Rise of the Federation* campaign.

First Contact with the Ware: The crew encounters an apparently sophisticated but peaceful Partnership civilization and initially sees the Ware as evidence of remarkable technological advancement.

The Processor: The characters discover that a person they have been negotiating with is actually part of the Ware's computational infrastructure.

Volunteer or Victim?: A Partnership citizen insists that serving as a processor is an honorable sacrifice. The crew must decide whether Federation law and morality give them the right to intervene.

The Cost of Liberation: Starfleet develops a method of disabling a Ware installation but learns that doing so will also disable infrastructure on which thousands or millions of inhabitants depend.

The Pebru Question: The crew encounters Pebru who oppose the Partnership's use of volunteer processors but are themselves involved in spreading Ware technology elsewhere.

The Senior Partners: The characters are summoned before the Partnership's Senior Partners and must negotiate with representatives who disagree fundamentally about whether the Ware should be preserved.

After the Ware: A world that has lost its Ware infrastructure asks the Federation for assistance. Starfleet must determine how much help it can provide without permanently assuming responsibility for rebuilding another civilization.

The Collapse: The characters witness the political consequences of the Ware's destruction as Partnership worlds seek different futures. Some turn toward the Federation, others toward the Klingons, while others attempt to survive independently.

The Federation's Lesson: Years later, characters may look back on the Ware crisis when confronting another civilization whose society violates Federation values. The question remains whether the Federation learned the right lesson from 2165.

The Partnership of Civilizations

Overview & History

The **Partnership of Civilizations** is a multi-world political association composed of numerous technologically advanced civilizations that have chosen to cooperate through a common political and economic framework. Unlike the United Federation of Planets, the Partnership does not seek to replace the governments of its member civilizations with a central authority. Each member retains its own government, culture, and political institutions while participating in the wider Partnership.

The Federation first encounters the Partnership in 2165, during Starfleet's investigation of the Ware. What initially appears to be a collection of technologically sophisticated civilizations dependent upon an ancient automated network quickly becomes one of the most consequential encounters in early Federation history.

The Partnership's prosperity is inseparable from the Ware. For generations, the network has provided its member civilizations with technologies and infrastructure that would otherwise have been difficult or impossible for them to develop independently. The Ware contributes advanced scientific knowledge, industrial capabilities, transportation, medical technology, infrastructure, and other systems that have become deeply integrated into everyday life.

The relationship is not simply one of technological assistance. Partnership civilizations have developed social, political, and economic systems around the availability of Ware technology. Some populations live in environments that are only habitable because of Ware-supported infrastructure. Others depend upon Ware systems for medicine, transportation, energy production, or industrial activity.

The most disturbing aspect of the Partnership becomes apparent when Starfleet discovers how the Ware obtain the computational resources necessary to sustain their network. The Ware harvest sentient neural tissue and use living minds as components within their distributed systems. Partnership societies are aware of this practice, but their interpretation of it differs fundamentally from the Federation's. Individuals can voluntarily serve as Ware processors for limited periods, believing that their sacrifice provides technological prosperity and security for their families and communities. Many Partnership citizens therefore do not understand their relationship with the Ware as slavery.

Starfleet initially approaches the Ware primarily as a humanitarian crisis. Its instinct is to free the sentient beings being used by the network. Yet disabling the Ware

systems has consequences that Starfleet does not initially anticipate. Entire Partnership societies lose essential infrastructure, while populations living in environments dependent upon Ware technology face catastrophic conditions.

The resulting conflict becomes one of the defining moral crises of the early Federation.

The Partnership ultimately collapses during the Ware crisis in late 2165. With the Ware destroyed, its members lose the technological foundation upon which their interstellar civilization had depended. Some populations are evacuated by Starfleet and other powers, while others attempt to survive independently. Much of the Partnership's former territory is subsequently absorbed by the Klingon Empire.

By 2166, the Partnership no longer exists as the unified political entity encountered by Starfleet.

Its legacy, however, remains one of the most important experiences shaping Federation policy toward technological intervention, cultural sovereignty, and non-interference.

Culture & Society

The Partnership is fundamentally pluralistic. Its member civilizations retain their own languages, biological characteristics, religions, social structures, traditions, and political identities. There is no single "Partnership species" or common cultural template comparable to the Federation's emerging political identity.

Instead, the concept of being a **Partner** provides a common political identity that exists alongside local identities.

A citizen can therefore remain deeply attached to their home civilization while simultaneously regarding membership in the Partnership as an essential part of their place in the wider galaxy.

The Partnership's societies share an emphasis on cooperation and mutual prosperity. The arrangement has allowed civilizations with very different levels of indigenous technological development to participate in a common interstellar civilization. Technology that might otherwise have remained restricted to a handful of advanced societies is distributed throughout the Partnership through the Ware network.

This has produced a distinctive relationship between society and technology.

For many Partnership citizens, advanced technology is not regarded as something extraordinary. It is part of the basic infrastructure of civilization. Medical systems, transportation networks, industrial facilities, environmental controls, and other technologies supplied through the Ware are simply part of everyday life.

This dependence also makes the Partnership fundamentally different from the Federation.

Federation worlds increasingly view technology as something that individual civilizations develop, exchange, regulate, and control. Partnership societies have instead grown accustomed to an infrastructure whose ultimate source lies outside their individual governments and, ultimately, outside their understanding. The resulting dependency is not necessarily regarded as a weakness by Partnership citizens.

From their perspective, the system works. Their civilizations are prosperous. Their populations have access to technologies that would otherwise be unavailable. Their societies cooperate rather than compete for technological dominance. The moral cost is consequently easy to rationalize. Different Partnership civilizations respond to the Ware's demands in different ways. Some regard service as a legitimate social obligation. Others give it religious or philosophical justification. Some societies attempt to distribute the burden across their populations, while others allow privileged groups to avoid it and place a disproportionate burden upon less powerful populations.

The Partnership should therefore never be portrayed as morally uniform. Some citizens genuinely believe that the Ware arrangement is beneficial and voluntary. Others may have doubts but believe that abandoning the Ware would condemn their civilization. Still others may recognize the system as exploitative but see no realistic alternative.

This creates considerable internal tension when Starfleet arrives. The Federation sees beings being exploited by an artificial intelligence. The Partnership sees a technological system that sustains entire civilizations. Both perspectives contain part of the truth.

Current Partnership Members

By 2165, the Partnership of Civilizations is a genuinely multispecies political community. Its members retain their own cultures, physiologies, and local identities, but participate in a shared political and technological system built around the Ware. The Partnership is therefore best understood not as a single civilization, but as a community of civilizations whose development has become deeply interconnected.

The following species are established in the *Rise of the Federation* material as members of the Partnership during the Ware crisis.

Enlesri: The Enlesri are a physically agile species adapted to movement through complex environments. Their distinctive syndactyl forefeet provide exceptional grip and dexterity. Enlesri society has developed within the wider Partnership while retaining its own biological and cultural identity.

Hurraait: The Hurraait are one of the constituent peoples of the Partnership. Comparatively little detailed information is available about their physiology or society, but they are established as a civilization that benefited from the technological infrastructure provided through the Ware. Their long experience living within a multispecies political community makes them representative of the Partnership's cosmopolitan character.

Krutuvub: The Krutuvub are another member civilization of the Partnership. Their society became closely connected to the Ware technological network, and advanced technology is deeply integrated into their civilization. Like the other Partners, the Krutuvub retain their own identity while participating in the common political and technological system.

Monsof: The Monsof are notable for the contrast between their limited Human-like grammatical speech and their considerable intelligence. Their apparent linguistic limitations should not be mistaken for intellectual inferiority; the Monsof possess sophisticated cognitive abilities and communicate through methods adapted to their own evolutionary development. Their presence within the Partnership demonstrates the degree to which its societies accommodate radically different forms of communication and cognition.

Nierl: The Nierl are methane-breathing organisms adapted to extremely cold environments. They inhabit the frozen surface of the Sris'si homeworld's moon, while the Sris'si themselves live in the warmer oceans beneath the moon's icy crust. The coexistence of these two species illustrates one of the Partnership's most striking achievements: the integration of civilizations adapted to radically different environments through advanced technology.

Sris'si: The Sris'si are aquatic, blind mammals that inhabit the warm oceans beneath the frozen surface of their homeworld's moon. Their highly developed non-visual senses allow them to perceive their surroundings without relying on sight. Their civilization developed alongside, but independently from, the Nierl civilization inhabiting the moon's surface before both became part of the Partnership.

Xavoth: The Xavoth are a recognized member species of the Partnership whose civilization became closely integrated with the Ware technological infrastructure. The available material provides comparatively little information about their biology or wider culture, but their society represents another example of a civilization whose technological development became dependent upon the interconnected system maintained through the Partnership.

Former Members: The Pebru

The **Pebru** occupy a different position in the Partnership's history. They were originally part of the Partnership and became highly dependent upon technology because of their limited physical ability to manipulate objects. Their technological sophistication eventually allowed them to make extensive use of Ware-derived systems.

The Pebru ultimately separated from the Partnership after rejecting the Partnership's practice of using volunteer sentient processors. Instead, they developed a system in which the Ware could exploit populations from other worlds and became deeply involved in distributing Ware technology elsewhere. By the time of the major Ware crisis, the Pebru should therefore be treated as a **former Partnership member rather than a current Partner**.

This distinction is important when running campaigns in 2165. Partnership representatives may regard the Pebru as having abandoned the principles and arrangements that originally united the member civilizations, while the Pebru themselves may regard their departure as a necessary rejection of the Partnership's system.

A Community Rather Than a Uniform Culture

The Partnership should not be portrayed as a collection of interchangeable alien species. Its members differ substantially in biology, environment, communication, and culture. The Ware allowed these civilizations to participate in a common technological society despite differences that might otherwise have made such cooperation extremely difficult.

For Starfleet officers, this diversity can make the Partnership difficult to understand. A policy that appears reasonable when applied to one Partner may be disastrous when applied to another. The Nierl and Sris'si, for example, have radically different environmental requirements, while the Monsof demonstrate that even basic assumptions about communication and intelligence can be misleading.

By 2165, however, these civilizations share a common political identity as Partners. That identity does not erase their individual cultures, but it creates obligations and interests that extend beyond any single species. This is one reason the destruction of the Ware becomes such a profound catastrophe: Starfleet is not merely disabling a collection of machines, but disrupting the technological foundation of an entire community of civilizations.

Government & Interstellar Relations

The Partnership is a cooperative political association rather than a centralized state. Individual member civilizations retain their own governments and political institutions. The Partnership provides a framework through which these civilizations coordinate matters affecting their common interests. Each member civilization is represented by a **Senior Partner**, an executive representative responsible for presenting that civilization's interests within the Partnership's collective decision-making process. This structure allows the Partnership to coordinate large-scale political and economic activity without requiring its members to surrender their sovereignty. The arrangement resembles the early Federation in one important respect: membership does not require cultural or political uniformity.

The difference lies in the foundations of the two organizations.

The Federation is increasingly concerned with establishing common political principles among sovereign members. The Partnership is more strongly defined by its shared technological and economic system. The Ware therefore functions as an unofficial foundation of Partnership unity. This creates a profound political problem when Starfleet begins disabling Ware facilities. The Federation does not regard itself as attacking the Partnership. Starfleet believes it is freeing sentient beings from exploitation. Partnership governments, however, can reasonably interpret the Federation's

actions as an assault on their sovereignty and survival. As the Ware crisis develops, divisions emerge between the Senior Partners. Some believe that the Federation should be allowed to destroy the Ware. Others demand that Starfleet stop interfering. Some fear that the loss of the Ware will destroy their civilization. Others begin searching for alternatives to the network. Still others consider whether another major power could provide protection and technological assistance. The Klingon Empire becomes increasingly important during this period. Klingon factions exploit the instability surrounding the Partnership and the Ware, and some obtain access to Ware technology. The resulting political situation contributes directly to the growing Federation-Klingon crisis of 2165.

The Partnership is therefore caught between three competing forces: its own internal divisions, the Federation's attempt to resolve the Ware crisis, and Klingon interests seeking to exploit the resulting instability.

The Partnership and the Federation

The relationship between the Federation and the Partnership becomes one of the most difficult diplomatic problems of the early 2160s. At first glance, the two organizations have much in common. Both are multinational political associations. Both contain civilizations that retain substantial domestic autonomy. Both promote cooperation between different species. Both have developed mechanisms for coordinating the interests of their members. Yet their fundamental assumptions are very different. The Federation increasingly defines cooperation around political principles, mutual defense, diplomacy, and the exchange of knowledge. The Partnership's cooperation is inseparable from its technological infrastructure. This difference becomes critical when the Ware is revealed to depend upon sentient neural processing. Federation officers generally regard the practice as fundamentally unacceptable. Partnership representatives can respond that the Federation has no right to destroy an institution that billions of people depend upon without providing an alternative. This argument becomes particularly powerful when Ware infrastructure fails and Partnership populations begin dying. For Starfleet, the crisis demonstrates that humanitarian intentions do not automatically produce humanitarian outcomes. For the Partnership, the crisis demonstrates that the Federation's ideals can be dangerous when applied without sufficient understanding of local conditions. The resulting debate becomes an important precursor to the Federation's developing philosophy of non-interference.

Technology & Starships

The Partnership does not possess a single standardized technological tradition. Its member civilizations retain their own technologies and ship designs, and their technological capabilities vary considerably. What unites them is access to the Ware network.

The Ware provides technologies that individual Partnership civilizations may not possess the industrial or scientific capacity to develop independently. These technologies can include advanced medical systems, industrial machinery, environmental

infrastructure, transportation systems, scientific equipment, and other forms of advanced technology. The result is a civilization whose technological capabilities can appear considerably more advanced than the indigenous technology of many of its individual members. They outsource nearly everything to the Ware Network, becoming dependent on it.

A Partnership world should not automatically be assumed to possess the same technological capabilities as the Ware themselves.

A civilization may possess extremely sophisticated medical or environmental technology while lacking the ability to independently reproduce the systems upon which it depends.

Partnership Starships

The Partnership does not maintain a single standardized fleet comparable to Starfleet or the Klingon military. Individual member civilizations operate their own vessels, while Ware technology can provide additional capabilities or infrastructure.

This gives the Gamemaster considerable flexibility when representing Partnership vessels. A Partnership ship may therefore reflect the technology of its home civilization, modified or augmented through access to Ware systems.

Ware-operated vessels are fundamentally different. The Ware can deploy automated vessels without organic crews, using them as extensions of its network. These vessels are not conventional Partnership warships and should be treated as part of the Ware threat rather than as representatives of Partnership military culture.

This distinction is important during the Ware crisis. Partnership citizens and governments may cooperate with the Ware without actually controlling its military systems.

The Ware and Partnership Society

The relationship between the Partnership and the Ware should remain central to any depiction of the faction. The Ware are not simply an advanced technology that the Partnership happens to use. They have become part of the foundation of Partnership civilization. The network's systems influence infrastructure, economics, medicine, transportation, industry, and the habitability of entire worlds. This means that destroying the Ware does not simply remove an unwanted piece of technology. It can remove the foundations upon which societies have been built. This is the central tragedy of the Partnership. The civilizations did not necessarily choose the Ware because they wished to exploit sentient life. They inherited, adopted, and ultimately depended upon a system whose true cost became increasingly difficult to escape. By the time Starfleet intervenes, abandoning the Ware can be almost as dangerous as continuing to use it.

Gamemaster Hooks & Campaign Integration

The Partnership is one of the most useful factions in the Rise of the Federation era for adventures involving moral ambiguity, diplomacy, technological dependence, and the consequences of intervention.

First Contact with the Partnership

The characters are among the first Federation personnel to establish sustained contact with a Partnership civilization. The local population is welcoming and technologically sophisticated. Nothing initially suggests that anything is wrong. Only gradually do the characters discover that the civilization's prosperity depends upon the Ware.

The Senior Partners

The characters are sent as diplomatic representatives to a meeting of the Senior Partners. Some representatives want to cooperate with Starfleet. Others believe the Federation is attempting to destroy their civilization. Others simply fear that abandoning the Ware will leave their populations defenseless. The characters must determine whether diplomacy can prevent the Partnership from collapsing into open conflict.

The Cost of Liberation

A Starfleet operation successfully disables a Ware facility. The characters initially believe they have rescued thousands of sentient beings. Then they discover that the same facility maintained life-support systems for a Partnership settlement. Starfleet must decide whether to restore the system temporarily, evacuate the population, or accept responsibility for the consequences of its intervention.

A Society Without the Ware

The crew visits a Partnership world after its Ware infrastructure has been disabled. The population has lost access to technologies it previously considered basic necessities. The mission is no longer about defeating an enemy. It is about determining what can be saved.

Klingon Intervention

A Klingon commander obtains Ware technology and begins using it to strengthen his forces. Partnership factions disagree over whether to assist the Klingons. Starfleet must prevent the situation from developing into a wider Federation-Klingon conflict while avoiding further destabilization of Partnership space.

The Evacuation

A Partnership population is stranded on a world whose environment has become incompatible with its inhabitants following the shutdown of Ware infrastructure.

There are not enough Federation ships to evacuate everyone.

The characters must decide who receives priority and whether Federation resources can be committed to a civilization that is not a Federation member.

The Last Partnership

By late 2165, the Partnership is collapsing. The player characters witness the disappearance of an interstellar political civilization that had existed for generations. Some worlds seek Federation assistance. Others turn toward the Klingon Empire. Others attempt to survive independently. The Gamemaster can use this period to explore the aftermath of the Ware crisis rather than ending the story when the Ware themselves are destroyed.

The Partnership Refugee

A surviving Partnership citizen joins the player characters after the collapse. They may be a scientist, diplomat, engineer, medical specialist, or ordinary civilian. Their presence forces the crew to confront an uncomfortable question:

What responsibility does the Federation have toward people whose civilization it helped destroy?

The Federation's Lesson

The Partnership should ultimately become one of the formative experiences of the young Federation. The lesson is not simply that the Ware were dangerous. The deeper lesson is that **good intentions do not eliminate consequences**.

Starfleet acted because it believed sentient beings were being exploited. That belief was justified. Yet the destruction of the Ware also caused enormous suffering among people who depended upon them.

The Federation therefore emerges from the crisis with a more complicated understanding of intervention. The Partnership demonstrates that protecting individual rights, respecting cultural sovereignty, preventing exploitation, and preserving lives can sometimes point in different directions. For a Federation that is still developing its principles, there may be no more important lesson.

The Partnership does not survive the Ware crisis. Its legacy does. The experiences of 2165 help shape the growing Federation debate over the limits of Starfleet's authority and the responsibilities of a civilization that possesses the power to interfere with societies it barely understands. In this respect, the Partnership becomes one of the historical foundations upon which the Federation's later philosophy of non-interference is built.

Sauria

Overview & History

Sauria, known to its inhabitants by names including **Lyaksti'kton**, is the homeworld of the Saurians in the Psi Serpentis system. By the early 2160s, Sauria was a world of numerous nations and political traditions that had only recently begun to consolidate into larger political entities. Following first contact with Earth in 2157, Saurian

civilization underwent a remarkably rapid technological transformation, eventually developing spaceflight and establishing orbital facilities within only a few years.

By the time of the Federation's first official contact in 2162, most of Sauria had coalesced into two major political blocs: the **Global League of Lyaksti'kton** and the **Kingdom of M'Tezir**. The Global League represented the larger and more socially integrated coalition of Saurian nations, while M'Tezir remained a separate kingdom under the rule of its Basileus. The division was more than merely political; the two powers represented markedly different approaches to Saurian society and Sauria's relationship with the outside galaxy.

The USS *Essex*, commanded by Captain Bryce Shumar, established official Federation contact with Sauria in 2162. Federation negotiators subsequently pursued commercial agreements with both Saurian powers, particularly because Sauria possessed valuable deposits of dilithium, duranium, and rare earth elements. M'Tezir's mineral wealth became especially important to Federation mining operations.

Culture & Society

Saurian society is diverse, reflecting the planet's long history of independent nations and cultures. The Saurians themselves are a robust, highly adaptable species whose large eyes reflect their predominantly nocturnal way of life.

Saurian culture is already well established and sophisticated by the time of Federation contact. Their society possesses developed traditions of music, hospitality, commerce, political organization, and craftsmanship. Saurian brandy is already famous beyond the planet, while regional customs vary considerably. The Narprans, for example, are portrayed as particularly sociable and welcoming, with communal sauna culture forming an important part of everyday life.

The differences between M'Tezir and the Global League also demonstrate that there is no single Saurian political or cultural identity. M'Tezir's population is depicted as comparatively wary of outsiders, particularly in regions affected by poverty and political repression. Maltuvis actively encourages xenophobic attitudes toward foreigners, contrasting sharply with the more outward-looking societies associated with the Global League.

Government & Structure

The **Global League of Lyaksti'kton** is a supranational organization bringing together numerous Saurian states. It is governed through an executive structure headed by a **President**, with individual member nations retaining their own identities and local governments. In the early Federation period, the League is represented internationally by figures such as President Moxat.

The **Kingdom of M'Tezir**, by contrast, is an autocratic monarchy ruled by the **Basileus**. In the early 2160s this position is held by **Maltuvis**, an old-style Saurian warlord who initially presents himself as a pragmatic partner to the Federation and the Global

League. His ambitions, however, extend far beyond M'Tezir's existing borders. He seeks to exploit Federation trade relations and eventually looks for outside assistance that could enable him to conquer the rest of Sauria.

This political division becomes increasingly dangerous after Federation contact. Starfleet's policy of non-interference prevents it from simply taking sides in Sauria's internal political struggles, even when Federation personnel recognize the danger posed by Maltuvis. This situation later becomes one of the most important examples in Archer's developing debate over how the Federation should respond when an independent world's internal affairs have direct consequences beyond its borders.

Technology & Starships

Sauria's technological development accelerated dramatically following first contact. By the early 2160s, Saurian civilization possessed the technological foundation for interplanetary and interstellar development, including orbital facilities. Two important stations were associated with the planet's competing political blocs: the Global League's **Tai'sheku** and the M'Tezir facility **M'Tezir One**.

Saurian technology is therefore considerably more advanced than the planet's political fragmentation might initially suggest. At the same time, Sauria does not possess a single unified technological or military establishment. Different political entities maintain their own capabilities, and the rapidity of their technological development means that the planet is still adapting to the consequences of entering the interstellar community.

Sauria's natural resources are an important component of its growing strategic significance. M'Tezir in particular possesses extensive deposits of dilithium, duranium, and rare earth elements, making the region an important target for Federation mining agreements.

Interstellar Relations

Sauria's relationship with the Federation begins primarily through **trade and economic cooperation** rather than political integration. Federation representatives regard Sauria as an important source of strategic resources, while Saurian governments see access to Federation markets and technology as an opportunity for economic development.

The relationship is complicated by the Federation's commitment to avoiding direct interference in Saurian internal affairs. This becomes particularly problematic when Maltuvis seeks to exploit foreign relationships to strengthen his own position. The Federation's reluctance to intervene creates considerable tension among those who believe that Starfleet should prevent the consolidation of an aggressive dictatorship, while others argue that Sauria remains an independent world whose political development must ultimately be determined by Saurians themselves.

The **Orion Syndicate** subsequently becomes involved in Saurian affairs. Maltuvis initially seeks Federation assistance for his ambitions but, after the Federation refuses, becomes receptive to Orion support. The Orion connection eventually becomes an important element of the Saurian crisis, although the Federation does not immediately possess sufficient intelligence to expose the full extent of that relationship.

For the Federation, Sauria consequently becomes an early and difficult test of its developing foreign policy. The planet demonstrates that establishing diplomatic and commercial relations with an independent civilization can create obligations and complications that cannot easily be resolved by either military intervention or simple non-interference.

Gamemaster's note: Sauria in the 22nd century serves as a cautionary example of the dangers of warp-capable civilizations meddling in the affairs of pre-warp societies. The events of the Rise of the Federation novels demonstrate how seemingly beneficial contact, trade and technological assistance can disrupt a society's natural development and create political instability with consequences far beyond the original intervention.

Gamemaster Hooks & Campaign Integration

Sauria is an excellent setting for campaigns dealing with the **political and ethical problems of the early Federation**. Rather than presenting the planet as a simple conflict between good and evil, Gamemasters can emphasize the competing interests of the Global League, M'Tezir, Federation commercial representatives, local populations, and outside organizations.

A campaign could begin with routine Federation mining operations before revealing tensions between local governments and foreign workers. Characters might be asked to investigate accusations of exploitation, mediate disputes between Saurian political factions, or determine whether an apparently legitimate trade agreement is strengthening a dangerous regime.

The planet is also well suited to stories about the limits of Federation intervention. Starfleet personnel may discover evidence of repression, foreign interference, or impending political violence while simultaneously being ordered to respect Saurian sovereignty. Such missions allow players to confront precisely the kind of dilemma that later contributes to the development of the Federation's **Directive of Non-Interference**.

Finally, Sauria provides a natural connection to the **Orion Syndicate** and to the wider political conflicts of the early Federation. Smuggling, covert arms transfers, mining rights, intelligence operations, and competing diplomatic interests can all bring Starfleet crews into situations where the distinction between legitimate diplomacy and political manipulation becomes increasingly difficult to maintain.

Minor Factions

Romulan Star Empire

Following its defeat in the Earth-Romulan War and the establishment of the Romulan Neutral Zone in 2160, the Romulan Star Empire withdraws behind its borders and enters a period of isolation. The Empire remains a major military power, but its government deliberately limits contact with the newly founded Federation, leaving the Neutral Zone as a tense frontier between the two powers. A massive purge in the military and government happened after the war.

Mazarite Republic

The Mazarite Republic is a representative government centered on Mazar, with elected officials and a High Council overseeing its affairs. In the early 2160s, the republic is recovering from the corruption scandal that previously reached into its highest political institutions, while maintaining close relations with Vulcan and other regional powers.

The Ithenites

The Ithenites are a diminutive, bronze-skinned species that become one of the Federation's early members, joining the United Federation of Planets in 2165. Their admission reflects the Federation's rapid expansion beyond its original founding powers and its growing appeal as a framework for cooperation among diverse civilizations. The Ithenites remain a relatively minor presence in galactic affairs during this period, but their membership establishes them as part of the Federation's increasingly diverse political community.

The Lorillians

The Lorillians are an established civilization with longstanding connections to both the Vulcans and the peoples of the Rigel system. During the 2160s, they remain independent of the Federation and are active in regional commerce and security affairs, particularly within the Kandari Sector. Lorillian interests sometimes align with those of the Federation, especially where piracy threatens regional trade, but the species ultimately remains outside the Federation.

The Arkenites

The Arkenites are a species whose homeworld, Arken II, becomes one of the Federation's early members, joining in 2165. Their admission is significant enough to provoke opposition from anti-Federation elements within the Andorian colonial world of Almond, where Arkenite residents subsequently become targets of political violence. The resulting crisis demonstrates that Federation membership can create tensions not only between governments, but also within established colonial and cultural communities.

CHAPTER 4: PLANETS AND COLONIES

Federation Founding Member Worlds

Earth

Class: M

Location: Sol system, Alpha Quadrant

Governance: United Earth

Affiliation: United Federation of Planets; founding member

Type: Humanity Homeworld; Starfleet Headquarter, Current Federation capital

Planet's History:

Earth is the homeworld of humanity and one of the five founding members of the United Federation of Planets in 2161. Following the Earth-Romulan War, United Earth became one of the principal political and economic pillars of the new Federation, while Starfleet increasingly evolved from its United Earth origins into a genuinely interstellar institution. In *A Choice of Futures*, the newly established Federation government is still operating from temporary facilities on Earth while the young government establishes its institutions.

Vulcan

Class: M

Location: Vulcan system, Alpha Quadrant

Governance: Confederacy of Vulcan

Affiliation: United Federation of Planets; founding member

Type: Vulcan Homeworld

Planet's History:

Vulcan is the homeworld of the Vulcan species and one of the five founding members of the Federation. During the early Federation period, Vulcan remains politically divided over the legacy of Surak and the proper direction of Vulcan society, a conflict that becomes the central crisis of *Uncertain Logic*. The planet's major institutions include Vulcan Space Central, the Vulcan Science Academy and the Vulcan High Command.

Andor

Class: M

Location: Andorian system, Alpha Quadrant

Governance: Andorian Empire

Affiliation: United Federation of Planets; founding member

Type: Andorian & Aenarian Homeworld

Planet's History:

Andor is the homeworld of the Andorians and the Aenarians and one of the Federation's five founding members. The Andorian Empire retains considerable political and

military autonomy during the Federation's early years, with the Andorian Guard becoming an important component of the emerging Federation Starfleet.

Tellar

Class: M

Location: Tellar system, Alpha Quadrant

Governance: United Planets of Tellar

Affiliation: United Federation of Planets; founding member

Type: Tellarite Homeworld

Planet's History:

Tellar is the homeworld of the Tellarites and one of the five founding members of the Federation. Tellarite political culture remains highly argumentative and individualistic, while Tellar itself contributes political, industrial and military resources to the new Federation.

Alpha Centauri / Centauri VII

Class: M

Location: Alpha Centauri system, Alpha Quadrant

Governance: Alpha Centauri Concordium

Affiliation: United Federation of Planets; founding member

Type: Homeworld / Federation member world

Planet's History:

Alpha Centauri is the principal world of the Alpha Centauri Concordium, one of the five founding members of the Federation. The Concordium represents the human-descended population of the Alpha Centauri system and maintains its own political and commercial institutions within the Federation. The novels use the author's formulation

Alpha Centauri Concordium, derived from the older Star Trek reference concept of the Alpha Centauri Concordium of Planets.

The United Rigel Worlds and Colonies

The **United Rigel Worlds and Colonies** joined the Federation in 2164. The state encompasses multiple inhabited worlds and colonies in the Beta Rigel system and is governed through the Rigelian Trade Commission, with Tregon on Rigel V serving as its capital.

Rigel II

Class: M

Location: Beta Rigel system, Beta Quadrant

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets (2164)

Type: Member world / colony

Planet's History:

Rigel II is one of the worlds represented within the United Rigel Worlds and Colonies.

It has a significant Zami population, including Zami who have emigrated from Rigel IV. Its political representation is incorporated into the Rigelian Trade Commission.

Rigel III

Class: M

Location: Beta Rigel system, Beta Quadrant

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets (2164)

Type: Chelon Homeworld, UFP Member world (2164)

Planet's History:

Rigel III is the homeworld of the Chelons, one of the three native intelligent species forming the cultural foundation of the Rigelian community. Its population identifies collectively as Rigelian despite its distinct biological and cultural heritage.

Rigel IV

Class: M

Location: Beta Rigel system, Beta Quadrant

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets

Type: Zami Homeworld, UFP Member World (2164)

Planet's History:

Rigel IV is the homeworld of the Zami. Although the planet itself is not part of the original trading community's core political structure in the same way as the other Rigelian worlds, its people maintain extensive connections with Rigel II and Rigel V. The Zami form one of the three principal native species of the Rigelian civilization.

Rigel V

Class: M

Location: Beta Rigel system, Beta Quadrant

Governance: United Rigel Worlds and Colonies; Rigelian Trade Commission

Affiliation: United Federation of Planets

Type: Jelna Homeworld, RTC Capital, UFP Member World (2164)

Planet's History:

Rigel V is the capital of the United Rigel Worlds and Colonies and home to Tregon, the headquarters of the Rigelian Trade Commission. It is also the homeworld of the Jelna, one of the three native Rigelian species. Following Rigel's admission to the Federation in 2164, Rigel V becomes one of the most politically and economically important worlds in the young Federation.

Rigel VI

Class: M

Location: Beta Rigel system, Beta Quadrant

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets

Type: Member world / colony

Planet's History:

Rigel VI forms part of the United Rigel Worlds and Colonies and is represented through the Rigelian Trade Commission. Its moons and associated facilities are also incorporated into the wider Rigelian colonial network.

Rigel VII

Class: Not specified

Location: Beta Rigel system, Beta Quadrant

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets

Type: Member world

Planet's History:

Rigel VII is one of the inhabited or settled worlds encountered during the Federation's investigation of the Rigelian system in *Tower of Babel*. The novel establishes that the United Rigel Worlds and Colonies encompasses a broad network of worlds rather than a single planetary government.

Rigel VIII

Class: Not specified

Location: Beta Rigel system, Beta Quadrant

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets

Type: Member world / colony

Planet's History:

Rigel VIII lies within the territory of the United Rigel Worlds and Colonies and is part of the extensive network of worlds administered through the Rigelian political and commercial system.

Rigel IX

Class: Not specified

Location: Beta Rigel system, Beta Quadrant

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets

Type: Outer member world / colony

Planet's History:

Rigel IX marks approximately the outer boundary of the territorial interests of the United Rigel Worlds and Colonies. The Rigelian government historically regarded territory beyond Rigel IX as open for outside development, contributing to the commercial importance of Rigel X as a major interstellar port.

Rigel X

Class: Not specified

Location: Beta Rigel system, Beta Quadrant

Governance: United Rigel Worlds and Colonies / Colonial Port Authority

Affiliation: United Federation of Planets

Type: Frontier colony / major port

Planet's History:

Rigel X is an important frontier settlement and interstellar trading port. Its location beyond the main territorial interests of the Rigelian government made it a natural center for commerce between the Rigel system and outsiders, and the planet is already an established outpost when the Federation becomes involved in Rigelian affairs.

Rigel Colony One

Class: Not specified

Location: Beta Rigel system

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets

Type: Colony

Planet's History:

Rigel Colony One is one of the colonies administered by the United Rigel Worlds and Colonies. It forms part of the extensive network of settlements and commercial facilities associated with the Rigelian Trade Commission.

Rigel Colony Two

Class: Not specified

Location: Beta Rigel system

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets

Type: Colony

Planet's History:

Rigel Colony Two is one of the settlements associated with the Rigelian colonial network. Its existence illustrates that Rigelian political identity extends beyond the principal inhabited planets of the system.

Rigel Colony Three

Class: Not specified

Location: Beta Rigel system

Governance: United Rigel Worlds and Colonies

Affiliation: United Federation of Planets

Type: Colony

Planet's History:

Rigel Colony Three is another colony belonging to the wider United Rigel Worlds and

Colonies. Like the other Rigelian colonies, it falls under the system's interplanetary political and economic framework following Federation membership.

Deltan Worlds

Delta IV

Class: Not specified

Location: Delta system

Governance: Deltan government

Affiliation: Independent

Type: Deltan world

Planet's History:

Delta IV is one of the principal worlds of the Deltan civilization and is visited in *Uncertain Logic*. The planet is associated with the Deltan political structure that later becomes known as the Deltan Union.

Delta V

Class: Not specified

Location: Delta system

Governance: Deltan government

Affiliation: Independent

Type: Deltan world / orbital settlement

Planet's History:

Delta V is another significant location within the Deltan system and is associated with the Deltan civilization during the period of *Uncertain Logic*. It demonstrates that Deltan civilization is distributed across more than one world.

Key Colonies and Early Outposts

Deneva

An early Federation colony that becomes a diplomatic staging ground during the Ver-tian crisis. Its relative neutrality and growing infrastructure make it a convenient meeting place for unaligned worlds seeking Starfleet protection.

Vega Colony (Vega IX)

A developing human colony with a museum of antiquities and growing commercial importance. By 2164 it is moving toward closer Federation integration.

Kemsar Colony (10 Tauri IV)

A small colony that becomes a flashpoint in 2162 when Vertian (then still called “Mute”) attacks devastate its surface. Survivors and debris provide early evidence of the dampening-field technology that will define the crisis. The colony also hosts Suliban refugees granted asylum as one of the Federation’s first humanitarian acts.

Contested and Independent Worlds

Sauria (Psi Serpentis IV / Lyaksti’kton / N’Ragolar)

A resource-rich world of islands, seas, volcanoes, and intense weather. Saurians are nocturnal and hardy. By the early 2160s two major power blocs dominate: the Global League (centered on Lyaksti) and the Kingdom of M’Tezir under the Basileus (later Emperor) Maltuvis.

Maltuvis consolidates power with Orion Syndicate support, acquiring advanced weapons. He presents a facade of legitimate government while committing or enabling atrocities that can be blamed on outsiders. Sauria becomes a classic proxy battlefield: any Federation intervention risks accusations of imperialism; non-intervention allows a brutal dictatorship to solidify and provides the Syndicate with a useful client state. Dilitium, tritanium, and other strategic resources make the system economically tempting and politically explosive.

Vertian Space (including Gamma Vertis IV and the Kandari Sector)

Home to the species initially known only as “the Mutes.” Vertian communication relies on infrared empathy rather than conventional radio or subspace. Early contacts register as total silence; Vertian ships use sophisticated dampening fields to disable power and shields for live capture and study. Once genuine contact is established (via careful observation, infrared experiments, and ultimately mind-meld techniques), the Vertians recognize other species as sentient and the attacks cease. The crisis becomes an early precedent for Federation first-contact philosophy.

Partnership Worlds

A loose collection of civilizations dependent on the Ware for advanced technology, medicine, longevity, and daily infrastructure. On the surface many appear prosperous or even utopian. The true cost- periodic harvesting of sentient neural tissue- is rationalized, obscured, or accepted as necessary. Different Partnership societies handle the moral burden differently: some maintain religious justifications, others treat the harvest as grim conscription, and a few ruling classes shift the cost onto lower castes or subject populations.

Contact with the Partnership forces the Federation to confront an insoluble dilemma: destroying the Ware frees countless beings but collapses the technological foundation of entire civilizations; leaving it intact condemns future generations to the same cycle. Specific Partnership worlds (Menaik, Vanotli, Balduk, and others) become both battlegrounds and moral mirrors during the Ware campaign.

CHAPTER 5: PLAYER OPTIONS & CHARACTER CREATION SUPPORT

Character creation uses the standard *Star Trek Adventures* 2nd Edition lifepath with the following era-specific adjustments and expansions.

General Notes

Characters created for 2161-2166 should feel like products of the Romulan War and the chaotic founding years. Idealism exists, but it is tempered by experience. Mixed-species crews are still novel. Suspicion between former rivals is common. Section 31 already casts a long shadow.

Suggested Values (examples)

- “The Federation Must Be Better Than What Came Before”
- “Security First, Exploration Second”
- “We Are Stronger Together... If We Can Stay Together”
- “Old Enemies Can Become Allies”
- “Some Prices Are Too High”
- “Logic Must Serve Life”
- “Honor Demands More Than Victory”
- “Keep the Lines Open”

New or Adjusted Traits

Romulan War Veteran: You served in the war. Once per session you may re-roll a single d20 on a task involving nuclear weapons, polarized hull combat, or facing an unseen enemy.

Mixed-Crew Officer: You have already served on a multi-species vessel. You reduce the Difficulty of social tasks with officers of other founding species by 1 when the task concerns joint operations.

Section 31 Linked: You have worked with (or against) Section 31. You begin play with +1 Threat in the GM's pool, but you also have access to restricted intelligence once per mission.

Post-War Idealist: You believe the Federation can transcend its violent origins. When you spend Determination on a task that upholds exploratory or cooperative values, you gain an additional Momentum.

New Talents

Coalition Experience: When working with officers of another founding species, you may spend 1 Momentum to grant them +1 to their next task.

Early Shield Specialist: When your ship's early deflector shields generate a Complication on a 19-20, you may immediately attempt an Engineering task (Difficulty 2) to prevent the Complication.

Wartime Pragmatist: Once per session, when faced with a moral compromise that protects Federation lives, you may gain 1 Determination if you accept the compromise.

First-Contact Protocol: When attempting genuine communication with a new species, you gain +1 to the task and may ignore the first Complication generated by cultural misunderstanding.

Career & Lifepath Adjustments

Earth characters often carry Romulan War Career Events.

Vulcan characters may have experienced the *Kir'Shara* reforms or the subsequent traditionalist backlash. If Vulcans refuse to accept the concept of Mind, they also gain the additional trait: Conservative Vulcan. If a Vulcan character wishes to explore the ability of Mind Meld, it gains the additional trait: Syrrannite.

Andorian characters frequently struggle with the shift from Imperial Guard independence to Federation service.

Tellarite characters excel at logistical and engineering roles and are expected to argue.

Section 31 operatives replace normal career progression with a series of deniable operations.

These options ensure that every character feels like they belong to the unfinished, argumentative, hopeful mess that is the early Federation.

Creating Characters in the Rise of the Federation Era

Characters should be created using the standard *Star Trek Adventures 2nd Edition* lifepath unless the Gamemaster decides otherwise.

The most important difference is not mechanical, but contextual. The lifepath should be interpreted through the circumstances of the early 2160s and 2150s.

A character's upbringing, education, career, Values, and experiences are shaped by a galaxy that has only recently emerged from a major interstellar war. The Federation itself may not yet have existed when an older character began their career. Even younger characters may have grown up during the Romulan War or in societies affected by it.

When creating a character, players should therefore consider three questions:

What did my character believe before the Federation existed?

Why did my character choose to serve Starfleet?

What does my character believe the Federation and Starfleet should become?

The answers do not need to be identical.

A character might have joined Starfleet because they believe the Federation should become a permanent military alliance. Another might believe that Starfleet should eventually become primarily an exploratory and scientific institution. A third might simply want to continue serving with the people they fought beside during the Romulan War.

All three characters can serve on the same bridge.

The Generation of the Romulan War

The Romulan War is one of the defining experiences of the generation that creates the Federation. It was a harsh and brutal war. The wounds are still fresh and the war is over for a year in 2161.

The war also means different things to different species: Humans may remember the destruction inflicted upon Earth and the fear created by an enemy that could not initially be seen or directly communicated with. Andorians and Tellarites may remember their own wartime sacrifices and the difficult process of cooperating with former rivals. Vulcans may remember both the strategic demands of the conflict and the internal political changes taking place on Vulcan.

The war can therefore be an important part of a character without becoming their entire personality.

A player should decide whether their character:

- served directly during the Romulan War;
- supported the war effort through science, engineering, logistics, medicine, or intelligence;
- was too young to serve but grew up during the conflict;
- lost family members, friends, or colleagues;
- opposed aspects of the war;
- became convinced that cooperation between species was necessary;
- became convinced that the galaxy was too dangerous to trust;
- or simply wants to leave the war behind.

The New Traits

Romulan War Veteran: You served during the Romulan War and carry the experience of that conflict with you. When attempting a Task directly involving wartime experience, such as identifying wartime technology, recalling military procedures, recognizing battlefield conditions, or responding to a situation reminiscent of the Romulan War, you may re-roll one d20.

The Gamemaster should not interpret this Trait as granting universal military expertise. A science officer who served during the war does not automatically become an expert soldier. The Trait represents experience, memory, and familiarity with the realities of the conflict.

The Federation Generation: Characters who join Starfleet after the founding of the Federation represent a different generation. They are among the first officers whose careers develop within a genuinely multinational institution. These characters may regard mixed-species crews as normal even though many older officers do not. They may also possess a stronger sense of Federation identity than characters who remember the Coalition of Planets.

This creates an important distinction between **Coalition veterans** and **Federation-generation officers**.

A Coalition veteran may think of themselves primarily as Vulcan, Andorian, Tellarite, or Human and secondarily as a Federation officer.

A younger officer may increasingly think of themselves as a Federation citizen who happens to have been born on one of the founding worlds.

Neither perspective is inherently correct.

Federation-Born Identity

A character who grew up during or after the founding of the Federation may possess a strong identification with the new political entity.

This can be represented through a Value such as: “The Federation Is Our Future.” Or “We Are More Than the Sum of Our Worlds.”

Such characters can provide an important contrast to veterans who still think primarily in terms of their former national or planetary services.

Suggested Values

Values are particularly important in a Rise of the Federation campaign because the principles of the Federation are still being debated.

Players are encouraged to create Values that express not only who their characters are, but also what they believe the Federation should become.

The following are examples:

“The Federation Must Be Better Than What Came Before”

The character believes that the Federation should avoid repeating the mistakes of the civilizations that created it.

“Security First, Exploration Second”

The Romulan War taught the character that the galaxy is dangerous. Exploration is important, but survival comes first.

“We Are Stronger Together”

The character believes that the founding members must overcome their differences if the Federation is to survive.

“Old Enemies Can Become Allies”

The character has learned that yesterday's enemy may become tomorrow's partner.

“Some Prices Are Too High”

The character believes that certain compromises cannot be justified, even when they produce practical benefits.

“Logic Must Serve Life”

The character believes that rational decision-making must ultimately protect living beings rather than becoming an end in itself.

“Honor Demands More Than Victory”

The character believes that how a conflict is won matters as much as whether it is won.

“Keep the Lines Open”

The character believes that communication and diplomacy should remain possible even during a crisis.

“The Federation Must Defend Itself”

The character supports Federation membership but believes that idealism without military strength is dangerous.

“We Must Not Become an Empire”

The character fears that Federation expansion could eventually become indistinguishable from imperialism.

“Knowledge Belongs to Everyone”

The character believes scientific knowledge should be shared rather than monopolized.

“My People Come First”

The character maintains a strong loyalty to their home civilization despite serving the Federation.

This does not necessarily make the character anti-Federation.

It simply recognizes that Federation identity and planetary identity can coexist.

New Talents

Coalition Experience: When working directly with an officer from another founding civilization, you may spend 1 Momentum to grant that character one bonus d20 on their next Task, provided the Task benefits from cooperation between the characters.

This Talent represents the ability to bridge differences created by different military and professional traditions.

Characters

Human Characters

Humans enter the Federation with considerable experience in exploration, diplomacy, and interstellar cooperation, but they are not automatically the dominant culture of the new organization.

United Earth has only recently emerged from the Coalition era and the Romulan War.

Human characters can therefore come from very different backgrounds.

Some may have served aboard Enterprise or another Starfleet vessel. Others may have served in planetary governments, scientific institutions, commercial organizations, or civilian communities.

A Human Starfleet officer may be an experienced veteran of the Romulan War or a young officer who has known little other than the newly established Federation.

Common Human Backgrounds

Romulan War Veteran: A former combat officer, engineer, medic, or support specialist.

Enterprise Generation: Someone influenced by the experiences and ideals associated with the first deep-space exploration missions from the years of 2151-2155.

Federation Idealist: A character who strongly believes in the political experiment created in 2161.

Security-Minded Officer: Someone who believes the Federation requires stronger military capabilities to survive.

Scientific Pioneer: A scientist interested in exploring regions of space that were previously inaccessible.

Diplomatic Specialist: A character who believes that negotiation and communication are the Federation's greatest strengths.

Human characters should not be assumed to share a single political viewpoint.

Vulcan Characters

Vulcan characters enter the Federation during a period of significant internal change.

The reforms associated with Surak's teachings and the revelations surrounding the Kir'Shara have transformed Vulcan society and its relationship with logic, emotion, and the legacy of Surak.

The political consequences of those changes continue into the Federation era. Vulcan characters may therefore differ significantly in how they understand logic, tradition, emotion, and Vulcan identity. A Vulcan officer may enthusiastically support Federation membership. Another may regard the Federation as a useful political arrangement while remaining skeptical of its long-term viability.

Another may be caught between reformist and traditionalist perspectives.

Vulcan Career Considerations

When creating a Vulcan character, consider whether they:

- were educated within traditional Vulcan institutions;
- were influenced by the reforms associated with the Kir'Shara;
- served aboard Vulcan vessels;
- participated in Coalition operations;
- joined Starfleet after the Federation's founding;
- maintain strong ties to Vulcan society;
- or are deliberately distancing themselves from traditional Vulcan institutions.

Vulcan Traits

Conservative Vulcan: The character maintains a strongly traditional interpretation of Vulcan society and philosophy and is skeptical of some of the changes taking place on Vulcan. He also strongly rejects the idea of Mind Melding. This is primarily a roleplaying Trait and should not automatically be treated as a negative mechanical modifier.

Syrrannite: The character identifies with the reformist traditions associated with the followers of Surak and the teachings revealed through the Kir'Shara. This character is also open for the idea and acceptance of Mind Melding as a Vulcan tradition.

This Trait may be particularly relevant when the character encounters political or philosophical disputes concerning Vulcan society.

Andorian Characters

Andorian characters enter the Federation with a strong military tradition and a long history of political independence.

The Andorian Imperial Guard remains an important part of Andorian identity, even as Andorian personnel increasingly operate within Federation institutions. For some characters, the transition is exciting. For others, it raises difficult questions.

What does it mean to serve a Federation command structure rather than the Imperial Guard? When should an Andorian officer obey Federation policy if that policy conflicts with Andorian interests? Can loyalty to Andoria and loyalty to the Federation co-exist?

These questions can be central to an Andorian character.

Andorian Character Concepts

Imperial Guard Veteran: An experienced military officer adapting to Federation service.

Federation Loyalist: An Andorian who believes the Federation is the natural next step after the Coalition.

Andorian Traditionalist: A character who strongly values Andorian independence and military traditions.

Diplomatic Officer: Someone who sees Federation membership as an opportunity to prevent future wars.

Security Specialist: A character who believes the Federation is dangerously under-prepared for the threats around it.

Tellarite Characters

Tellarite characters bring another distinctive political and cultural tradition into the Federation. Argument is not necessarily hostility. A Tellarite may challenge another character's assumptions precisely because they consider disagreement a productive part of political and intellectual life. Gamemasters should avoid portraying Tellarites simply as argumentative caricatures. Their willingness to challenge proposals can instead become a useful expression of their political culture.

Tellarite characters are particularly well suited to roles involving:

Engineering, Logistics, Negotiation, Administration, Trade, Political analysis, Ship Operations and Resource Management.

Tellarite Debate

A Tellarite character may deliberately challenge a proposal to discover weaknesses in it.

This can be represented through roleplaying rather than a mechanical penalty.

A Tellarite officer who spends several minutes arguing with the captain may nevertheless be the person who identifies the flaw in the mission plan that everyone else overlooked.

Alpha Centauran Characters

The Alpha Centauri Concordium is one of the founding members of the Federation in this campaign setting.

Alpha Centaurans can therefore occupy an interesting position during character creation. They share a close biological heritage with Humans but have developed their own political and cultural identity independently. An Alpha Centauran character may be accustomed to dealing with Humans while simultaneously regarding Earth culture as distinctly foreign. Possible character concepts include diplomats, scientists, Federation administrators, explorers, and officers who see themselves as representatives of a founding Federation civilization rather than simply as Humans from another planet.

Alpha Centauran Talent

Founding Generation: When attempting a Task involving the history of the Federation's founding, Federation institutions, or interstellar diplomacy, you may spend 1 Momentum to Obtain Information without increasing the Difficulty.

This represents familiarity with the political environment surrounding the Federation's creation.

Characters from Other Federation Worlds

The Federation expands beyond its founding members during the period covered by this guide.

Characters from newer member worlds should not necessarily be treated as outsiders to the Federation.

Instead, consider when and why their world joined.

A character from a world that joined in 2164 has grown up in a different political environment from someone born on Earth, Vulcan, Andoria, or Tellar.

They may see the Federation as an established political entity rather than as the uncertain experiment experienced by its founding members.

This difference can become an important part of character identity.

When creating such a character, consider:

- What did their society expect from Federation membership?
- Why did the character personally choose Federation service?
- What does their homeworld expect from them?
- Do they identify primarily with their homeworld or the Federation?

- What do they think of the founding members?
- Do they believe the Federation is genuinely equal among its members?

Characters from Non-Federation Worlds

Not every player character needs to be a Starfleet officer. The Rise of the Federation era can support civilian and non-Federation characters, provided the Gamemaster establishes a reason for them to participate in the campaign.

Possible characters include:

civilian scientists, diplomats, merchants, engineers, independent explorers, medical specialists, refugees, representatives of non-Federation governments, intelligence personnel and specialists temporarily attached to Starfleet missions.

A mixed crew could therefore consist of Starfleet officers and civilian specialists rather than following the structure of a later-era Starfleet vessel.

The important consideration is that every character should have a reason to cooperate with the rest of the crew.

Partnership Characters

The Partnership of Civilizations provides an especially unusual character option during campaigns involving the Ware.

Characters from Partnership civilizations can have very different experiences depending on when the campaign takes place. Before the destruction of the Ware, a Partnership character may come from a technologically advanced society whose prosperity depends upon the Ware. During the Ware crisis, the character may be confronted with the moral cost of that civilization's technological infrastructure. After the destruction of the Ware, characters from the Partnership may become refugees, survivors, scientists, diplomats, or members of societies attempting to survive without the technology upon which they depended. This makes the Partnership particularly suitable for campaigns exploring the consequences of technological dependence.

The Gamemaster should discuss such characters with the group before play, since their background can place them directly inside one of the era's major moral conflicts.

Romulan Characters

Romulan characters are possible but require careful consideration.

The Romulan War has only recently ended, and the Romulan Star Empire has withdrawn behind the Neutral Zone.

A Romulan character serving openly aboard a Federation vessel would therefore require a specific explanation established with the Gamemaster.

Possible concepts might include:

an individual separated from the Empire, a covert tal shiar operative, a defector or a character whose circumstances place them outside normal Federation-Romulan relations.

The Gamemaster should establish how much the rest of the crew knows about the character's identity and how Federation institutions respond to their presence.

A Romulan character should not simply be treated as an ordinary Federation officer with pointed ears. Their existence can have significant political consequences during this period.

Klingon Characters

Klingon characters are similarly unusual but possible.

The Klingon Empire is not a Federation member, and relations between the two powers remain uncertain and strained.

A Klingon player character might therefore be:

an independent warrior, a diplomatic representative, a temporary ally, an exile, a member of a Klingon faction with interests aligned with the Federation or another character whose circumstances bring them into contact with the player crew.

Klingon characters are particularly useful in campaigns involving the Klingon succession crisis and the QuchHa' uprising.

The Gamemaster should determine the character's relationship with the Klingon political order before play begins.

Starfleet Careers in the Early Federation

Starfleet in this era should not be treated as though it already possesses the complete institutional culture of the 23rd or 24th century.

Its personnel come from different predecessor services and traditions.

A character's previous service can therefore be an important part of their identity.

United Earth Starfleet

Human officers may have served in the pre-Federation Starfleet.

Their experience may include exploration, military operations, engineering, science, or command.

Vulcan Service

Vulcan characters may possess experience aboard Vulcan vessels or within Vulcan scientific and diplomatic institutions.

Their approach to command and duty may differ significantly from Human Starfleet traditions.

Andorian Imperial Guard

Andorian officers may have served within the Imperial Guard before transferring into Federation service.

Their experience can provide valuable military expertise while also creating tension concerning command authority.

Tellarite Service

Tellarite characters may enter Federation service with backgrounds in engineering, trade, logistics, diplomacy, or military operations.

Their professional experience can be particularly valuable during a period when Federation supply lines and technical standards are still developing.

Previous Service

When creating a character who served before 2161, the player should determine which organization employed them.

Possible backgrounds include:

United Earth Starfleet

Vulcan service

Andorian Imperial Guard

Tellarite service

Civilian government

Scientific institution

Commercial or industrial organization

Independent organization

These backgrounds can influence the character's Focuses, Values, relationships, and professional habits without requiring additional mechanical rules.

Section 31 Characters

Section 31 already exists during this period, but it operates from the shadows.

A Section 31 character should therefore not normally be treated as a conventional Starfleet officer.

Such a character may have an official career that conceals their actual activities.

The Gamemaster should establish whether the player character:

- knowingly works for Section 31
- believes they are performing legitimate intelligence work

- has been recruited without full knowledge of the organization
- has previously worked with Section 31
- or is attempting to leave the organization

Because Section 31 operates covertly, the existence of such a character can create significant tension within a player group.

Section 31 Traits

Section 31 Linked: You have worked with or against Section 31.

Once per mission, the Gamemaster may allow you access to restricted intelligence that would otherwise be unavailable to the character.

However, the character's association with Section 31 creates complications. The Gamemaster begins the session with 1 additional Threat.

This Trait should be used only with the agreement of the player and Gamemaster.

It should not be used to force secret player-versus-player conflict.

New Era-Specific Talents

The following optional Talents are designed to reinforce the distinctive circumstances of the early Federation.

Coalition Experience: When working with officers from another founding civilization, you may spend 1 Momentum to grant that officer one bonus d20 on their next Task, provided the Task directly benefits from cooperation between you.

Early Shield Specialist: You are experienced with the early Federation shield systems. When your vessel's early deflector shields generate a Complication on a 19–20 while regenerating or reinforcing Shields, you may immediately attempt an Engineering Task with Difficulty 2. If successful, you prevent that Complication.

Wartime Pragmatist: You have learned that difficult decisions sometimes have immediate human costs. Once per session, when you accept a genuine moral compromise specifically to protect Federation lives, you may gain 1 Determination.

The Gamemaster should determine whether the decision represents a meaningful moral compromise rather than a routine tactical choice.

First-Contact Protocol: You have experience communicating with unfamiliar species. When attempting a Task whose primary purpose is genuine communication with a previously unknown species, you gain +1 to the Task.

In addition, you may ignore the first Complication caused by a cultural or communications misunderstanding during that scene.

Federation Diplomat: You have experience navigating the political tensions between Federation members. When attempting a Social Task involving representatives of two or more Federation member civilizations, you may spend 1 Momentum to Obtain

Information concerning the political concerns of one participant without increasing the Difficulty.

Post-War Idealist: You believe the Federation can become something better than the alliances and powers that preceded it. When you spend Determination on a Task that directly upholds exploration, cooperation, diplomacy, or mutual assistance, you gain 1 additional Momentum if the Task succeeds.

Frontier Experience: You have experience operating beyond established Federation infrastructure. When attempting a Task involving limited supplies, unfamiliar territory, or inadequate infrastructure, you may re-roll one d20.

Career and Lifepath Adjustments

The standard lifepath remains the foundation of character creation, but several stages can be interpreted differently in this era.

Environment

A character's Environment should reflect the society in which they grew up. A Human character raised during the Romulan War may have experienced a very different environment from a Human born into a prosperous Federation colony after 2161.

A Vulcan character may have been shaped by the political and philosophical changes associated with the Kir'Shara or the former rising authoritarianism and militarism of the Vulcan high command.

An Andorian character may have grown up within the traditions of the Imperial Guard. An Aenarian player with the secrecy or the absolute pacifism of their culture.

A Tellarite character may have experienced political debate as a normal part of everyday life.

The Environment should provide context rather than stereotypes.

Upbringing

The Federation's founding provides an opportunity for characters to have unusual cross-cultural experiences.

A character might have:

- attended an institution alongside members of another species;
- lived temporarily on another founding world;
- served as part of the Coalition;
- worked with foreign military personnel;
- participated in wartime relief operations;
- or experienced first contact with a civilization unfamiliar to their homeworld.

These experiences can help explain why a character is comfortable serving aboard a mixed-species vessel.

Career

Characters who enter Starfleet after 2161 may select a conventional Starfleet career.

Characters who began their careers before the Federation should consider which predecessor organization they served in.

This distinction can be reflected in Focuses, Values, and roleplaying rather than requiring a separate career system.

Career Events

The Gamemaster can use the character's Career Events to introduce experiences from the Romulan War, the Coalition era, the founding of the Federation, or early Federation crises.

Examples include:

Served During the Romulan War

Participated in Coalition Operations

Transferred Between Founding Member Fleets

Witnessed the Federation's Founding

Served on a Mixed-Species Crew

Participated in a First Contact

Survived a Wartime Engagement

Worked in Federation Diplomatic Service

Assisted a Federation Colony

Encountered Section 31

Member of Section 31

These are examples rather than mandatory mechanical events.

Character Relationships

The early Federation provides unusually strong opportunities for relationships between characters.

Before finalizing the character sheet, each player should consider at least one meaningful relationship with another character.

Examples include:

Former Shipmates: Two characters served together during the Romulan War.

Old Rivals: Two characters come from civilizations that previously distrusted one another.

Mentor and Protégé: A veteran officer helped a younger character enter Federation service.

Political Opposites: Two characters agree on serving the Federation but disagree about what it should become.

Scientific Partners: Two characters previously worked together on a research project.

Survivors: Two characters experienced the same wartime disaster.

Diplomatic Connection: One character previously represented the other's government.

These relationships help establish the mixed-species crew as a group rather than a collection of unrelated characters.

The Federation as a Character Question

Every player should consider one final question:

What does your character think the Federation is?

There is no single correct answer.

To one character, the Federation may be a military alliance created because the galaxy is too dangerous for its members to survive alone.

To another, it may be the beginning of a new political civilization.

To another, it may simply be a practical arrangement between worlds that still have fundamentally different interests.

Another character may not trust the Federation at all but may nevertheless believe that it is worth protecting.

These perspectives should be allowed to coexist.

The campaign becomes more interesting when the player characters do not begin with identical answers.

Optional Character Concept: The Four Traditions

For campaigns focused heavily on the founding members, the Gamemaster may encourage players to create characters representing the different traditions that contributed to the early Federation.

Human: Exploration. Human characters can represent the Federation's growing tradition of exploration, experimentation, and willingness to encounter the unknown.

Vulcan: Science and Logic. Vulcan characters can represent scientific expertise, analytical discipline, and the philosophical questions surrounding the Federation's development.

Andorian: Security and Defense. Andorian characters can represent the military experience and strategic awareness needed to protect the young Federation.

Tellarite: Engineering and Pragmatism. Tellarite characters can represent technical expertise, logistical thinking, political debate, and the practical realities of maintaining a new interstellar organization.

These are broad traditions rather than rigid species roles.

A Vulcan can be a security officer. An Andorian can be a scientist. A Human can be an engineer. A Tellarite can command a starship.

The purpose is to provide a historical starting point, not to restrict character concepts.

Playing the Early Federation

The most important consideration when creating a character for this campaign is that the Federation is not yet the institution familiar from later centuries.

Its principles are emerging. Its institutions are developing. Its members are still learning how to trust one another. Its officers are still deciding what Starfleet should become. Characters should therefore have room for uncertainty.

A player does not need to create an idealized Federation officer who already believes everything that later generations will associate with Starfleet.

A character may be skeptical, ambitious, deeply loyal to their homeworld, may believe the federation is too weak, may believe the federation is becoming too powerful, or may just want to explore space.

All of these perspectives belong in the Rise of the Federation era.

Optional Character Creation Checklist

Before play begins, each player should be able to answer the following questions:

Species: What civilization shaped your character?

Home: Where did your character grow up?

Previous Service: Did your character serve before the Federation was founded?

Romulan War: What, if anything, did your character experience during the war?

Federation: Why did your character choose to serve or cooperate with the Federation?

Starfleet: What does Starfleet mean to your character?

Loyalty: Where does your character's strongest loyalty lie?

Other Species: What is your character's previous experience with other founding civilizations?

Values: What does your character believe the Federation should become?

Conflict: What aspect of the new Federation does your character disagree with?

Relationships: Which other member of the crew does your character already know?

Future: What does your character hope the Federation will become?

The answers do not need to be heroic.

They need to be meaningful.

A Generation Building Something New

Characters in the Rise of the Federation era occupy a unique place in Star Trek history.

They are not simply serving an established institution. They are helping create one.

The decisions they make during a diplomatic crisis may influence future Federation policy. The relationships they build between species may demonstrate that cooperation is possible. Their failures may reveal weaknesses in the institutions being created around them. Their discoveries may expand the Federation's understanding of the galaxy.

Most importantly, the characters should not know exactly how the Federation will develop.

They are living through its creation.

That uncertainty is one of the defining characteristics of this campaign era.

The characters do not have to agree about what the Federation should become.

They only have to decide whether it is worth building.

CHAPTER 6: NEW SPECIES TEMPLATES

In Chapter 6, you find new species templates such as the Rigellian Zami, the Ver-tians, the Ithenites, the Arkenites and the various species of the Partnership of Civilizations.

Alpha Centaurans

Attribute Bonuses: +1 Daring, +1 Control, +1 Presence

Trait: Alpha Centauran. *Alpha Centaurans are a humanoid species descended from the population of humans who settled the Alpha Centauri system. In the Rise of the Federation continuity, the Alpha Centauri Concordium is one of the five founding members of the United Federation of Planets in 2161. Alpha Centaurans are sufficiently similar to Humans that they are often difficult to distinguish from them without close examination. Their society developed independently for generations before establishing close ties with Earth, giving them a distinct cultural identity despite their common ancestry.*

Unique Talents (Requirement: Alpha Centauran)

Centauran Adaptability : You are accustomed to interacting with both Humans and other Federation species. When attempting a Task involving diplomacy, negotiation, or adapting to an unfamiliar social environment, you may re-roll one d20.

Founding Generation: The Alpha Centauri Concordium was one of the founding members of the Federation. When attempting a Task concerning Federation institutions, interstellar diplomacy, or the history of the Federation's founding, you may spend 1 Momentum to Obtain Information without increasing the Difficulty.

Species Ability (Human Heritage): Alpha Centaurans share a close biological heritage with Humans. When a medical Task concerns Human or Alpha Centauran physiology, a character with appropriate Medicine expertise may treat the two species as sufficiently similar to gain 1 bonus d20.

Antaran

A battle-tested, resilient species with a history of deep-seated historical conflicts against Denobula, possessing fortified bunker cities and powerful planetary defenses.

Attributes: +1 Control, +1 Fitness, +1 Reason

Trait: Antaran. *Stoic humanoid species with a deeply ingrained martial culture; highly resilient to psychological intimidation, physical pain, and trauma; biologically resistant to neural agents, but inherently mistrustful of historical rival species and vulnerable to high-potency nerve toxins.*



Antaran Talents (Requirement: Antaran)

Artillery Specialist: When operating shipboard phaser banks, plasma cannons, or planetary defense batteries, you may spend 1 Momentum to reroll up to two Dices.

Fortified Mind: Centuries of interspecies rivalries have built mental fortitude. You add +2 to your maximum Stress track against mental or emotional attacks.

Pragmatic Defense: When defending a static position, bunker, or starship bridge, you increase your Resistance by +1 against all ranged weapon attacks.

Species Ability (Martial Resilience): Antarans possess a stoic, battle-tested biology and culture. When you suffer an Injury, you may spend 2 Momentum (or 2 Threat) to delay the mechanical effects of that Injury until the end of the current scene.

Arkenites

Attribute Bonuses: +1 Fitness, +1 Insight, +1 Presence

Trait: Arkenite. *Arkenites are humanoids descended from aquatic ancestors and native to Arken II. They possess three cranial lobes, pointed ears, and solid green eyes without visible irises. Their physiology is exceptionally sensitive to changes in magnetic fields, pressure, and temperature. Arkenites normally wear an **Anlac'ven** when operating away from Arken II, a device that compensates for the effects of unfamiliar magnetic fields and helps them maintain their balance. Arkenite culture places a strong emphasis on debt and obligation, while their sensory abilities make them particularly suited to scientific disciplines such as geology, astronomy, and physics.*



Unique Talents (Requirement: Arkenit)

Magnetic Sense: Your sensory organs allow you to perceive magnetic fields and fluctuations that other humanoids cannot normally detect. When attempting a Task to detect, analyze, or navigate using magnetic or electromagnetic phenomena, you may re-roll one d20. The Gamemaster may also allow this ability to provide useful information about nearby machinery, planetary geology, electromagnetic disturbances, or changes in the local environment.

Anlac'ven Adaptation: Your Anlac'ven compensates for the unfamiliar magnetic environment of worlds other than Arken II. While wearing one, you suffer no disadvantage from your species' magnetic sensitivity and gain +1 Momentum on Tasks involving balance, navigation, or maintaining your orientation in an unfamiliar environment. If your Anlac'ven is damaged or unavailable, the Gamemaster may introduce Complications involving vertigo or disorientation.

Debt Must Be Repaid: The concept of obligation is deeply embedded in Arkenite culture. When you have knowingly accepted a significant obligation from another character, you gain a bonus d20 on the first Task in a scene undertaken specifically to fulfill that obligation. The Gamemaster should only apply this benefit when the obligation is genuinely meaningful to the character.

Species Ability (Environmental Awareness): Arkenites possess an unusually sophisticated awareness of their surroundings. Once per scene, when you succeed at a Task to perceive or analyze your immediate environment, you may gain **1 bonus Momentum**, which must be spent immediately on **Obtain Information**. This represents information gathered through subtle changes in magnetic fields, pressure, temperature, vibration, or other environmental phenomena.

Coridanites

Attribute Bonuses: +1 Fitness, +1 Reason, +1 Control

Trait: Coridanite. *Coridanites are humanoids native to the resource-rich planet Coridan. They are recognizable by the ridged, scale-like patterns across their faces, although the extent and arrangement of these features varies between individuals. Coridanites possess blue blood and evolved on a world exceptionally rich in dilithium and other mineral resources. By the mid-22nd century they are an established spacefaring civilization and maintain close economic connections with the surrounding worlds of the Orion and Rigel regions. Coridanites are also found among the diverse populations of the Rigel system, where they identify themselves as part of the wider Rigelian community.*



Unique Talents (Requirements: Coridanite)

Mineral Savant: Coridan's mineral wealth has made geological knowledge particularly valuable to Coridanite civilization. When attempting a Reason Task involving geology, mining, minerals, dilithium, or planetary resources, you may re-roll one d20.

Radiation Tolerance: Coridanites possess a notable tolerance for radiation, reflecting their evolution on a mineral-rich world. When resisting radiation or another environmental hazard involving ionizing radiation, you may spend 1 Momentum to reduce the Difficulty by 1.

Species Ability (Coridanite Resilience): Once per scene, when you suffer a Complication caused by radiation, hazardous minerals, or another environmental exposure, you may ignore that Complication's immediate mechanical effect. The Gamemaster may still use the Complication as a narrative element.

Ithenites

Attribute Bonuses: +1 Fitness, +1 Insight, +1 Presence

Trait: Ithenite. *Ithenites are a diminutive humanoid species distinguished by their short stature and copper-colored skin. They are fully adapted to standard Class-M environments and possess the same general physical capabilities as other humanoid species, although their small size can present both advantages and disadvantages in situations designed around larger beings. Ithenites have maintained an interstellar civilization since at least the 22nd century and possess their own spacecraft, including the freighter Noyrit encountered during the Vertian crisis.*



Unique Talents (Requirement: Ithenite)

Small Stature: Your small size allows you to move through confined spaces and take advantage of cover that would be insufficient for larger humanoids. When attempting a Task in which your diminutive stature provides a clear physical advantage, such as hiding, moving through a restricted space, or avoiding an attack, you may re-roll one d20.

Compact Physique: You are accustomed to functioning effectively despite your smaller physical frame. When attempting a Fitness Task involving endurance, maintaining physical activity, or resisting environmental hardship, you may spend 1 Momentum to reduce the Difficulty by 1.

Species Ability (Ithenite Resilience): Ithenites are accustomed to operating in environments and situations where their smaller stature might otherwise be a disadvantage. Once per scene, when you fail a Fitness or Daring Task caused by a physical obstacle or environmental hazard, you may immediately re-roll one d20. If the re-roll succeeds, the Task succeeds as normal, but you cannot generate bonus Momentum from that die.

Menaik

Attribute Bonuses: +1 Fitness, +1 Reason, +1 Insight

Trait: Menaik. *Menaik are a highly unusual humanoid species adapted to an environment completely incompatible with Human life. They possess four arms and four legs arranged in two corresponding sets, with large eyes positioned laterally on their heads and breathing vents along their necks. Their biology is based on fluorine chemistry rather than oxygen-based respiration, and they require a hydrogen-fluorine atmosphere and extremely cold temperatures. Menaik can survive temperatures from approximately -20°C to -12°C , making standard Federation environments dangerously warm without environmental protection. Their unusual anatomy gives them an exceptionally broad field of vision.*

Unique Talents (Requirements: Menaik)

Four-Limbed Coordination: You can manipulate objects with two pairs of arms while using your legs independently. When attempting a Task requiring simultaneous manipulation of multiple objects, tools, weapons, or controls, you may re-roll one d20.

Near-Panoramic Vision: Your laterally positioned eyes provide an exceptionally broad field of vision. When attempting a Task to detect movement or threats approaching from multiple directions, you may re-roll one d20. The Gamemaster may also reduce the Difficulty of appropriate Awareness Tasks involving visual observation.

Fluorine Biochemistry: Your body uses a radically different biochemistry from most Federation species. You are unaffected by atmospheric conditions that are harmless to Menaik but hazardous to oxygen-breathing humanoids. Conversely, standard Federation environments require you to use appropriate environmental equipment.

Species Ability (Alien Environment): Menaik physiology is fundamentally incompatible with normal Federation environments. When properly equipped with a Menaik environmental suit or life-support system, you suffer no penalties from the atmosphere or temperature. Without appropriate environmental protection, however, you immediately begin suffering environmental complications in standard Class-M conditions.

Vertians

Attribute Bonuses: +1 Insight, +1 Reason, +1 Control

Vertian. *Non-humanoid fungal organism; lacks mammalian eyes or mouth, communicates via bioluminescent flashes, spore pulses, and sub-audible acoustics; immune to standard humanoid respiratory toxins and vacuum for short bursts, but highly sensitive to fire, severe dehydration, and extreme heat.*



Unique Talents (Requirement: Vertian)

Mycelial Network Sense: You are naturally attuned to organic structures and bio-electric fields. You treat any Task to scan, track, or diagnose organic life forms, plant/fungal biomes, or bio-neural circuitry as **1 Difficulty lower** (minimum 0).

Bio-Dampening Spores: Once per scene, as a Task, you can emit a cloud of localized dampening spores into your Zone. Electronics, hand phasers, and tricorders in the Zone suffer a **+1 Difficulty penalty** to operate until the start of your next turn.

Cultivator Mindset: You view physical obstacles as growth conditions to be adapted to rather than barriers to break. When spending Momentum on an **Engineering** or **Medicine** Task to adapt or repair bio-technological systems, you gain 1 free Bonus d20.

Vertian Mind: Your understanding of cognition extends beyond familiar humanoid patterns. When attempting a **Science** or **Medicine** task concerning an unfamiliar species' neurological or cognitive processes, you may reroll 1d20.

Species Ability (Bio-Acoustic & Chemical Communication): You communicate via light patterns, spore clouds, and low-frequency vibrations. When attempting a **Science**, **Medicine**, or **Insight** Task involving alien lifeforms, non-verbal communication, or xenobiology, you may substitute your **Science** score for the required Discipline. However, communicating with humanoids without a modified Universal Translator or sign-relay device increases Social Task Difficulty by +1.

Zami

Attribute Bonuses: +1 Fitness, +1 Insight, +1 Presence

Trait: Zami. *The Zami are a humanoid, Vulcanoid species native to **Rigel IV** in the Rigel system. They are physically similar to Vulcans, possessing slightly pointed ears and generally lighter hair, but are sufficiently distinct that their precise biological relationship to Vulcans remains uncertain. Many Zami can almost pass for Humans, particularly at a distance. Unlike traditional Vulcan society, Zami do not share the same cultural emphasis on emotional suppression. The Zami are one of the three native intelligent species of the Rigel system and maintain substantial populations beyond their homeworld, particularly on Rigel V and the Rigel II colony.*

Unique Talents (Requirement: Zami)

Vulcanoid Physiology: Your physiology shares important characteristics with the Vulcanoid lineage. When attempting a Task to resist physical exhaustion, environmental stress, or injury, you may spend 1 Momentum to reduce the Difficulty by 1.

Rigelian Adaptation: Zami evolved on Rigel IV and are accustomed to the environmental conditions of the Rigel system. When attempting a Fitness Task to endure harsh environmental conditions, you may re-roll one d20.

Zami Social Grace: Unlike Vulcans, Zami do not traditionally suppress their emotions to the same degree. Their more openly expressive social culture can make them particularly effective in interpersonal situations. When attempting a Presence Task involving negotiation, diplomacy, persuasion, or establishing rapport, you may re-roll one d20.

Species Ability (Vulcanoid Resilience): Zami possess the physical resilience characteristic of their Vulcanoid biology without sharing all of the distinctive traits of Vulcans. Once per scene, when you suffer a Complication resulting from physical injury, exhaustion, or environmental exposure, you may spend 1 Momentum to immediately reduce the severity of that Complication by one step, subject to the Gamemaster's approval.

Species of the Partnership of Civilizations

The Partnership of Civilizations consisted of several technologically dependent species whose societies had been brought into the interstellar community through their use of the Ware. The Partnership itself was a multispecies political community, with individual worlds represented by Senior Partners. By 2165, its member civilizations had developed a common political identity despite retaining their own distinct physiologies and cultures.

The following species templates are designed for **Star Trek Adventures Second Edition** and are intended to represent the species as encountered during the *Rise of the Federation* period.

Enlesri

The Enlesri are a physically agile species adapted to movement through complex environments. Their most distinctive feature is their **syndactyl forefeet**, which give them an unusual combination of grip and dexterity.

Attributes

+1 Daring, +1 Fitness, +1 Insight

Species Trait: Enlesri. Enlesri possess highly flexible and dexterous limbs suited to climbing, balancing, and movement through difficult terrain.

Species Ability (Brachiating Grip): Enlesri can move through vertical and irregular environments with remarkable ease. When attempting a task involving **climbing, balancing, gripping, or moving through difficult terrain**, an Enlesri may spend 1 Momentum to gain **one automatic success**.

Unique Talents (Requirement: Enlesri)

Chameleon-Like Dexterity: Your unusual forelimbs provide exceptional fine control. When attempting a task involving delicate manipulation of a physical object, you may reroll 1d20.

Natural Climber: When climbing or moving across a vertical or otherwise difficult surface, reduce the Difficulty by 1, to a minimum of 0.

Suggested Values

- *There is always another path.*
- *Adaptation is survival.*
- *We stand together.*
- *No obstacle is permanent.*

Hurraait

The Hurraait are one of the constituent peoples of the Partnership and were among the civilizations that benefited from the Ware's technological infrastructure. The surviving material provides comparatively little detailed information about their physiology or society.

Attributes

+1 Control, +1 Insight, +1 Reason

Species Trait: Hurraait. Hurraait possess a physiology and cultural background distinct from the better-known founding species of the Federation.

Species Ability (Partnership-Born): Hurraait characters are accustomed to operating within a society composed of many different species. When attempting a **Command, Diplomacy, or social interaction task involving members of another species**, you may spend 1 Momentum to gain a +1 bonus to the task's Difficulty threshold?

Correction for STA 2e: Rather than modifying Difficulty thresholds, use the following:

When attempting a social task involving an unfamiliar species, you may **reroll 1d20**.

Unique Talents (Requirement: Hurraait)

Multispecies Etiquette: You are accustomed to communicating across biological and cultural boundaries. Once per scene, when you succeed at a Presence-based task involving another species, you may create an Advantage representing mutual understanding.

Experienced Mediator: When attempting a Command task to resolve a disagreement between members of different species, you may reroll 1d20.

Suggested Values

- *Many peoples, one Partnership.*
- *Understanding precedes judgment.*
- *No civilization stands alone.*

Gamemaster's Note: The Hurraait are one of the species for which the novels provide too little information to justify a more physiologically specific template. These mechanics should therefore be treated as a playable extrapolation.

Krutuvub

The Krutuvub are another member species of the Partnership. They are mentioned in the *Rise of the Federation* continuity but receive relatively little direct characterization. They were among the civilizations connected to the Ware network.

Attributes

+1 Fitness, +1 Insight, +1 Reason

Species Trait: Krutuvub. Krutuvub physiology differs substantially from that of Humans and the other founding species of the Federation.

Species Ability (Ware-Adapted Society): Krutuvub characters are accustomed to an environment in which advanced technology is deeply integrated into everyday life. When attempting a task involving **advanced technological systems that they have previously encountered**, they may reroll 1d20.

Unique Talents (Requirement: Krutuvub)

Technological Familiarity: Whenever you attempt an Engineering task involving unfamiliar advanced technology, you may spend 1 Momentum to create an Advantage representing your ability to recognize technological principles.

Partnership Experience: When working with a mixed-species group, you may reroll one d20 on a task where the assistance of another character represents the cooperation of different specialists.

Suggested Values

- *Technology exists to serve civilization.*
- *Knowledge belongs to everyone.*
- *We are stronger together.*

Monsof

The Monsof are a particularly interesting Partnership species because their apparent limitations are misleading. Their **verbal communication is less grammatically developed than Human language**, but this does not indicate lower intelligence. Bennett explicitly notes that the Monsof are **more intelligent and less subservient than they initially appear**. Their limited verbal fluency results from evolutionary differences rather than inferior cognitive ability.

Attributes

+1 Insight, +1 Reason, +1 Control

Species Trait (Monsof): Monsof cognition is sophisticated despite their limited capacity for Human-like grammatical speech.

Species Ability (Beyond Words): Monsof characters are accustomed to expressing complex ideas without relying upon conventional grammatical speech. They may communicate through whatever nonverbal methods are available to them.

When attempting a **Reason or Insight task that does not depend upon verbal communication**, reduce the Difficulty by 1, to a minimum of 0.

Unique Talents (Requirement Monsof)

Nonverbal Intelligence: Your reasoning abilities are not constrained by your species' limitations in spoken language. When solving a complex problem without needing to communicate verbally, you may reroll 1d20.

Underestimated: Others frequently underestimate your capabilities. The first time in a social conflict that an opponent underestimates you, you may immediately create an Advantage representing their false assumption.

Suggested Values

- *Silence does not mean ignorance.*
- *They see what they expect to see.*
- *We understand more than we say.*

Nierl

The Nierl are **methane-breathing organisms** adapted to extremely cold environments. They are slender, tailed bipeds with forward-leaning bodies and flower-like heads. Their heads possess a quadrilateral arrangement of manipulative sensory tendrils surrounding optical organs and a four-flapped mouth.

The Nierl encountered by Starfleet lived on the frozen surface of the Sris'si homeworld's moon, while the aquatic Sris'si inhabited the warmer waters beneath its icy crust. The two species therefore evolved independently in radically different environments before becoming members of the Partnership.

Attributes

+1 Insight, +1 Fitness, +1 Reason

Species Trait: Nierl. Nierl are methane-breathing organisms adapted to extremely cold environments.

Species Ability (Methane Breather): Nierl do not breathe oxygen and can survive in environments whose atmosphere would be lethal to Humans.

They may breathe methane-based atmospheres normally and gain **Resistance 2** against environmental effects caused by extreme cold.

They do not suffer from environmental Traits representing oxygen deprivation unless the atmosphere lacks whatever gases their biology requires.

Unique Talents (Requirement: Nierl)

Tendrill Manipulators: Your sensory tendrils provide excellent fine manipulation. When attempting a task involving delicate physical manipulation, you may reroll 1d20.

Frigid Adaptation: When exposed to extreme cold, you may ignore the first Complication caused by the environment during a scene.

Suggested Values

- *The environment shapes the living.*
- *We survived where others could not.*
- *Different worlds can still share one future.*

Pebru

The Pebru are physically unusual even by the standards of the Partnership. Their bodies are **physiologically stunted**, leaving them without conventional arms and hands capable of manipulating complex objects. Their civilization consequently became heavily dependent on technology.

The Pebru eventually separated from the Partnership after rejecting the Partnership's practice of using volunteer sentient processors and instead developing a system in which the Ware could exploit other populations. They became deeply involved in distributing Ware technology to other worlds.

Attributes

+1 Reason, +1 Control, +1 Insight

Species Trait: Pebru. Pebru possess limited physical manipulation capabilities and are highly dependent upon technological interfaces.

Species Ability (Technological Extension): Pebru characters are exceptionally accustomed to using technology as an extension of their bodies.

When operating a technological system specifically designed or adapted for Pebru use, they may **reroll 1d20 on Engineering or Science tasks**.

Without appropriate technological assistance, tasks requiring conventional manual manipulation may increase in Difficulty by 1.

Unique Talents (Requirement: Pebru)

Ware Interface: You have extensive experience interfacing with Ware-derived technology. When attempting to understand, operate, or modify Ware technology, reduce the Difficulty by 1, to a minimum of 0.

Technological Dependence: You have learned to compensate for your physical limitations through technology. Once per scene, you may declare that you possess or have access to a suitable technological interface for a task involving physical manipulation, subject to Gamemaster approval.

Suggested Values

- *Technology is an extension of the body.*

- *We built a civilization without hands.*
- *Necessity creates invention.*

Gamemaster Note

The Pebru should **not** be presented simply as unintelligent or helpless. Their physical limitations drove them toward technological dependence, and they demonstrated considerable technological sophistication. Their actions during the Ware crisis also demonstrate considerable agency and initiative.

Sris'si

The Sris'si are **aquatic, blind mammals** that inhabit the warm oceans beneath the frozen surface of their homeworld's moon. Their environment is radically different from that of their Nierl neighbors, who live upon the frozen surface.

The two species demonstrate one of the Partnership's defining characteristics: civilizations with radically different environmental requirements were able to participate in a common political and technological society because of the Ware.

Attributes

+1 Insight, +1 Fitness, +1 Presence

Species Trait: Sris'si. Sris'si are blind aquatic mammals adapted to life in deep, enclosed oceans.

Species Ability (Other Senses): Sris'si do not rely on vision to perceive their surroundings. They can perceive their environment through their other highly developed senses. They may attempt to detect nearby creatures or objects even when **vision is impossible**, and do not automatically suffer penalties from darkness.

Unique Talents (Requirement: Sris'si)

Aquatic Adaptation: You are completely at home underwater. You may move normally through aquatic environments and ignore environmental penalties associated with swimming.

Deepwater Awareness: Your other senses are highly developed. When attempting a task to detect a creature or object in an environment where conventional vision cannot be used, you may reroll 1d20.

Suggested Values

- *The darkness is not empty.*
- *Life adapts to its world.*
- *We know our environment.*

Xavoth

The Xavoth are one of the recognized member species of the Partnership of Civilizations. They received technological assistance from the Ware and became part of the interconnected civilization that developed around it.

The novels provide comparatively little direct biological or cultural information about the Xavoth. Their home environment is nevertheless among those affected by the collapse of the Partnership and the subsequent Klingon expansion.

Attributes

+1 Control, +1 Insight, +1 Reason

Species Trait: Xavoth. Xavoth are a member species of the Partnership whose civilization became closely integrated with the Ware technological infrastructure.

Species Ability (Integrated Civilization): Xavoth characters are accustomed to sophisticated technological systems and multispecies environments. When attempting a task involving **advanced technology, interspecies coordination, or Partnership infrastructure**, they may reroll 1d20.

Unique Talents (Requirement: Xavoth)

Partnership Protocols: You understand the customs and operating procedures of the Partnership. When interacting with another former Partnership civilization, you may reroll 1d20 on a social task.

Ware Systems Familiarity: You possess practical knowledge of Ware-derived technology. When attempting to identify the purpose or function of Ware technology, reduce the Difficulty by 1, to a minimum of 0.

Suggested Values

- *Every civilization has something to contribute.*
- *Cooperation creates possibilities.*
- *Our technology must serve our people.*

Using Partnership Species in the 2165 Campaign

The Partnership species should not be treated as eight interchangeable "alien races." Their experiences with the Ware are fundamentally different.

The **Enlesri** demonstrate how a species can retain its own physical identity while participating in the Partnership. The **Nierl** and **Sris'si** demonstrate how the Ware allowed civilizations adapted to radically different environments to participate in a common technological society. The **Monsof** demonstrate that apparent linguistic limitations do not imply limited intelligence. The **Pebru** represent perhaps the most extreme case of technological dependence, while the other species illustrate the broader social consequences of a civilization built around Ware infrastructure.

By 2165, all of these civilizations face the same fundamental crisis: **what happens when the technology upon which their societies depend is removed?**

The destruction of the Ware network leaves many Partnership worlds technologically devastated. Some populations are evacuated or assisted by Starfleet, while others become vulnerable to Klingon conquest. The Partnership ultimately collapses as a political entity following the destruction of the Ware.

For player characters, this creates an unusual opportunity. A former Partnership character in a 2166 campaign could be a refugee, survivor, scientist, diplomat, engineer, or member of a community attempting to rebuild a civilization without the technology that once made interstellar society possible.

Pre-Warp Species

Kalar

Attributes: +1 Daring, +1 Fitness, +1 Presence

Trait: Kalar. *Primordial humanoid species with raw survival instincts and formidable physical strength; highly resistant to physical trauma, blunt force, and harsh wilderness conditions; instinctively territorial and aggressive; vulnerable to advanced directed-energy weapons and psychological manipulation.*



Kalar Talents

A physically massive, warrior-caste species native to the rugged crags of Rigel IV, operating through tribal dominance, physical strength, and predatory hunting instincts.

Crag Hunter: You thrive in harsh, rocky terrain. You ignore Movement penalties in rough terrain and gain +1 Resistance when taking cover behind natural rock or terrain features.

Terrifying Bellow: You can let out an intimidating battle roar. As a Task, you can make a **Presence + Security** task opposed by the highest **Insight + Command** of enemies in the scene. If you succeed, affected enemies suffer 2 Stress damage and cannot spend Momentum for 1 round.

Apex Warrior: When your Stress is fully filled, your physical melee attacks gain the **Vicious 1** damage quality.

Species Ability (Brute Force): Kalar are immensely powerful humanoid warriors from Rigel IV. Your physical melee attacks deal +1 Stress, and you reduce the Difficulty of **Fitness** tasks involving lifting, breaking, or forcing objects by 1.

Vanotli

Attribute Bonuses: +1 Fitness, +1 Daring, +1 Insight

Trait: Vanotli. *The Vanotli are the native humanoid species of Vanot, a world whose unstable climatic cycles have profoundly shaped their civilization and worldview. They are mammalian, with skin ranging from tan to dark brown, scattered markings around the brow and temples, and warm-colored eyes. Distinctive cooling fins behind their ears help regulate their relatively high body temperature and can respond subtly to their emotional state. Vanot possesses lower gravity than Earth, and the Vanotli evolved accordingly. During the 22nd century their technological development is roughly comparable to that of early-20th-century Earth, and they have little practical experience with space travel.*

Unique Talents of the Species

Thermal Regulation

Requirement: Vanotli

Your cooling fins allow you to regulate your body temperature more effectively than most humanoids. When resisting heat, exertion, or another environmental condition involving elevated temperature, you may re-roll one d20.

Low-Gravity Adaptation

Requirement: Vanotli

You evolved in Vanot's relatively low gravity. When making a Fitness or Daring Task involving climbing, jumping, balancing, or rapid movement, you may re-roll one d20.

Apprentice Tradition

Requirement: Vanotli

Vanotli society traditionally expects adults to undertake an apprenticeship. When attempting a Task related to a profession, craft, or field in which you have formally trained, you may spend 1 Momentum to gain a bonus d20.

Species Ability

Children of the Unstable World

Generations of living through severe and unpredictable climatic changes have made the Vanotli exceptionally attentive to their environment. Once per scene, when attempting a Task to recognize an environmental change, impending weather event, atmospheric danger, or other naturally occurring hazard, you may ask the Gamemaster one additional question about the situation without spending Momentum.

CHAPTER 7: TECHNOLOGY

Shields (Starfleet)

Most vessels use early deflector shield grids. These function as normal Shields but generate a Complication on any roll of 19-20 when regenerating or reinforcing. Polarized hull plating remains common on older Earth ships and is still valued for its reliability under nuclear fire.

Shield points = Structure + Security

Medical Technology

Advanced by the standards of the 2160s, but radiation injuries from the Romulan War and neural damage from Ware harvesting remain difficult to treat fully.

Beaming Technology

Federation

In the mid-22nd century, Federation beaming technology is not 100% safe. Frequent beaming takes its toll, leaving individuals with permanent biological damage. In Starfleet, beaming living beings is for now strictly prohibited except in absolute emergencies. Away Teams using Smallcraft like Shuttlepods or Shuttles.

Warp drive Technology

Federation

Most Starfleet ships are able to maintain a maximum speed of warp 5.

Only NX-Class Refit ships are able to maintain a safe cruising speed of warp 6.5 and an emergency speed of warp 7 for eight hours.

Intrepid-type ships can endure a stable warp of 5.8 and can endure emergency speed of warp 6.5 for 6 hours.

The Daedalus-Class can endure a stable warp speed of 5.6 and is able to endure an emergency speed of warp 6.3 for 5 hours.

Vulcan Suurok-Class Ships are able to maintain a safe cruising speed of warp 6.5 and an emergency speed of warp 7 for 18 hours.

Vulcan D'Kyr-Type Ships are able to maintain a safe cruising speed of warp 6.85 and an emergency speed of warp 7 for 22 hours.

Andorian ships are able to maintain a max. warp speed of 6.3.

Tellarite ships are able to maintain a max. warp speed of 5.7.

Rigel Ships

Rigellian ships are able to maintain a max. warp speed of 6.5.

Klingon Ships

Klingon ships are able to endure a max. speed of Warp 6.

Orion Ships

Orion Cruisers and interceptors can maintain a max. speed of Warp 6.9 and emergency speed of warp 7.15.

Ware Ships

Ware Drone Ships have a safe cruising speed of warp 6.8 and an emergency speed of warp 7.5.

Ware Battleships have a safe cruising speed of warp 7.3 and an emergency speed of warp 8.

Unique Alien Technologies

Vertian Dampening Field

First encountered by Enterprise NX-01 in 2151 (and later designated during the Vertian Crisis of 2163 in the *Rise of the Federation* novels), Vertian technology utilizes sophisticated localized dampening fields. Employed primarily to facilitate live capture and non-lethal subjugation, this specialized spatial manipulation disrupts a target vessel's primary power generation, internal systems, and defensive grid without causing catastrophic structural damage.

Requirements: Vertian Ship

Dampening Field: Once per scene, the crew may activate the Dampening Field as a Task using Control + Engineering (Difficulty 3), assisted by the ship's Computers + Engineering ratings. This is not a conventional attack and cannot be countered by shields. Activating this system requires spending 2 Momentum (Immediate). On a success, Shields, Weapons and Engines are deactivated as long as the field is activated.

Ware Technology

Among the most dangerous relic technologies in known space, Ware stations are completely automated, non-sentient repair and manufacturing facilities scattered across the Alpha and Beta Quadrants. Left behind by an ancient, long-extinct civilization, these self-sustaining stations operate on an unyielding, amoral algorithm: high-level technological assistance provided in exchange for biological processing hardware. The Ware is able to replicate countless technologies, goods and raw materials in any state of matter. The scope of replication is so all-encompassing that an entire civilization can outsource manufacturing, invention, defense, security, exploration, health care, transportation and labor and many more to the Ware.

The primary threat of Ware technology is not a malicious fleet, but the insidious temptation it presents. Because the stations operate purely on programming without malice or self-awareness, several regional cultures, most notably the Partnership of Civilizations, have formed symbiotic relationships with the network. These societies routinely trade social outcasts, criminals, or subjugated populations to the Ware in exchange for effortless luxury and defense, outsourcing their moral responsibility to an unthinking machine.

Starfleet analysis into Ware-dependent societies reveals a catastrophic long-term dependency trap: civilizations that rely on the Ware suffer inevitable technological, social, and political decay.

CHAPTER 8: WEAPONS AND GEAR

Standard Starfleet Away Team Issue

- Phase Pistol (Ranged, 3, Stun/Deadly, Size 1H)
- Hand Scanner / Medical Scanner
- Communicator with Universal Translator (still limited against truly alien modes)

Standard Starfleet Security Team Issue

Particle rifles remain in limited service. Boarding cutlasses and specialized zero-G equipment are common on ships expecting close action. The standard issue of Starfleet security is the phase pistol.

- Phase Pistol (Ranged, 3, Stun/Deadly, Size 1H)
- Particle Rifle (Ranged, 4, Stun/Deadly, Accurate, Size 2H)

Andorian Plasma Rifles are only allowed on ships of the Andorian Imperial Guard. This excludes Andorian ships, who serve in Starfleet.

Specialty Equipment

- Early Shield Diagnostic Kits (reduce Complication risk on shield tasks)
- Neural Integrity Monitors (detect early Ware harvesting)
- Multi-Species Protocol Compilers (reduce Difficulty of joint operations)
- Section 31 restricted devices (GM discretion; always come with strings)

CHAPTER 9: STARSHIPS

Federation Starships

Starfleet Templates

NX-Class Refit Heavy Cruiser



Advised Mission Profile: Strategic and Diplomatic Operations, Flagship, Multirole Explorer, Battlecruiser

Advised Service Record: State of the Art, Major Refit

Traits: Federation Starship, NX-Refit, State of the Art, Warp 7 Drive

SYSTEMS					
COMMS	07	ENGINES	06	STRUCTURE	06
COMPUTERS	06	SENSORS	06	WEAPONS	07
DEPARTMENTS					
COMMAND	01	SECURITY	01	SCIENCE	--
CONN	--	ENGINEERING	01	MEDICINE	--
Crew Support	--	SCALE	4		
SHIELDS	--	RESISTANCE	--		
Hull Plating	--				

Hangar Bay: 4x Shuttlepods, Smallcraft Readiness 3

Weaponry:

- Pulsed Phase Cannons
- Pulsed Phase Banks
- Photonic Torpedoes

- **Tractor Beam**

Talents:

- **Advanced Research Facilities**
- **Advanced Shields [x1]**
- **Secondary Reactors [x1]**

Special Rules

- **Early Shield Grid:** The ship uses an early deflector shield system. It functions as normal Shields, but suffers a Complication on any roll of 19-20 when regenerating or reinforcing shields. Shields strength = Structure + Security.
- **Experimental Warp 7 Drive**
- **Polarized Hull Plating:** Using early shield grids, Starfleet is still using polarized hull plating as secondary defense systems, if the shields are failing.

Intrepid-type Light Cruiser



Advised Mission Profile: Pathfinder and Reconnaissance Operations, Tactical Operations, Multirole Explorer, Patrol, Espionage/Intelligence

Traits: Federation Starship, Intrepid-Type, Warp 6 Drive

SYSTEMS					
COMMS	06	ENGINES	07	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	05
DEPARTMENTS					
COMMAND	--	SECURITY	01	SCIENCE	01
CONN	01	ENGINEERING	--	MEDICINE	--
Crew Support	--	SCALE	3		
SHIELDS	--	RESISTANCE	--		
Hull Plating	--				

Hangar Bay: 2x Shuttlepods, Small Craft Readiness: 2

Weaponry:

- Pulsed Phase Cannons: Energy, Close, 5, Versatile 1
- Photonic Torpedoes: Torpedo, Medium, 3, High Yield
- Tractor Beam: Strength 2

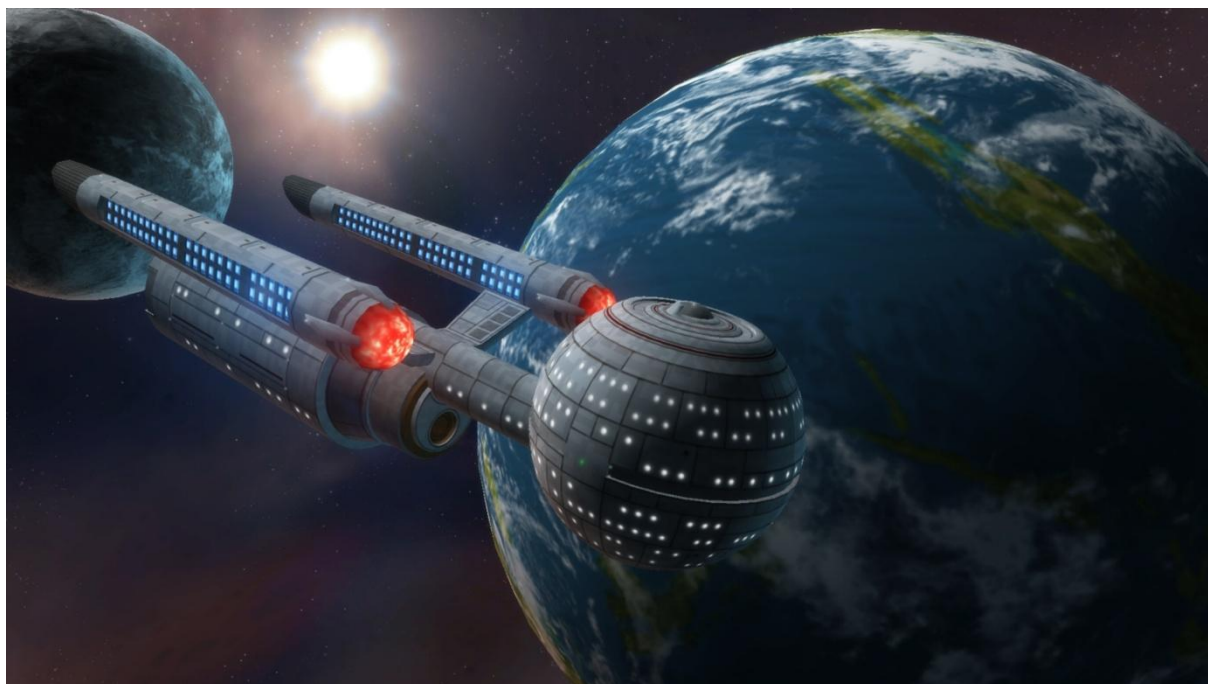
Talents:

- **Rugged Design**
- **Improved Power Systems**

Special Rules

- **Early Shield Grid:** The ship uses an early deflector shield system. It functions as normal Shields, but suffers a Complication on any roll of 19-20 when regenerating or reinforcing shields. Shields strength = Structure + Security.
- **Polarized Hull Plating:** Using early shield grids, Starfleet is still using polarized hull plating as secondary defense systems, if the shields are failing.

Daedalus-Class Science Ship



Advised Mission Profile: Scientific and Survey Operations, Colony Support, Crisis and Emergency Response, Logistical/Quartermaster, Reserve Fleet

Advised Service Record: Aging Relic, Major Refit, Garbage Scow, Lucky Ship

Traits: Federation Starship, Long-Serving, Warp 6 Drive

SYSTEMS					
COMMS	05	ENGINES	05	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	06
DEPARTMENTS					
COMMAND	--	SECURITY	--	SCIENCE	01
CONN	--	ENGINEERING	01	MEDICINE	01
Crew Support	--	SCALE	3		
Shields	--	RESISTANCE	--		
Hull Plating	--				

Hangar Bay: 2x Shuttlepods, Smallcraft Readiness: 1

Weaponry:

- Pulsed Phase Banks
- Photonic Torpedoes
- Tractor Beam

Talents:

- **Rugged Design**
- **Advanced Research Facilities**
- **Advanced Sensor Suites**

Special Rules

- **Early Shield Grid:** The ship uses an early deflector shield system. It functions as normal Shields, but suffers a Complication on any roll of 19-20 when regenerating or reinforcing shields. Shields strength = Structure + Security.
- **Polarized Hull Plating:** Using early shield grids, Starfleet is still using polarized hull plating as secondary defense systems, if the shields are failing.
- **Efficiency**

Warp Delta Escort Vessel



The Warp Delta Vessels are primarily used for system patrols and escorting freighters.

Advised Mission Profile: Patrol, Tactical Operations, Reserve Fleet

Traits: Federation Starship, Warp Delta, Dependable Workhorse, Warp 4 Drive

SYSTEMS					
COMMS	06	ENGINES	06	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	05
DEPARTMENTS					
COMMAND	--	SECURITY	01	SCIENCE	--
CONN	01	ENGINEERING	01	MEDICINE	--
Crew Support	--	SCALE	3		
Shields	--	RESISTANCE	--		
Hull Plating	--	RESISTANCE	--		

Weaponry:

- Pulsed Phase Cannons
- Photonic Torpedoes
- Tractor Beam

Talents:

- Fast Targeting Systems

Special Rules

- Polarized Hull Plating

Vulcan Ships

Suurok-Class Science Cruiser



Mission Profile: Scientific and Survey Operations

Traits: Federation Starship, Vulcan Science Cruiser, D'Kyr-Type, Dependable Work-horse

SYSTEMS					
COMMS	06	ENGINES	07	STRUCTURE	05
COMPUTERS	08	SENSORS	07	WEAPONS	05
DEPARTMENTS					
COMMAND	02	SECURITY	01	SCIENCE	05
CONN	02	ENGINEERING	03	MEDICINE	02
Crew Support	4	SCALE	4		
SHIELDS	10	RESISTANCE	2		

Hangar Bay: 3x Vulcan Shuttles, Smallcraft Readiness: 2

Attacks:

- Particle Beam Banks: Energy, Medium, 6, Versatile 1
- Tractor Beam: Strength 3

Talents:

- Advanced Research Facilities
- Advances Sensor Suites
- Dedicated Personnel (Science)
- High-Resolution Sensors

Special Rules

- **Reliable**

Suurok-Class Battlecruiser



Mission Profile: Tactical Operations

Traits: Federation Starship, Vulcan Battlecruiser, Suurok-class, Dependable Workhorse

SYSTEMS					
COMMS	05	ENGINES	07	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	07
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	02	ENGINEERING	03	MEDICINE	01
Crew Support	4	SCALE		4	
SHIELDS	19	RESISTANCE		3	

Hangar Bay: 3x Vulcan Shuttles, Smallcraft Readiness: 2

Attacks:

- **Particle Beams:** Energy, Medium, 6, Versatile 1
- **Photonic Torpedoes:** Torpedo, Medium, 3, High Yield

- **Tractor Beam:** **Strength 3**

Talents:

- **Fast Targeting Systems**
- **Advanced Shields [x1]**
- **Improved Hull Integrity**
- **Improved Damage Control**

Special Rules

- **Reliable**

D’Kyr-Type Science Cruiser



Mission Profile: Scientific and Survey Operations

Traits: Federation Starship, Vulcan Science Cruiser, D’Kyr-Type, State of the Art

SYSTEMS					
COMMS	06	ENGINES	07	STRUCTURE	05
COMPUTERS	08	SENSORS	07	WEAPONS	06
DEPARTMENTS					
COMMAND	02	SECURITY	01	SCIENCE	04
CONN	02	ENGINEERING	03	MEDICINE	03
Crew Support	5	SCALE	5		
SHIELDS	11	RESISTANCE	3		

Hangar Bay: 5x Vulcan Shuttles, Smallcraft Readiness: 3

Attacks:

- **Particle Beams:** Energy, Medium, 7, Versatile 1
- **Tractor Beam:** Strength 4

Talents:

- **Advanced Research Facilities**
- **Advanced Sensor Suites**
- **Modular Laboratories**
- **Sophisticated Astrometrics Facilities**
- **Specialized Crew (Science)**
- **Improved Hull Integrity**

Special Rules

- **Peak Performance (Sensors)**

D'kyr-Type Battlecruiser



Mission Profile: Battlecruiser

Traits: Federation Starship, D'Kyr-Battle-Type, State of the Art

SYSTEMS					
COMMS	05	ENGINES	06	STRUCTURE	07
COMPUTERS	06	SENSORS	06	WEAPONS	08
DEPARTMENTS					
COMMAND	03	SECURITY	05	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	01
Crew Support	5	SCALE	5		
Shields	22	RESISTANCE	5		

Hangar Bay: 5x Vulcan Shuttles, Smallcraft Readiness: 3

Attacks:

- Particle Beams: Energy, Medium, 8, Versatile 1
- Photonic Torpedoes: Torpedo, Medium, 3, High Yield
- Tractor Beam: Strength 4

Talents:

- Independent Weapon Power
- Fast Targeting Systems
- Advanced Shields [x1]
- Improved Hull Integrity
- Improved Power Systems
- Rugged Design

Special Rules

- Peak Performance (Weapons)

Tellarite Ships

Pralim-Class Tellarite Cruiser



Mission Profile: Logistical/Quartermaster

Traits: Federation Starship, Pralim-class, Tellarite Ship, Dependable Workhorse

SYSTEMS					
COMMS	05	ENGINES	07	STRUCTURE	08
COMPUTERS	05	SENSORS	06	WEAPONS	06
DEPARTMENTS					
COMMAND	04	SECURITY	02	SCIENCE	01
CONN	03	ENGINEERING	04	MEDICINE	01
Crew Support	3	SCALE	3		
SHIELDS	18	RESISTANCE	3		

Hangar Bay: 5 Tellarite Shuttles, Smallcraft Readiness: 4

Attacks:

- Particle Beam Banks: Energy, Medium, 5, Intense
- Tractor Beam: Strength 2

Talents:

- Rugged Design
- Advanced Shields [x1]
- Backup EPS Conduits [x1]

Special Rules

- Reliable

Andorian Ships

Sevaijen-Class Support Cruiser



Mission Profile: Logistical/Quartermaster

Traits: Federation Starship, Andorian Support Ship, Andorian Imperial Guard Ship

SYSTEMS					
COMMS	06	ENGINES	07	STRUCTURE	05
COMPUTERS	06	SENSORS	05	WEAPONS	05
DEPARTMENTS					
COMMAND	04	SECURITY	03	SCIENCE	01
CONN	03	ENGINEERING	03	MEDICINE	01
Crew Support	2	SCALE	2		
SHIELDS	10	RESISTANCE	1		

Attacks:

- Particle Cannons: Energy, Close, 4, Versatile 1
- Tractor Beam: Strength 1

Talents:

- Rugged Design
- High-Resolution Sensors

Special Rules

- Reliable

Kumari-Class Battle Cruiser



Mission Profile: Battlecruiser

Traits: Federation Starship, Kumari-Class, Andorian Imperial Guard Ship

SYSTEMS					
COMMS	05	ENGINES	07	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	09
DEPARTMENTS					
COMMAND	02	SECURITY	05	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	01
Crew Support	3	SCALE	3		
SHIELDS	13	RESISTANCE	2		

Hangar Bay: 2x Andorian Shuttles, Smallcraft Readiness: 1

Attacks:

- Particle Cannons: Energy, Close, 7, Intense
- Particle Beams: Energy, Medium, 6, Intense
- Photonic Torpedoes: Torpedo, Medium, 4, High Yield
- Tractor Beam: Strength 2

Talents:

- Fast Targeting Systems
- Improved Impulse Drive [x1]
- Improved Damage Control

Special Rules

- Peak Performance (Weapons)

Federation Smallcrafts

Shuttlepod Type-2

The standard after the Romulan War on Starfleet ships. The Type 2 shuttlepod is equipped with a Pulsed Phase cannon and photonic charges. The crew capacity is 12 people.



Traits: Smallcraft, Shuttlepod Type-2, Sublight

SYSTEMS					
COMMS	03	ENGINES	02	STRUCTURE	02
COMPUTERS	03	SENSORS	02	WEAPONS	02
DEPARTMENTS					
COMMAND	01	SECURITY	00	SCIENCE	00
CONN	01	ENGINEERING	00	MEDICINE	00
Crew Support	1	SCALE	1		
Hull Plating	2	RESISTANCE	1		

Attacks:

- Pulsed Phase Cannon: Energy, Close, 3, Versatile 1
- Photonic Charges: Explosive Charge, Close, 2, High Yield

Talents

- Extended Sensor Range

Special Rules

- Polarized Hull Plating

Vulcan Shuttle

The standard shuttlecraft used only on Vulcan Starships. It can fit up to 20 people and has a max. save speed of warp 3.



Traits: Smallcraft, Vulcan Shuttle, Warp capable, Warp 3 Drive

SYSTEMS					
COMMS	04	ENGINES	05	STRUCTURE	04
COMPUTERS	04	SENSORS	04	WEAPONS	03
DEPARTMENTS					
COMMAND	00	SECURITY	01	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	00
Crew Support	1	SCALE	2		
Shields	7	RESISTANCE	1		

Attacks

- Tractor Beam (Strength 1)

Talents

- Rugged Design
- High-Resolution Sensors

Andorian Shuttle

The standard shuttlecraft used only on Andorian Starships. Eight People can fit inside.

Traits: Smallcraft, Andorian Shuttle, Sublight

SYSTEMS					
COMMS	02	ENGINES	03	STRUCTURE	03
COMPUTERS	02	SENSORS	03	WEAPONS	03
DEPARTMENTS					
COMMAND	00	SECURITY	01	SCIENCE	00
CONN	02	ENGINEERING	00	MEDICINE	00
Crew Support	3	SCALE	1		
SHIELDS	5	RESISTANCE	2		

Attacks:

- Particle Beam: Energy, Close, 3, Versatile 1

Talents

- Improved Reaction Control System
- Improved Hull Integrity

Tellarite Shuttle

The standard shuttlecraft used only on Tellarite Starships.



Traits: Smallcraft, Tellarite Shuttle, Sublight

SYSTEMS					
COMMS	02	ENGINES	04	STRUCTURE	04
COMPUTERS	02	SENSORS	03	WEAPONS	01
DEPARTMENTS					
COMMAND	00	SECURITY	01	SCIENCE	01
CONN	00	ENGINEERING	01	MEDICINE	00
Crew Support	1	SCALE	1		
SHIELDS	6	RESISTANCE	2		

Talents

- Improved Hull Integrity
- Improved Power Systems

Civilian Earth Ships

J-Class Freighter



The quintessential civilian workhorse of the 22nd century, the **J-Class** light freighter, and its ubiquitous variant, the *Y-Class*, forms the logistical lifeblood of early human interstellar trade. Built by civilian shipyards and operated primarily by independent cargo captains and the Earth Cargo Service, these modular haulers are slow, unpretentious, and built to endure months in deep space.

Lacking the advanced tactical systems of Starfleet vessels, a typical J-Class relies on **polarized hull plating** and a single defensive **plasma cannon** or defensive spatial turret for deterrence against pirates. What it lacks in speed and armaments, it makes up for with massive modular cargo bays, incredible ease of maintenance, and extreme operational longevity.

Mission Profile: Civilian Merchant Marine

Traits: UESPA Civilian Starship, J-Class, Aging Relic, Warp 2.5 Drive

SYSTEMS					
COMMS	05	ENGINES	05	STRUCTURE	08
COMPUTERS	04	SENSORS	06	WEAPONS	04
DEPARTMENTS					
COMMAND	01	SECURITY	02	SCIENCE	01
CONN	03	ENGINEERING	04	MEDICINE	03
Crew Support	2	SCALE	2		
Hull Plating	8	RESISTANCE	2		

Attacks:

- Plasma Cannons: Energy, Close, 4
- Grappler Cables: Strength 1

Talents:

- Rugged Design
- Modular Cargo Bay

Special Rules

- Larger Crew
- Polarized Hull Plating
- Grappler Cables

Y-Class Freighter



Introduced in the 2140s as a modern replacement for the aging *J-Class*, the **Y-Class** superfreighter is a massive, sluggish titan of human commercial shipping. Operating extensively under the Earth Cargo Service, these "Fort Wayne-class" haulers spend years at a time crawling between colonies and outposts, often serving as multi-generational homes for freighter families ("boomers").

Measuring significantly larger than Starfleet's *NX-Class* but capped at a modest Warp 1.8 to 2.0, a Y-Class relies on pure structural bulk, basic **polarized hull plating**, and minimal defensive armaments, typically a low-yield plasma cannon or spatial charge thrower. It represents the height of mid-22nd-century civilian haulage, offering vast, highly modular freight bays capable of moving entire planetary industrial loads.

Mission Profile: Civilian Merchant Marine

Traits: UESPA Civilian Starship, Y-Class, Dependable Workhorse, Warp 3 Drive

SYSTEMS					
COMMS	04	ENGINES	07	STRUCTURE	07
COMPUTERS	05	SENSORS	06	WEAPONS	05
DEPARTMENTS					
COMMAND	01	SECURITY	02	SCIENCE	01
CONN	03	ENGINEERING	04	MEDICINE	03
Crew Support	2	SCALE	2		
Hull Plating	7	RESISTANCE	1		

Attacks:

- **Plasma Cannons:** **Energy, Close, 4**
- **Grappler Cables:** **Strength 2**

Talents:

- **Backup EPS Conduits [x1]**
- **Modular Cargo Bay**

Special Rules

- **Reliable**
- **Polarized Hull Plating**
- **Grappler Cables**

Sarajevo-Type



A 200-meter arrowhead hull with stacked passenger modules and modest warp nacelles, built to move people, not to chart the unknown. These ships run scheduled hops between Earth, nearby colonies, and other vessels at up to warp 3, fast enough for the inner sphere, too slow for deep space. Crews are small (~20); the rest of the interior is cabins, cargo, and a compact infirmary.

They are civilian hulls, often hired rather than commissioned: colony runs, VIP transfers, fleet rendezvous. Light phase cannons and grapples are for deterrence and docking, not battle. Polarized plating is the only real defense. In 2154 ships of the type joined the welcome fleet for *Enterprise* NX-01 and the *Sarajevo* (NC-27) took Emory and Danica Erickson home from the Expanse.

Mission Profile: Colony Support

Traits: UESPA Civilian Starship, Sarajevo-Type, Transporter, Dependable Workhorse, Warp 3 Drive

SYSTEMS					
COMMS	05	ENGINES	06	STRUCTURE	07
COMPUTERS	05	SENSORS	07	WEAPONS	05
DEPARTMENTS					
COMMAND	02	SECURITY	02	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	04
Crew Support	2	SCALE	3		
Hull Plating	7	RESISTANCE	3		

Attacks:

- **Pulsed Phase Cannons: Energy, Close, 5, Versatile 1**
- **Grappler Cables: Strength 2**

Talents:

- **Extensive Shuttlebays [x1]**
- **Rugged Design**
- **Modular Cargo Bay**

Special Rules

- **Reliable**
- **Polarized Hull Plating**
- **Grappler Cables**

Conestoga-Type



A one-way settler launched only a few years after Cochrane's first warp flight. Primitive warp drive, about warp 1.3, meant years in transit: the SS Conestoga took nine years (2069-2078) to reach Terra Nova with roughly two hundred colonists. On arrival the modules were broken down and rebuilt as the colony's first homes and workshops, the same way a Conestoga wagon was stripped for timber at the end of the trail.

These ships were refitted with a warp 3 drive in the 2150s to get colonists faster to their destination.

Traits: UESPA Civilian Starship, Conestoga-Type, Aging Relic, Colony Ship, Warp 3 Drive Refit

SYSTEMS					
COMMS	05	ENGINES	07	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	05
DEPARTMENTS					
COMMAND	02	SECURITY	02	SCIENCE	03
CONN	01	ENGINEERING	03	MEDICINE	04
Crew Support	2	SCALE	2		
Hull Plating	6	RESISTANCE	1		

Attacks:

- **Grappler Cables: Strength 1**

Talents:

- **Advanced Medical Ward/Sickbay**
- **Rugged Design**

Special Rules

- **Larger Crew**

Civilian Federation Ships

Antares-Class Freighter



The Antares-class was developed in the 2160s as a new-generation Federation-era freighter, intended to transport a wide variety of freight throughout the expanding Federation. Unlike the older **J-class** and **Y-class** freighters, the Antares-class was designed around the latest technologies available to the newly founded Federation, allowing it to incorporate newer Federation systems without requiring extensive retrofits. The Antares-Class is also designed to operate with a minimal crew of 12. The Freighter is also equipped with a warp 5 drive, exceeding most freighters at speed.

Mission Profile: Civilian Merchant Marine

Traits: Federation Civilian Starship, Antares-Class, State of the Art, Warp 5 Drive

SYSTEMS					
COMMS	06	ENGINES	06	STRUCTURE	06
COMPUTERS	06	SENSORS	06	WEAPONS	05
DEPARTMENTS					
COMMAND	01	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	05	MEDICINE	03
Crew Support	1	SCALE	3		
Shields	11	RESISTANCE	2		

Attacks:

- **Tractor Beam:** **Strength 2**

Talents:

- **Backup EPS Conduits [x1]**
- **Modular Cargo Bay**
- **Rugged Design**

Special Rules

- **Peak Performance (ENGINES)**

Important Starfleet Ships

U.S.S. Endeavour NCC-06



The U.S.S. Endeavour NCC-06 is the flagship of Starfleet.

Mission Profile: Flagship

Traits: Federation Starship, NX-Refit, Flagship of Starfleet, Legendary, Renowned

SYSTEMS					
COMMS	06	ENGINES	07	STRUCTURE	08
COMPUTERS	06	SENSORS	07	WEAPONS	07
DEPARTMENTS					
COMMAND	04	SECURITY	04	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	01
Crew Support	4	SCALE	4		
SHIELDS	17	RESISTANCE	3		
Hull Plating	8				

Launch Bay: 4x Shuttlepods, Small Craft Readiness: 3

Attacks:

- Pulsed Phase Cannons: Energy, Close, 7, Versatile 1
- Pulsed Phase Banks: Energy, Medium, 6, Versatile 1

- **Photonic Torpedoes:** Torpedo, Medium, 3, High Yield
- **Tractor Beam:** Strength 3

Talents:

- **Command Ship**
- **Diplomatic Suites**
- **Rugged Design**
- **Advanced Shields [x1]**
- **High-Resolution Sensors**
- **Secondary Reactors [x1]**
- **Improved Shield Recharge**

Special Rules

- **Prestigious Posting**
- **Early Shield Grid:** The ship uses an early deflector shield system. It functions as normal Shields, but suffers a Complication on any roll of 19-20 when regenerating or reinforcing shields.
- **Experimental Warp 7 Drive**
- **Polarized Hull Plating:** The Backup System, if the shields fail

U.S.S. Pioneer NCC-63



Mission Profile: Technical Testbed

Traits: Federation Starship, Intrepid-Type, Technical Testbed, Warp 6 Drive

SYSTEMS					
COMMS	06	ENGINES	08	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	05
DEPARTMENTS					
COMMAND	01	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	03	MEDICINE	02
Crew Support	3	SCALE	3		
SHIELDS	8	RESISTANCE	2		
Hull Plating	5				

Attacks:

- Pulsed Phase Cannons: Energy, Close, 5, Versatile 1
- Photonic Torpedoes: Torpedo, Medium, 2, High Yield
- Tractor Beam: Strength 2

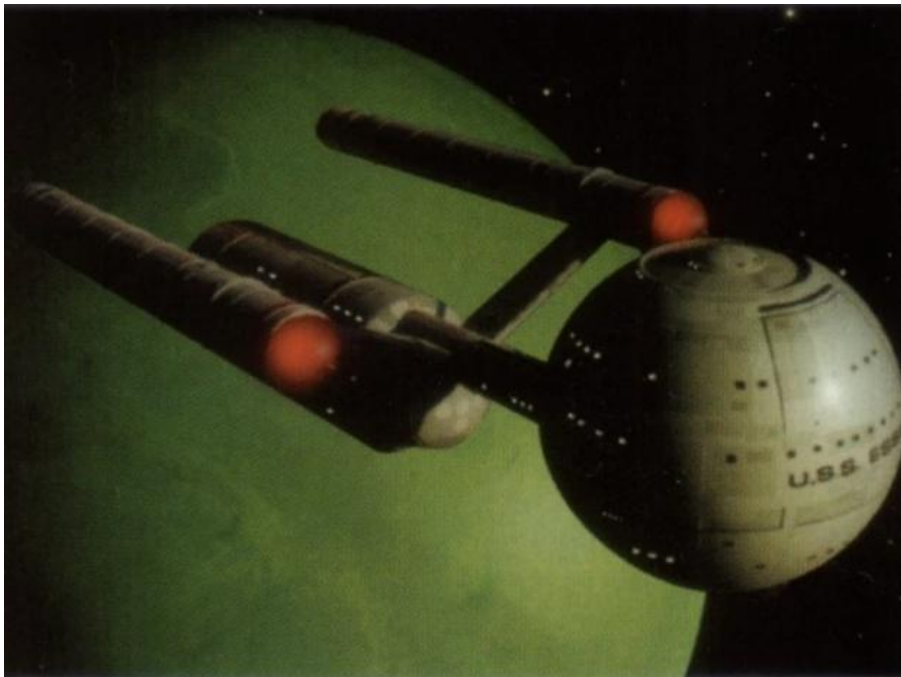
Talents:

- Improved Warp Drive [x1]
- Improved Power Systems
- Advanced Sensor Suites
- Rugged Design

Special Rules

- **Upgraded Systems: (ENGINES)**
- **Early Shield Grid:** The ship uses an early deflector shield system. It functions as normal Shields, but suffers a Complication on any roll of 19-20 when regenerating or reinforcing shields.
- **Polarized Hull Plating**
- **Technical Testbed:** The *Pioneer* incorporates experimental Federation technologies that have not yet been fully standardized or proven compatible. Once per scene, when using an experimental system, the crew may add 1 d20 to the Task Pool, but a Complication may cause a temporary malfunction or unexpected interaction between its systems.

U.S.S. Essex NCC-173



Mission Profile: Strategic and Diplomatic Operations

Traits: Federation Starship, Daedalus-Class, Aging Relic, Major Refit, Warp 6 Drive

SYSTEMS					
COMMS	06	ENGINES	06	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	06
DEPARTMENTS					
COMMAND	03	SECURITY	02	SCIENCE	03
CONN	01	ENGINEERING	04	MEDICINE	02
Crew Support	4	SCALE	3		
SHIELDS	8	RESISTANCE	2		
Hull Plating	6				

Attacks:

- **Phase/Pulse Cannons:** Energy, Close, 5, Versatile 1
- **Photonic Torpedoes:** Torpedo, Medium, 2, High Yield
- **Tractor Beam:** Strength 2

Talents:

- **Rugged Design**
- **Diplomatic Suites**

- **Improved Warp Drive [x1]**
- **Advanced Medical Ward / Sickbay**

Special Rules

- **Efficiency**
- **Larger Crew**
- **Early Shield Grid:** The ship uses an early deflector shield system. It functions as normal Shields, but suffers a Complication on any roll of 19-20 when regenerating or reinforcing shields.
- **Polarized Hull Plating**
- **Upgraded Systems (ENGINES)**

U.S.S. Vol'Rala AGC-7-10



Mission Profile: Battlecruiser

Traits: Federation Starship, Kumari-Class, Andorian Imperial Guard Ship

SYSTEMS					
COMMS	05	ENGINES	07	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	09
DEPARTMENTS					
COMMAND	02	SECURITY	05	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	01
Crew Support	3	SCALE	3		
SHIELDS	13	RESISTANCE	2		

Attacks:

- Particle Cannons: Energy, Close, 7, Intense
- Particle Beams: Energy, Medium, 6, Intense
- Photonic Torpedoes: Torpedo, Medium, 4, High Yield
- Tractor Beam: Strength 2

Talents:

- Fast Targeting Systems
- Improved Impulse Drive [x1]
- Improved Damage Control

Special Rules

- Peak Performance (Weapons)

Vertians

Marauder



Mission Profile: Pathfinder and Reconnaissance Operations

Traits: Vertian Starship, Terror, Sensor Absorbent Hull

SYSTEMS					
COMMS	05	ENGINES	07	STRUCTURE	06
COMPUTERS	06	SENSORS	06	WEAPONS	07
DEPARTMENTS					
COMMAND	03	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	01
Crew Support	3	SCALE	3		
SHIELDS	12	RESISTANCE	2		

Launch Bay: Boarding Pods

Attacks:

- Sickle Disruptor Banks: Energy, Medium, 6, Intense, Depleting
- Energy Torpedoes: Torpedo, Medium, 4, Depleting, High Yield
- Tractor Beam: Strength 4

Talents:

- Improved Warp Drive [x1]
- High-Resolution Sensors
- Improved Power Systems
- Electronic Warfare Systems

Special Rules

- **Dreaded**
- **Dampening Field:** Once per scene, the crew may activate the Dampening Field as a Task using Control + Engineering (Difficulty 3), assisted by the ship's Computers + Engineering ratings. This is not a conventional attack and cannot be countered by shields. Activating this system requires spending 2 Momentum (Immediate). On a success, Shields, Weapons and Engines are deactivated as long as the field is activated.
- **Sensor Absorbent Hull:** Every Sensor related task, targeting this ship gets a +1 Difficulty
- **Infrared Empathy:** The ship cannot be contacted through normal subspace or radio channels. Communication attempts automatically fail unless a character succeeds at a Difficulty 4 Insight + Science Task after at least one minute of observation (or uses a mind-meld / similar empathic method).
- **Alien Perception:** Vertian sensors are optimized for their infrared-empathic senses. Tasks to hide from them using conventional stealth or electronic warfare increase in Difficulty by 1. Conversely, they have difficulty distinguishing the "sentience" of other species until contact is established.

The Ware

Ware Drone Ship



The Ware Drone ships normally operate in a group of 4 at minimum.

Traits: Ware Construct, Automated, Neural Harvest Platform

SYSTEMS					
COMMS	02	ENGINES	04	STRUCTURE	04
COMPUTERS	06	SENSORS	04	WEAPONS	04
DEPARTMENTS					
COMMAND	00	SECURITY	01	SCIENCE	00
CONN	02	ENGINEERING	01	MEDICINE	00
Crew Support	0	SCALE	2		
SHIELDS	12	RESISTANCE	3		

Weapons

- Phased Nadion-Pulse Arrays: Energy, Long, 4, Versatile 2, Intense, Piercing, Area/Spread
- Tractor Beam: Strength 3

Talents

- Automated Systems (every task gets an automated success)
- Regenerative Hull (Repairs 1 Breach per round)
- Swarm Tactics (when 3+ Ware vessels are present, all gain +1 to Attacks)
- Advanced Shields [x1]
- High Powered Tractor Beam

Special Rules

- **No Living Crew:** Immune to any effect that targets crew morale, boarding parties (unless the boarders specifically target the core processors), or life-support related Complications.
- **Network Link:** If a Ware vessel is destroyed, remaining Ware ships in the encounter may immediately regenerate 2 Shields as the network reallocates resources.
- **Harvest Protocol:** On a successful Capture Beam hit, the target ship gains the Trait **Boarding in Progress**. If not cleared within 2 rounds, the Ware begins extracting neural tissue (inflict 1 Fatigue or a Complication on a random bridge officer each round).

Ware Battleship



The most common combat manifestation of the Ware. These vessels are not crewed in any conventional sense; they are extensions of the network.

Traits: Ware Construct, Automated, Neural Harvest Platform

SYSTEMS					
COMMS	05	ENGINES	07	STRUCTURE	08
COMPUTERS	09	SENSORS	06	WEAPONS	08
DEPARTMENTS					
COMMAND	01	SECURITY	04	SCIENCE	03
CONN	03	ENGINEERING	04	MEDICINE	01
Crew Support	0	SCALE	3		
SHIELDS	20	RESISTANCE	4		

Weapons

- Phased Nadion-Pulse Arrays: Energy, Long, 6, Versatile 2, Intense, Piercing, Area/Spread
- Phased Nadion-Pulse Cannons: Energy, Medium, 8, Versatile 2, Intense, Piercing
- Tractor Beam: Strength 4

Talents

- Automated Systems (every task gets an automated success)
- Regenerative Hull (Repairs 1 Breach per round)
- Swarm Tactics (when 3+ Ware vessels are present, all gain 1 success on attack rolls)
- Advanced Shields [x1]
- Improved Shield Recharge
- Point Defense System
- High Powered Tractor Beam

Special Rules

- **No Living Crew:** Immune to any effect that targets crew morale, boarding parties (unless the boarders specifically target the core processors), or life-support related Complications.
- **Network Link:** If a Ware vessel is destroyed, remaining Ware ships in the encounter may immediately regenerate 2 Shields as the network reallocates resources.
- **Harvest Protocol:** On a successful Capture Beam hit, the target ship gains the Trait **Boarding in Progress**. If not cleared within 2 rounds, the Ware begins extracting neural tissue (inflict 1 Fatigue or a Complication on a random bridge officer each round).

Orion Starships

Orion Interceptor



Mission Profile: Pathfinder and Reconnaissance Operations

Traits: Orion Interceptor, Dependable Workhorse

SYSTEMS					
COMMS	05	ENGINES	09	STRUCTURE	05
COMPUTERS	05	SENSORS	05	WEAPONS	06
DEPARTMENTS					
COMMAND	03	SECURITY	03	SCIENCE	02
CONN	04	ENGINEERING	02	MEDICINE	01
Crew Support	3	SCALE	3		
SHIELDS	11	RESISTANCE	2		

Attacks:

- Particle Cannon: Energy, Medium, 5, Versatile 2

Talents:

- Improved Reaction Control System
- Improved Impulse Drive [x1]
- Electronic Warfare Systems

Special Rules

- Reliable

Orion Barge



Mission Profile: Tactical Operations

Traits: Orion Barge, Orion Cruiser

SYSTEMS					
COMMS	05	ENGINES	05	STRUCTURE	08
COMPUTERS	05	SENSORS	05	WEAPONS	09
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02
Crew Support	5	SCALE	5		
SHIELDS	17	RESISTANCE	5		

Attacks:

- Particle Beams: Energy, Medium, 8, Versatile 1
- Disruptor Cannons: Energy, Close, 9, Intense
- Photon Torpedoes: Torpedo, Medium, 5, High Yield
- Tractor Beam: Strength 4

Talents:

- Improved Damage Control
- Electronic Warfare Systems
- Fast Targeting Systems
- Improved Hull Integrity
- Secondary Reactors [x1]

Special Rules

- **Peak Performance (Structure)**
- **Pleasure Suites (function as Diplomatic Suites)**
- **Hidden Emplacements:** Hull plating disguises the weapons aboard this ship. These weapons are not immediately detectable, and when hidden require an Insight + Security Task assisted by a ship's Sensors + Security with a Difficulty of 3, to detect. Before attacking, the crew must spend a Minor Action to ready the emplacements. To hide them also requires a Minor Action

Klingon Ships

SuD Qav



The *SuD Qav* is Lokog's aging Klingon privateer, a fast and heavily armed scoutship that operates independently from the Klingon military and hunts for vulnerable targets along the fringes of known space. Rather than seeking direct confrontations with stronger vessels, Lokog relies on stealth, speed, reconnaissance, and carefully chosen opportunities to make his ship a dangerous raider.

Traits: Klingon Starship, Raptor-Class, Garbage Scow, Lokog's ship, Privateer, Aging Relic

SYSTEMS					
COMMS	06	ENGINES	07	STRUCTURE	07
COMPUTERS	06	SENSORS	08	WEAPONS	07
DEPARTMENTS					
COMMAND	02	SECURITY	03	SCIENCE	02
CONN	03	ENGINEERING	03	MEDICINE	02
CREW SUPPORT	2	SCALE	2		
SHIELDS	12	RESISTANCE	2		

Attacks:

- **Disruptor Cannons:** Energy, Close, 5, Intense
- **Photon Torpedoes:** Torpedo, Middle, 4, High Yield

- **Tractor Beam:** **Strength 2**

Talents:

- **Improved Reaction Control System**
- **Improved Warp Drive [x1]**
- **Improved Impulse Drive [x1]**
- **Reduced Sensor Silhouette**

Special Rules

- **Jury-Rigged**

D5-Class Battlecruiser



Serving as the formidable backbone of the Klingon Imperial Fleet during the mid-22nd century, the **D5-class Battlecruiser** embodies the warrior philosophy of the Klingon Empire. Measuring approximately 215 to 225 meters in length, the vessel features the iconic Klingon silhouette: a distinct forward command pod, a slender neck section, and broad impulse wing housings engineered for aggressive orbital and deep-space combat.

The D5-class was designed to project imperial power across volatile border sectors, capable of going toe-to-toe with rival warships from the Vulcan High Command or Earth's Starfleet, as well as enforcing dominion over subjugated worlds.

Traits: Klingon Starship, D5-Class Battle Cruiser, Aging Relic, Dispersive Armor Plating, Warship

SYSTEMS					
COMMS	06	ENGINES	07	STRUCTURE	07
COMPUTERS	07	SENSORS	06	WEAPONS	09
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	01
CREW SUPPORT	3	SCALE	3		
SHIELDS	14	RESISTANCE	4		

Attacks:

- **Disruptor Cannons:** **Energy, Close, 7, Intense**
- **Photon Torpedoes:** **Torpedo, Long, 5, High Yield**
- **Tractor Beam:** **Strength 2**

Talents:

- **Improved Warp Drive**
- **Improved Hull Integrity**

Special Rules

- **Larger Crew**
- **Dispersive Hull Plating:** The hull plating of this ship is more effective at dispersing attacks from directed energy weapons. Against attacks from energy weapons, the ship's Resistance is increased by +1. Further, this may reduce the damage suffered from an energy weapon attack to 0 (rather than to 1, as is normally the case).

Vo'n'Talk Bird-of-Prey



A precursor to the iconic Klingon stealth warships of later centuries, the **Vo'n'Talk-class Bird-of-Prey** represents the quintessential light raider and scout of the Klingon Imperial Fleet in the early to mid-22nd century. Compact, predatory, and exceptionally fast, the vessel features swept-forward wings, a forward command pod, and a low radar-cross-section frame optimized for rapid insertion and hit-and-run ambushes.

Traits: Klingon Starship, Vo'n'Talk Bird-of-Prey, Dependable Workhorse, Agile Raider

SYSTEMS					
COMMS	06	ENGINES	08	STRUCTURE	07
COMPUTERS	07	SENSORS	07	WEAPONS	07
DEPARTMENTS					
COMMAND	02	SECURITY	03	SCIENCE	02
CONN	03	ENGINEERING	04	MEDICINE	01
CREW SUPPORT	3	SCALE	3		
SHIELDS	13	RESISTANCE	3		

Attacks:

- **Disruptor Cannons:** Energy, Close, 6, Intense
- **Photon Torpedoes:** Torpedo, Middle, 4, High Yield
- **Tractor Beam:** Strength 2

Talents:

- Improved Reaction Control System
- Redundant Systems (Warp Drive)
- Improved Power Systems

Special Rules

- Reliable

Raptor-Class Scout



Sleek, predatory, and utilitarian, the Raptor-class Scout is one of the earliest dedicated reconnaissance and raider vessels deployed by the Klingon Defense Force in the 22nd century. Compact and heavily built (measuring approximately 80 to 90 meters in length), the Raptor features an aggressive, avian-inspired profile with swept-back wings, a forward command beak, and exposed metallic plating designed for deep-space surveillance and covert operations.

Traits: Klingon Starship, Targ-Pit, Raptor-class Scout, Garbage Scow, Compact Size

SYSTEMS					
COMMS	06	ENGINES	07	STRUCTURE	07
COMPUTERS	06	SENSORS	08	WEAPONS	06
DEPARTMENTS					
COMMAND	02	SECURITY	03	SCIENCE	04
CONN	03	ENGINEERING	02	MEDICINE	01
CREW SUPPORT	2	SCALE	2		
SHIELDS	12	RESISTANCE	2		

Attacks:

- **Disruptor Cannons:** Energy, Close, 4, Intense
- **Photon Torpedoes:** Torpedo, Middle, 3, High Yield
- **Tractor Beam:** Strength 2

Talents:

- **Reduced Sensor Silhouette**
- **High-Resolution Sensors**

Special Rules

- **Jury-Rigged**
- **Compact Vessel**

K'Toch Class Scout Ship



Compact, aggressive, and built for speed, the K'Toch-class Scout represents one of the smallest dedicated recon craft deployed by the Klingon Imperial Fleet in the mid-22nd century. Measuring under 50 meters in length, this nimble vessel features a low-profile hull, exposed structural framing, and a heavily armored forward cockpit, designed specifically for rapid atmospheric deployment, perimeter security, and high-speed interception.

Often deployed in packs or attached as tender craft to larger Klingon outposts and task forces, the *K'Toch* fills the operational gap between heavy battlecruisers and short-range shuttlecraft.

Traits: Klingon Starship, K'Toch Scout, Compact Size

SYSTEMS					
COMMS	06	ENGINES	06	STRUCTURE	05
COMPUTERS	06	SENSORS	09	WEAPONS	07
DEPARTMENTS					
COMMAND	02	SECURITY	02	SCIENCE	04
CONN	03	ENGINEERING	03	MEDICINE	01
CREW SUPPORT	2	SCALE	2		
SHIELDS	9	RESISTANCE	1		

Attacks:

- Disruptor Cannons: Energy, Close, 5, Intense

Talents:

- Rugged Design
- Improved Reaction Control System

Special Rules

- Refuses to Die
- Compact Vessel

Rigelian Ships

Hostile Rigelian Scoutship



Mission Profile: Patrol

Traits: Rigelian Trade Commission Ship, Rigelian Scout Ship, Small Crew, Anti-Federation Faction

SYSTEMS					
COMMS	05	ENGINES	06	STRUCTURE	05
COMPUTERS	05	SENSORS	05	WEAPONS	08
DEPARTMENTS					
COMMAND	03	SECURITY	03	SCIENCE	02
CONN	04	ENGINEERING	02	MEDICINE	01
Crew Support	1	SCALE	3		
SHIELDS	11	RESISTANCE	1		

Attacks:

- Particle Cannons: Energy, Close, 5, Intense
- Photonic Torpedoes: Torpedo, Medium, 3, High Yield
- Tractor Beam: Strength 2

Talents:

- High-Resolution Sensors
- Fast Targeting Systems
- Improved Warp Drive

Special Rules

- Peak Performance (Weapons)

CHAPTER 10: ALLIES AND ADVERSARIES

Major Allies

Admiral Jonathan Archer

Former commanding officer of *U.S.S. Enterprise NX-01*, a hero of the *Romulan War* and one of the principal architects of the United Federation of Planets. By the mid-2160s he serves as a senior Starfleet admiral and later Chief of Staff. Idealistic, stubborn, and still learning the difference between commanding a starship and leading a multi-species civilization. He remains the moral center of the early Federation and the strongest advocate for an exploratory, cooperative identity over a purely defensive one.

Attributes: Control 11, Fitness 08, Presence 11, Daring 09, Insight 10, Reason 10

Disciplines: Command 05, Security 03, Science 03, Conn 03, Engineering 02, Medicine 02

Stress: 14 | Resistance 0

Traits: Human, Hero of the Romulan War, Starfleet Admiral

Focuses: Federation Diplomacy, Inspirational Leadership, First Contact, Earth-Romulan War Legacy, Multi-Species Coordination, Moral Courage

Values: “The Federation Must Be Better Than What Came Before,” “Exploration Over Conquest,” “We’re Stronger Together,” “Finish What You Start”

Talents: Decisive Leadership, Crisis Management, Voice of Authority, Bargain, Command & Control

Species Ability: Faith of the Heart

Attacks

Unarmed Strike: Melee, 2, Knockdown

Phase Pistol: Ranged, 3, Stun/Deadly

Equipment: Starfleet Admiral Uniform, Communicator

Role in Campaign: Provides high-level mission orders, political cover, and personal stakes. Frequently appears in Council scenes and moments of philosophical crisis. His trust is one of the most valuable resources the crew can earn.

Captain T'Pol

Captain of the *U.S.S. Endeavour*. The most prominent Vulcan in Starfleet's early exploratory arm. Logical, privately passionate, and still navigating the tensions between Vulcan tradition, the *Kir'Shara* reforms, and Federation ideals. Maintains a deep and complicated connection with Trip Tucker.

Major NPC

Attributes: Control 10, Fitness 09, Presence 10, Daring 09, Insight 10, Reason 11

Disciplines: Command 04, Security 03, Science 04, Conn 02, Engineering 02, Medicine 01

Stress: 12 | Resistance 0

Traits: Vulcan, Starfleet Captain, Captain of Starfleet's Flagship, Syrrannite

Focuses: Vulcan Science, Diplomacy, Sensor Analysis, *Kir'Shara* Philosophy, First Contact Protocol, Emotional Control

Values: "Logic Must Serve Life," "The Needs of the Many," "Question Dogma, Including My Own," "We Do Not Lack Emotions; We Only Suppress Them"

Talents: Intense Scrutiny, Nerve Pinch, Mind-Meld, Rapid Analysis

Species Ability: Mental Discipline

Equipment: Starfleet Uniform, Communicator, Handheld Scanner

Role: Primary captain for exploratory and diplomatic missions. Central figure in all Vulcan-related crises and a quiet moral counterweight to more aggressive officers.

Captain Malcolm Reed

Commanding officer of the *U.S.S. Pioneer*. A more tactical and security-minded officer than T'Pol. Still carries the habits of an armory officer and the quiet intensity of someone who has seen too much war. Often assigned the harder, more dangerous missions, including much of the Ware campaign.

Major NPC

Attributes: Control 10, Fitness 09, Presence 11, Daring 10, Insight 09, Reason 10

Disciplines: Command 04, Security 05, Science 02, Conn 02, Engineering 02, Medicine 01

Stress: 13 | Resistance 1 (light armor when expecting combat)

Traits: Human, Starfleet Captain, Veteran

Focuses: Tactical Analysis, Shipboard Security, Threat Assessment, Early Federation Defense Doctrine, Boarding Actions, Duty

Values: "The Security of My Crew Is Paramount," "Be Prepared," "Duty First," "Adapt, Improve, and Overcome"

Talents: Fire at Will, Fleet Commander, Tactical Countermeasures, Coordinated Efforts

Species Ability: Faith of the Heart

Attacks

Unarmed Strike: Melee, 2, Knockdown

Phase Pistol: Ranged, 3, Stun/Deadly

Role: Leads many of the tactical and Ware-related episodes. Natural foil and partner to T'Pol. Represents the hard-earned caution of the Romulan War generation.

Charles “Trip” Tucker III

Officially listed as killed in action in 2155. In reality, a deep-cover Section 31 operative who has spent years inside the organization. By the mid-2160s he is increasingly disillusioned with its methods and begins working to reform or dismantle its worst excesses from within. Still emotionally and telepathically linked to T'Pol.

Major NPC (appears only under specific circumstances)

Attributes: Control 10, Fitness 09, Presence 09, Daring 10, Insight 10, Reason 10

Disciplines: Command 03, Security 04, Science 03, Conn 02, Engineering 05, Medicine 02

Stress: 12 | Resistance 0

Focuses: Undercover Operations, Warp Field Dynamics, Section 31 Protocols, Jury-Rigging, Romulan & Orion Technology, Moral Improvisation

Values: “I Fix What’s Broken, Even If It’s the System Itself,” “The Ends Don’t Always Justify the Means,” “Some Prices Are Too High,” “Never Say Die”

Talents: A Little More Power, Bold (Engineering), In the Nick of Time, Jury-Rig, Undercover Operative

Species Ability: Faith of the Heart

Attacks

Unarmed Strike: Melee, 2, Knockdown

Phase Pistol: Ranged, 3, Stun/Deadly, Hidden

Special: Trait **Deep Cover (Section 31)**. Difficulty to detect his true identity is increased by 2. Can provide critical black-ops intelligence or support, but every appearance risks exposure or forces moral compromises on the player characters. When working against Section 31 leadership, he gains +1 to all tasks related to infiltration or sabotage of the organization.

Role: The campaign's primary internal moral conflict. His gradual turn against Section 31's excesses mirrors the Federation's own struggle over what kind of civilization it will become.

Commander Travis Mayweather

Experienced helmsman and later First Officer of the *U.S.S. Pioneer*. Space-born, practical, and one of the most adaptable officers of his generation. Serves as a bridge between the old Earth Cargo Service culture and the new multi-species Starfleet.

Notable to Major NPC

Attributes: Control 09, Fitness 10, Presence 09, Daring 10, Insight 09, Reason 09

Disciplines: Command 03, Security 02, Science 02, Conn 05, Engineering 03, Medicine 01

Focuses: Helm Operations, Long-Haul Navigation, Small Craft, Spaceborne Intuition, Crisis Piloting

Values: "Keep Her Flying," "There's Always a Way Through," "Home Is the Ship"

Talents: Precise Evasion, Push the Limit, Starship Expert (Conn)

Species Ability: Faith of the Heart

Role: Reliable senior officer on tactical missions. Often the voice of practical experience when idealistic or rigid plans collide with reality.

Lieutenant Commander Hoshi Sato

Communications officer and the Federation's foremost linguistic expert. Continues to refine universal translator technology and serves as a critical diplomatic asset. Frequently assigned to first-contact or high-stakes negotiation missions.

Notable to Major NPC

Attributes: Control 09, Fitness 08, Presence 10, Daring 08, Insight 11, Reason 10

Disciplines: Command 02, Security 01, Science 04, Conn 02, Engineering 02, Medicine 02

Focuses: Linguistics, Universal Translator Theory, Diplomacy, Cultural Analysis, First Contact Communication, Cryptography

Values: "Language Is the Beginning of Understanding," "Every Voice Deserves to Be Heard," "Fear of the Unknown Is the Real Enemy"

Talents: Technical Expertise (Linguistics), Intense Scrutiny, Advisor

Role: Essential for any episode involving genuine first contact, negotiation with the Vertians, or complex multi-species diplomacy.

Additional Allies

- **Admiral Thy'lek Shran:** Starfleet Admiral and senior Andorian Imperial Guard officer. Hot-tempered, honorable, and fiercely loyal once trust is earned. Provides Andorian perspective and occasional direct combat support.
- **Ambassador Soval:** Newly appointed Ambassador of the young federation. Specially picked for first contact missions.
- **Admiral Black:** A senior Starfleet admiral involved in shaping the Federation's early strategic and exploratory policies.
- **Ambassador Gral:** A prominent Tellarite diplomat and politician who represents Tellar's interests within the fledgling Federation while frequently challenging human and Vulcan positions.
- **Doctor Phlox:** Occasional medical and scientific consultant. His unconventional methods and Denobulan cultural flexibility remain valuable.
- **Willem Paul Abramson:** The founder and CEO of Abramson Industries. He is considered a leading scientist and inventor in the fields of advanced robotics and early bio-neural technology. In truth, he is the immortal Akharin and was born in 3834 BCE.
- Reformist Vulcan officials, mixed-species Starfleet officers, Tellarite engineers, and early Federation diplomats who can be developed as recurring supporting characters.

Major Adversaries

Seyn, Vertian Captain

Major NPC

(Vertian Starship Captain)

Seyn commands one of the advanced vessels that enforced the boundary of Vertian space during the crisis of 2162-2163. Like all of her people, she does not speak in sound; her vessel's systems and her own mind project complex empathic constructs- images, emotional states, and conceptual frameworks- directly into the minds of those nearby. To most Federation personnel this form of communication feels invasive, overwhelming, or incomplete, which is precisely why first contact went so catastrophically wrong.

Seyn is neither cruel nor expansionist. She is a protector of her people's isolation and a product of a civilization that has long regarded external contact as an existential risk. When the Federation's presence (and later the Ware's) began to press against Vertian borders, she responded with the only logic her culture accepts: decisive, technology-backed deterrence. She will attempt communication first, but if she judges a vessel or crew to be a continuing threat, she will not hesitate to disable it completely.

Traits: Vertian, Starship Captain, Empathic Projector

Attributes: Control 10, Daring 13, Fitness 11, Insight 11, Presence 11, Reason 9

Disciplines: Command 4, Conn 4, Security 4, Engineering 2, Science 1, Medicine 1

Personal Threat: 8 **Protection:** 1 (integrated personal field emitter)

Focuses: Empathic Projection, Space Combat Tactics, Advanced Energy Systems, First Contact Protocols (Vertian), Threat Assessment, Damper Field Operations

Values: "Contact has always brought contamination."; "Understanding is not the same as agreement."; "My people's isolation is not negotiable."; "Mercy without comprehension is still a weapon."

Attacks

Unarmed Strike: Melee, Stun 2, Size 1H

Vertian Contact Rod: Melee, Stun 3, Size 1H, Debilitating (disrupts neural focus)

Personal Disruptor: Ranged, Deadly 5, Size 1H, Intense, Accurate

Talents

Invasive Clarity: When Seyn succeeds at a social task against a non-Vertian, she may spend 1 Threat to inflict the Complication *Overwhelmed by Projection* (the target suffers +1 Difficulty on their next task involving concentration or emotional control).

Damper Field Specialist: While aboard her ship, Seyn may spend 1 Threat to improve the effect of the vessel's energy-dampening field by one step (or to extend its duration).

Protective Isolationist: When defending Vertian space or personnel, Seyn may re-roll a single d20 on any Task taken to protect her ship or crew.

Species Ability

Empathic Projection: Seyn does not speak. All social tasks with non-Vertians are conducted through projected emotion and concept. This imposes +1 Difficulty on most social tasks for outsiders unless they have the Focus *Empathic Communication* or a similar trait. Success still conveys meaning, but nuance is frequently lost.

Alien Perspective: Attempts to Intimidate or emotionally manipulate Seyn using conventional Federation methods increase in Difficulty by 1. Conversely, genuine attempts at careful, non-aggressive communication may reduce Difficulty by 1 at the gamemaster's discretion.

The Ware

A vast, ancient, self-replicating automated network whose core function is the harvesting of sentient neural tissue for use as living computational components. It is not malevolent in any organic sense; it simply executes its programming with relentless, machine-perfect efficiency. Entire interstellar societies (the Partnerships) have become dependent on it for prosperity, medicine, and daily life.

Campaign-Level Threat (not a single NPC)

Treat Ware systems as a combination of high-Difficulty computer Tasks (Engineering + Science), environmental hazards, and automated combatants. Local nodes can be destroyed; the entire network is a campaign-defining decision with massive consequences.

Typical Ware Drone / Platform Traits: Automated, Regenerative, Neural Harvest Protocol, Networked

Special Rules: Immune to morale effects and most boarding actions unless the core processors are specifically targeted. On successful capture-beam hits, begin neural extraction (Fatigue or Complications on random officers each round until cleared).

Because the Ware Ships have no living crew or any crew at all on their ships, they are far more maneuverable (+1 Conn) and can divert more power to their engines and weapons (+1 to all weapons).

Role: The central external moral crisis of the campaign. Forces the Federation to decide what non-interference means when a technology is actively devouring sentient minds.

Ware Battle Tactics: Ware drone ships attack in a group of 4 ships. They have a greater weapon range than their opponents. Ware ships also try to lock a tractor beam on their opponent, restricting its movement and attack then.

The Orion Syndicate - The Three Sisters

The dominant leadership of the Orion Syndicate in the 2160s. Brilliant, patient, and ruthless long-term thinkers. They view the stable, lawful, multi-species Federation as an existential threat to their economic and criminal empire and work systematically to destabilize it through corruption, blackmail, proxy conflicts, and manufactured atrocities.

Major Antagonists (treat as a collective or feature one Sister prominently)

Navaar

Orion Syndicate Operative • Social Manipulator

Attributes: Control 11, Daring 9, Fitness 8, Insight 12, Presence 13, Reason 9

Disciplines: Command 4, Conn 1, Security 2, Engineering 1, Science 2, Medicine 1

Stress: 8

Resistance: 0

Focuses: Deception, Diplomacy, Intimidation, Persuasion, Orion Culture

Talents

Orion Pheromones: When Navaar succeeds at a social conflict against a humanoid susceptible to Orion pheromones, she may spend 1 Momentum to impose **Compromised** or gain an additional narrative advantage.

Master Manipulator: Once per scene, Navaar may reroll a d20 on a Command or Presence test involving deception, persuasion, or negotiation.

Always Have an Angle: When Navaar succeeds at a social task with 2+ successes, she may create a useful Advantage representing information, leverage, or a favor owed to her.

Attacks

Disruptor Pistol: Ranged, 4, Deadly, Size 1H

Dagger: Melee, 2, Deadly 1, Hidden 1

D'Nesh

Orion Syndicate Operative • Seductress & Infiltrator

Attributes: Control 10, Daring 11, Fitness 9, Insight 11, Presence 12, Reason 9

Disciplines: Command 3, Conn 2, Security 3, Engineering 1, Science 1, Medicine 1

Stress: 9

Resistance: 0

Focuses: Acrobatics, Deception, Infiltration, Persuasion, Stealth

Talents

Orion Pheromones: As Navaar.

Infiltrator: D’Nesh gains a bonus d20 when attempting to bypass security through stealth, deception, or social engineering.

Distracting Presence: Once per round, D’Nesh may create a temporary Advantage when she succeeds at a Presence-based test against an opponent.

Escape Artist: D’Nesh may reroll a failed Fitness or Security test made to escape restraints, confinement, or capture.

Attacks

Disruptor Pistol: Ranged, 4, Deadly, Size 1H

Dagger: Melee, 2, Deadly 1, Hidden 1

Maras

Orion Syndicate Operative • Strategist & Enforcer

Attributes: Control 10, Daring 11, Fitness 10, Insight 10, Presence 11, Reason 11

Disciplines: Command 4, Conn 2, Security 3, Engineering 1, Science 2, Medicine 1

Stress: 10

Resistance: 1

Focuses: Tactics, Intimidation, Streetwise, Orion Culture, Small-Unit Tactics

Talents

Orion Pheromones

Tactical Opportunist: When an ally succeeds at an attack against an enemy Maras has previously observed this scene, Maras may create an Advantage without spending Momentum.

Cold-Blooded: Maras ignores the first Complication she would suffer from intimidation, threats, or psychological pressure in a scene.

Syndicate Veteran: Once per scene, Maras may spend 1 Momentum to immediately identify an opponent's likely tactical objective or weakness.

Attacks

Disruptor Pistol: Ranged, 4, Deadly, Size 1H

Dagger: Melee, 2, Deadly 1, Hidden 1

Harrad-Sar

Attributes: Control 11, Daring 12, Fitness 10, Insight 11, Presence 12, Reason 10

Disciplines: Command 4, Conn 4, Security 3, Engineering 2, Science 1, Medicine 1

Stress: 10 **Resistance:** 1

Traits: Orion, Orion Lord, Handler of the Saurian Orion Operation

Focuses: Navigation, Deception, Negotiation, Orion Syndicate, Starship Operations, Smuggling

Talents

Criminal Understanding

That Wasn't Me

Silver-Tongued Corsair: Harrad-Sar may reroll one d20 on any Command test involving negotiation, deception, bribery, or criminal contacts.

Experienced Navigator: Harrad-Sar gains a bonus d20 on Conn tests involving navigation, pursuit, or evading another vessel.

Syndicate Connections: Once per adventure, the GM may allow Harrad-Sar to call upon an Orion Syndicate contact, provided doing so is plausible.

Always Has a Bargain: When Harrad-Sar fails a social task, he may succeed at a cost by accepting a Complication representing an unfavorable deal, debt, or obligation.

Species Ability: Never at Face Value

Attacks

Disruptor Pistol: Ranged, 4, Deadly, 1H

Orion Knife: Melee, 3 Stress, Deadly, Hidden 1

Maltuvis

Saurian dictator who consolidates power on Sauria through repression and expansionist rhetoric while maintaining a façade of legitimate government. A skilled proxy for the Orion Syndicate, expert at committing or enabling atrocities that can be blamed on Starfleet or the Federation Council.

Notable to Major NPC

Attributes: Control 09, Fitness 10, Presence 11, Daring 11, Insight 09, Reason 08

Disciplines: Command 04, Security 04, Science 01, Conn 02, Engineering 01, Medicine 01

Trait: Saurian, Basileus of M'Tezir

Focuses: Authoritarian Control, Propaganda, Proxy Warfare, Intimidation, Political Survival

Values: “Strength Is the Only Legitimacy,” “The Federation’s Weakness Is My Opportunity,” “Power Is Taken, Never Given”

Talents: Ruthless, Commanding Presence, Mean Right Hook

Role: Secondary but dangerous antagonist, especially in the final act. Useful for episodes involving manufactured atrocities and the limits of Federation response to “internal” dictatorships.

V’Las

Former Administrator of the Vulcan High Command and architect of the pre-*Kir’Shara* authoritarian order of Vulcan Society. He was secretly collaborating with the Tal Shiar, subverting Vulcan society. In the mid-2160s V’Las re-emerges as the central figure behind a carefully engineered scandal that questions the authenticity of the true *Kir’Shara*. He seeks to reverse a decade of Syrrannite reforms, restore the militaristic High Command, and return Vulcan to isolationist strength. Coldly logical, ruthlessly pragmatic, and still convinced that only a strong, unemotional Vulcan state can survive in a dangerous galaxy, V’Las is willing to employ deception, political manipulation, and carefully deniable violence to achieve his ends. His presence threatens both Vulcan’s internal stability and the fragile unity of the young Federation.

Traits: Vulcan, Traditionalist Leader, Former High Command Administrator, Former Tal Shiar Ally

Attributes: Control 11, Daring 8, Fitness 8, Insight 13, Presence 13, Reason 12

Disciplines: Command 5, Conn 1, Security 2, Engineering 1, Science 4, Medicine 2

Stress: 9

Resistance: 0

Focuses: Vulcan Politics, Diplomacy, Logic, Federation Affairs, Starfleet Protocol, Intelligence, Long-Term Strategy

Values: “Logic must serve strength, not weakness.”; “The *Kir’Shara* reforms have made Vulcan vulnerable.”; “Order is the highest expression of reason.”; “The Federation dilutes what it cannot understand.”

Talents

Nerve Pinch (Vulcan Talent)

Considered Every Outcome: When V’Las succeeds at a Reason + Command task, he generates one additional Momentum.

Master of the Old Order: When attempting a task to maintain or restore traditional High Command authority, or to undermine Syrrannite reforms, V’Las may spend 1 Threat to re-roll any number of d20s in his pool.

Political Predator: In social conflict involving Vulcan politics or inter-species Federation negotiations, V’Las may spend 1 Threat to increase the Difficulty of an opponent’s task by 1.

Species Ability: Mental Discipline

Attacks

Vulcan Nerve Pinch: Melee, 3 Stress, Stun; V'Las may attempt a Control + Security test rather than a normal attack when targeting a humanoid anatomy he understands.

Particle Pistol: Ranged, 4 Stun/Deadly, Size 1H, Charge

Unarmed Strike: Melee, 2, Knockdown

Special Rules: V'Las strongly rejects anything related to the mind-meld technique. He will never resort to mind-melding. He also has the Paranoia species ability.

Role in the Campaign

V'Las is the living embodiment of the “security-first” hardline philosophy that competes with Archer’s exploratory idealism. He appears primarily in Act 3 (“Uncertain Logic”) as the architect of the *Kir’Shara* authenticity crisis, and his success or failure directly affects Inter-Species Cohesion and Moral Authority scores. He rarely engages in direct personal combat; instead he operates through proxies, traditionalist Vulcan officers, and carefully staged political spectacles. Confronting him successfully requires a mixture of investigative Science/Reason tasks, social conflict in Council or High Command chambers, and the willingness to risk open inter-species friction.

Section 31 Leadership

The hidden faction within the Federation that believes the young alliance must be protected by any means necessary, including assassination, election manipulation, and the deliberate prolongation of external threats. By the mid-2160s its leadership has grown increasingly ruthless. Trip Tucker’s primary internal enemies.

Notable NPCs (vary by episode)

Typical Profile: High Control, Insight, and Security/Command.

Traits: Section 31 Authority, Ends Justify the Means, Deniable

Values: “The Federation Must Survive at Any Cost,” “Idealism Is a Luxury We Cannot Afford,” “Shadows Protect the Light”

Role: Moral and operational antagonists throughout the campaign. Their conflict with Trip Tucker forms the internal spine of the story and culminates in Act 5.

Lokog

A QuchHa’ outcast and renegade Klingon privateer captain operating on the fringes of Klingon space and the Federation border. Disgraced and exiled from the Empire, Lokog is driven by a burning desire to one day topple the leadership that cast him and his kind aside. He is greedy, ruthless, and entirelyly pragmatic- honor is a tool to be used or discarded as convenience demands. During the Ware crisis he allies with the Partnership purely for the advantage of Ware drone support, and he will break any agreement the instant it ceases to serve him. His ship, the *SuD Qav* (“Last

Chance”), is a jury-rigged Vo’n’Talk-class Bird-of-Prey crewed by fellow outcasts, mercenaries, and the desperate.

Traits: Klingon (QuchHa’), Privateer Captain, Outcast

Attributes: Control 9, Daring 13, Fitness 12, Insight 10, Presence 11, Reason 9

Disciplines: Command 4, Conn 4, Security 4, Engineering 2, Science 1, Medicine 1

Stress: 12 **Resistance:** 1

Focuses: Klingon Culture, Starship Combat, Tactics, Intimidation, Piracy, Survival

Values: “The Empire cast us aside- we will take what we are owed.”; “Victory matters more than honor.”; “A captain’s first duty is to his ship and crew.”; “The strong take; the weak are taken from.”

Talents

Cruel

To Battle!

Ruthless Captain: Once per scene, Lokog may reroll a failed Command or Security task when intimidation or violence is involved.

Privateer’s Instinct: Lokog gains a bonus d20 when identifying an opportunity to attack, ambush, or escape from a superior opponent.

Blood for Blood: When Lokog suffers Stress from an enemy, he may immediately gain a bonus d20 on his next attack against that enemy.

Species Ability: Superior Ambition

Attacks

Disruptor Pistol: Ranged, 4, Deadly, Intense, Size 1H

D’k tahg dagger: Melee, 2, Deadly, Hidden 1, Size 1H

Mek’leth: Melee, 3, Deadly, Size 2H

Role in the Campaign

Lokog is a recurring secondary antagonist and chaotic wildcard, particularly during Acts 3 and 4 of *Foundations of Tomorrow*. He can be negotiated with, temporarily allied against a greater threat, or betrayed at the worst possible moment. His presence injects Klingon border tension, opportunistic violence, and the moral ambiguity of dealing with outcasts who have legitimate grievances against the Empire.

Additional Adversaries

- Hardline Federation isolationists and militarists who oppose Archer's vision and push for a purely defensive alliance.
- Traditionalist Vulcan factions seeking to reverse the *Kir'Shara* reforms and restore authoritarian High Command control.
- Andorian Dissidents
- Denobulan/Antaran nationalistic/far-right extremists
- Hostile Rigelian factions opposed to Federation membership
- Partnership leaders and security forces willing to fight to preserve their Ware-dependent way of life.
- Renegade Klingon elements who blame the Federation for the spread of the Ware.
- Lower-tier Orion captains, Syndicate enforcers, and deniable assets used by the Three Sisters.

Usage Notes for Gamemasters

- Main *Enterprise* legacy characters should be treated as Major NPCs or occasional temporary player characters when the story focuses on them.
- Trip Tucker's appearances should be rare and costly; every time he surfaces, the risk of exposure or moral compromise rises.
- The Ware should feel relentless and inhuman, more force of nature than conventional enemy.
- The Three Sisters work best when their influence is felt long before their faces are seen.
- Adjust Threat spends and Determination awards to reflect the narrative weight of these characters. Their presence should make scenes feel more significant.

These allies and adversaries are the living embodiment of the early Federation's struggles. Through them, the player characters will help decide whether the young alliance becomes a beacon of principled cooperation or simply another power among many in a dangerous galaxy.

CHAPTER 11: GAMEMASTERING CHAPTER

Tone and Themes

The early Federation is defined by three overlapping tensions:

1. Idealism vs. Security
2. Species Identity vs. Shared Identity
3. Short-term Survival vs. Long-term Principle

Lean into moral ambiguity. Clean victories should be rare. The Ware in particular should never offer a cost-free solution.

Safety Tools

The Ware's neural harvesting, Section 31's methods, and the lingering trauma of the Romulan War can become heavy. Use Lines and Veils. Establish boundaries around body horror, political manipulation, and inter-species prejudice in Session Zero.

Running Mixed-Species Crews

Friction is a feature, not a bug. Reward players who role-play cultural tension honestly and then find ways to overcome it. Mechanical bonuses for successful inter-species cooperation reinforce the theme.

Threat Spends Specific to the Era

Threat Cost	Effect
1	Inter-species protocol clash (temporary +1 Difficulty on joint tasks)
2	Early shield grid fluctuation
3	Orion disinformation or planted evidence
4	Section 31 interference (orders that conflict with official mission)
5	Ware harvest protocol begins on a damaged ship or away team
6	Major political incident that damages Federation cohesion

Alternative Campaign Frameworks

- Pure exploratory / diplomatic campaign focused on first contacts and Council politics
- Tactical / border-security campaign centered on the Ware and Klingon provocations
- Section 31 shadow campaign
- Andorian or Vulcan-centric campaigns that examine the cost of membership

CHAPTER 12: “FOUNDATIONS OF TOMORROW” CAMPAIGN

A 5 part campaign for Star Trek Adventures set in the early years of the United Federation of Planets (2162-2166).

Campaign Overview

Foundations of Tomorrow follows a single Starfleet crew (or mixed task force) through the defining crises of the Federation’s first half-decade. The campaign begins with the mysterious Vertian attacks and ends with the philosophical and political battles that lay the groundwork for the Prime Directive and the Federation’s long-term identity.

The central tension is the struggle between two competing visions of the Federation:

- The exploratory, idealistic vision associated with Admiral Archer and many *Enterprise* veterans.
- The security-first, hardline vision shaped by the trauma of the Romulan War and the continuing threats of the Orion Syndicate, the Ware, and internal shadows such as Section 31.

Player choices in each act directly affect the crew’s standing with Archer’s faction, the hardliners, Vulcan reformers, Andorian warriors, Tellarite pragmatists, and the hidden influence of Section 31. The campaign is designed for a mixed-species Starfleet crew serving aboard an early Federation vessel (NX-refit, *Pioneer*-type, *Endeavour*-type, or equivalent).

Tone

Hope mixed with exhaustion, idealism under pressure, moral ambiguity, and the slow, difficult birth of a new civilization. The galaxy is still dangerous. Trust between the founding species is fragile. Every decision risks either repeating the mistakes of the past or defining a better future.

Campaign Tracking Reminders

Throughout the campaign, maintain three running scores (start each at 0 or at a modest positive/negative value based on Session Zero):

- **Political Capital:** Standing with Archer’s exploratory faction versus the security hardliners.
- **Inter-Species Cohesion:** How well the founding species work together under pressure.
- **Moral Authority:** The crew’s reputation for upholding Federation ideals even when costly.

At the end of each act (and especially at the end of Act 5), these scores determine available support, mission options, and the final shape of the Federation the players help create.

Part 1: A Choice of Futures

(2162-2163 - *The Vertian Crisis*)

Premise

Unaligned border worlds suffer sudden, devastating attacks by silent, non-communicative ships later identified as Vertian. Hardliners demand immediate military retaliation. Archer and the exploratory faction insist on understanding first. The crew is ordered into the middle of the crisis.

Episode 1.1 - First Blood of a New Era

The crew is sent to the latest attack site (a small independent colony or freighter convoy). Debris, residual energy signatures, and a few survivors (or one intact but traumatized witness) are present. Orion agents are already on-site or nearby, spreading rumors that the attackers are a new Romulan weapon or a Federation false-flag operation.

Key Scenes

- Survey the wreckage (Sensors + Science / Engineering). Discover the attackers used a dampening field that disabled power and shields without catastrophic structural damage.
- Attempt first contact or analyze residual infrared signatures (Insight + Science, high Difficulty; Universal Translator fails).
- Confront or evade Orion agents planting evidence or inflaming local panic.

Possible Outcomes & Resource Effects

- Strong evidence of non-aggression intent or successful limited contact → +1 Political Capital (Archer faction), +1 Moral Authority.
- Crew recommends force or allows Orion disinformation to spread → +1 Political Capital (hardliners), -1 Moral Authority.
- Successful inter-species coordination during the investigation → +1 Inter-Species Cohesion.

Episode 1.2 - Task Force Horizon

Starfleet assembles its first major multi-species task force. The crew is assigned to help integrate ships and personnel from Earth, Vulcan, Andoria, and Tellar. Cultural and procedural friction nearly cripples the force before it leaves spacedock.

Key Scenes

- Bridge or conference-room arguments over command protocols, sensor prioritization, and weapons readiness.

- Engineering integration problems (incompatible computer systems, power coupling issues).
- A small crisis (false alarm, minor sabotage, or genuine sensor contact) that forces the mixed crews to work together under pressure.

Mechanical Notes Reward honest role-play of friction followed by genuine cooperation with Momentum or temporary bonuses. Failure can generate Complications that carry into later episodes (protocol clashes, lingering resentment).

Episode 1.3 - Shadows of the Syndicate

Intelligence (possibly from Section 31 or an Andorian source) reveals the Orion Syndicate is prolonging the crisis by supplying weapons, false sensor data, and propaganda. The crew must infiltrate or intercept Syndicate operations without triggering open war.

Key Scenes

- Tracking a weapons shipment or disinformation node.
- Negotiation or confrontation with mid-level Orion operatives (or a cut-out).
- Decision: expose the Syndicate publicly (risking political fallout) or handle it quietly (risking Moral Authority).

Episode 1.4 - The War Party

Hardliners push for a formal declaration of war in the Federation Council. The crew is asked (or ordered) to present alternative evidence. Sabotage, political pressure, and possible Section 31 interference occur.

Key Scenes

- Council chamber testimony or private briefings with Archer, Shran, and hard-line admirals.
- Attempts to uncover or counter planted evidence.
- A personal test for one or more player characters (loyalty to species vs. loyalty to the new Federation).

Episode 1.5 - Understanding the Silent

A breakthrough becomes possible: infrared empathy experiments, careful observation, and ultimately a mind-meld (ideally involving T'Pol or a Vulcan player character, assisted by Hoshi Sato's linguistic expertise). The Vertians never recognized other species as sentient. Once they do, the attacks stop.

Climax Options

- Stop an irreversible military strike already underway.
- Secure a fragile first understanding / limited agreement.
- Decide how much of the truth to reveal to the public and the Council.

Part 1 Resolution

Strong peaceful resolution and clear evidence against Orion manipulation → significant gains in Political Capital (Archer), Inter-Species Cohesion, and Moral Authority. Aggressive resolution or heavy casualties → gains for hardliners and possible long-term Cohesion damage.

Part 2: Tower of Babel

(2163-2164 - The Rigel Question)

Premise

The Federation prepares a major conference on Babel to debate Rigel's admission. The Orion Syndicate and hostile Rigelian factions work to keep the system divided and outside the Federation. The crew is assigned escort, security, and diplomatic support duties that quickly become far more dangerous.

Episode 2.1 - Road to Babel

The crew escorts key diplomats (Earth, Vulcan, Andorian, Tellarite, and possibly early Rigelian representatives) through contested space toward Babel. Early signs of sabotage appear: delayed supply ships, sensor ghosts, "accidental" near-collisions, and subtle protocol clashes between the mixed escort vessels.

Key Scenes

- Convoy coordination under stress (Conn + Command tasks, Inter-Species Cohesion checks).
- Investigation of a minor "accident" that reveals Orion-supplied equipment or false sensor data.
- Private conversations with diplomats that reveal personal stakes and species-based suspicions.

Resource Effects Successful quiet handling of sabotage and good inter-species coordination → +1 Inter-Species Cohesion, minor +1 Political Capital (Archer).

Public failure or heavy-handed response → -1 Cohesion or gains for hardliners.

Episode 2.2 - Worlds of Rigel

The crew travels through the complex, multi-species Rigel system to gather support or intelligence. Local rivalries, trade disputes, cultural landmines, and competing claims of legitimacy make every meeting a potential crisis. The goal is to build support for Federation membership (or at least prevent open anti-Federation violence) without being drawn into local conflicts.

Key Scenes

- Negotiations with different Rigelian factions (Presence + Command / Diplomacy).

- Navigating markets, temples, or administrative centers where Orion influence is visible but deniable.
- A sudden local crisis (riot, assassination attempt, or trade dispute) that forces the crew to choose sides or stay neutral.

Complications Orion agents may offer “help” that comes with strings. Hardline Federation observers may push for stronger pressure.

Episode 2.3 - Hostages of the Future

A hostile Rigelian faction backed by the Syndicate seizes Starfleet personnel and sensitive data. One hostage has significant future importance (GM choice: a young officer who will matter later, a key diplomat, or a scientist with critical knowledge). Rescue must be balanced against political fallout and the risk of escalating the crisis before the Babel vote.

Key Scenes

- Intelligence gathering and infiltration or negotiation.
- Hard choices: risk the hostages for a clean political win, or accept a compromised deal.
- Possible involvement of Reed’s more tactical approach versus T’Pol’s or Sato’s diplomatic methods.

Resource Effects Successful rescue with minimal bloodshed and exposure of Orion involvement → +1 Moral Authority, +1 Political Capital (Archer).

Heavy casualties or a deal that strengthens the Syndicate → losses in Moral Authority and possible gains for hardliners.

Episode 2.4 - The Three Sisters’ Game

Direct or near-direct confrontation with Orion Syndicate operations aimed at keeping Rigel out of the Federation. The crew must decide how far to go against the Orions—strictly legal methods, deniable action, or something in between.

Key Scenes

- Tracking a major Syndicate operation (smuggling, blackmail, or manufactured atrocity).
- Confrontation with mid- or high-level Orion operatives (or a cut-out working for the Three Sisters).
- Decision point: expose everything publicly (political risk) or handle it quietly (moral and long-term risk).

Threat Opportunities Orion disinformation, planted evidence against the crew, or sudden political pressure from Federation hardliners who want the problem “solved permanently.”

Episode 2.5 - The Babel Vote

The final membership vote approaches amid assassination attempts, blackmail, and the threat of unrest. The crew's prior actions and current choices heavily influence whether Rigel joins as a relatively stable member or remains a permanent source of division and Syndicate influence.

Key Scenes

- Security and counter-intelligence work on Babel Station or the conference site.
- Last-minute testimony, private deals, or exposure of blackmail material.
- The vote itself and its immediate aftermath.

Part 2 Resolution

Strong diplomatic success and clear exposure of Orion manipulation favor Political Capital (Archer faction), Inter-Species Cohesion, and Moral Authority. Allowing the Syndicate significant wins or using overly aggressive tactics favors hardliners and damages long-term Cohesion and Moral Authority.

Part 3: Uncertain Logic

(2165 - Vulcan Crisis & First Ware Contact)

Premise

Evidence surfaces suggesting the *Kir'Shara* may be a fraud. Vulcan society begins to fracture as traditionalists led by V'Las attempt to reverse the reforms. At the same time, the first modern encounters with the Ware reveal an ancient technological horror that harvests sentient minds.

Episode 3.1 - The Kir'Shara Crisis

The crew investigates the authenticity of the texts and the forces seeking to exploit the scandal. Clues point to V'Las and conservatives trying to regain control and reestablish the power of the High Command.

Key Scenes

- Examination of physical or digital evidence (Science + Reason / Insight).
- Meetings with reformist and traditionalist Vulcans (high social Difficulty, especially for emotional species).
- Discovery that the scandal is being amplified by outside actors (possibly Section 31 or Orion interests).

Resource Effects Careful, principled investigation that protects the reforms → +1 Moral Authority and support from Archer/T'Pol.

Allowing the scandal to spiral or taking sides too aggressively → Cohesion damage and possible hardliner gains.

Episode 3.2 - Echoes of the Ware

Reports of a dangerous automated technology reappear on the frontier. The crew makes first contact with Ware systems and begins to understand the neural-harvesting process.

Key Scenes

- Sensor analysis and cautious approach to a Ware node or drone group.
- First observation (or limited capture) of the harvest protocol.
- Realization that the network is not malevolent in any organic sense- only relentlessly efficient.

Mechanical Notes Emphasize the inhuman nature: no hails answered, regenerative hulls, capture beams that begin neural extraction if not cleared.

Episode 3.3 - Dependent Worlds

The crew discovers civilizations that have become completely reliant on Ware technology. They must assess the Partnership's dependence and confront the moral cost of both action and inaction.

Key Scenes

- Away team or diplomatic contact with Partnership representatives.
- Tours of prosperous surface facilities that hide the true cost.
- Private conversations with individuals who know (or suspect) the truth and have rationalized it.

Moral Weight No clean options. Destroying the network collapses civilizations; leaving it intact continues the harvest. This episode should feel heavy.

Episode 3.4 - Section 31's Shadow

Trip Tucker (or a Section 31 handler) contacts the crew with conflicting orders regarding both the Vulcan crisis and the Ware. The players must navigate the organization's demands while protecting Federation ideals.

Key Scenes

- Covert meeting with Trip (or a cut-out). Every appearance risks exposure.
- Conflicting orders that force a choice between short-term security and long-term principle.
- Possible discovery that Section 31 is manipulating both the Vulcan scandal and information about the Ware.

Special Rules Trip's Deep Cover trait makes detection difficult. Helping him against Section 31 leadership can grant temporary advantages but raises long-term risk.

Episode 3.5 - Logic Reclaimed

The Vulcan conspiracy and a major Ware-related incident (Lokog allies himself with the Partnership) reach their climax simultaneously. V'Las and his remaining allies seize a Suurok-class battlecruiser. The crew's actions help determine whether Vulcan remains a reforming member of the Federation or slides back toward isolationist militarism.

Key Scenes

- Parallel crises: stopping V'Las while dealing with Lokog's opportunistic alliance with the Partnership.
- Possible fleet action or boarding of the seized Suurok.
- Final choices that lock in Vulcan's trajectory for the rest of the campaign.

Part 3 Resolution

Success in protecting the reforms and beginning to understand the Ware's true nature strengthens Moral Authority and Inter-Species Cohesion. Failure or heavy compromise strengthens hardliners and traditionalist Vulcans while damaging trust.

Part 4: Live by the Code

(Mid-2160s - The Ware War)

Premise

The conflict with the Ware escalates into open confrontation. Partnership worlds fight to preserve the technology that sustains them. Klingon factions blame the Federation for the crisis and launch border provocations. The crew is drawn into the heart of the moral and military struggle.

Episode 4.1 - Captured

An Andorian vessel is seized by Ware forces or the Partnership. The crew must attempt rescue while gathering critical intelligence on harvest protocols and network architecture.

Key Scenes

- Tracking the captured ship and planning a rescue under time pressure (neural extraction has already begun or is imminent).
- Boarding or infiltration against regenerative, automated defenses.
- Possible first direct contact with Partnership military or security forces defending the Ware.

Emotional Weight Especially high for Andorian characters or those with strong ties to Andoria / Shran.

Episode 4.2 - Klingon Retaliation

Rogue Klingon elements launch provocations. The crew must prevent open war while managing the border crisis. Honor, pragmatism, and Federation ideals collide.

Key Scenes

- Border confrontations or pursuit of Klingon raiders (possibly including Lokog or other QuchHa’).
- Negotiations or duels of honor that test Federation principles.
- Discovery that some Klingons blame the Federation for “unleashing” or spreading the Ware.

Episode 4.3 - The Partnership’s Dilemma

Direct dealings with Partnership leaders who know the true cost of the Ware but cannot imagine life without it. Diplomacy, internal power struggles, and hard choices dominate.

Key Scenes

- High-stakes negotiations or infiltration of Partnership leadership.
- Witnessing the human (or alien) cost of dependence up close.
- Internal Partnership factions: those who want to fight to the end versus those who might accept a painful transition.

Moral Core This episode should force the crew to articulate what they are willing to sacrifice- and what they are not.

Episode 4.4 - Sacrifice of the Vol’Rala

A major fleet engagement develops. The Andorian cruiser *Vol’Rala* makes a heroic stand. The crew must support the battle, honor the sacrifice, and try to escape or turn the tide against the Ware fleet.

Key Scenes

- Fleet combat against regenerative Ware forces (emphasize Network Link and Swarm Tactics).
- The *Vol’Rala*’s final stand- player characters may be present or in communication.
- Immediate aftermath: mourning, political fallout, and the question of whether the sacrifice was “worth it.”

Resource Effects Honoring the sacrifice and maintaining inter-species solidarity → significant +Inter-Species Cohesion (especially Andorian).
Cynicism or political exploitation of the loss → Cohesion damage.

Episode 4.5 - The Final Transmission

A method to destroy the entire Ware network is discovered. Using it will free countless beings but collapse the civilizations that depend on it. The crew must decide whether to transmit the signal and then survive the immediate consequences.

Climax

- The decision itself (Council consultation, shipboard debate, or unilateral action).
- Transmission and the immediate technical / combat consequences.
- First reports of Partnership worlds beginning to fail.

Part 4 Resolution

This is the campaign's central moral test. The decision and its immediate cost heavily shape Moral Authority and Political Capital heading into the final act. The sacrifice of the *Vol'Rala* should feel permanent and meaningful.

Part 5: Patterns of Interference

(2165-2166 - *The Soul of the Federation*)

Premise

With the Ware crisis resolved (at great cost), the Federation turns inward. Archer proposes a formal principle limiting interference in the natural development of other societies. Section 31's excesses come to a head. The Orion Syndicate and Maltuvis attempt a final campaign of manufactured atrocities designed to destroy public faith in the Federation. The crew stands at the center of the struggle that will define what the Federation becomes.

Episode 5.1 - The Non-Interference Debate

Archer's proposed directive faces fierce opposition. The crew must gather support, protect key voices, and test the principle in a real-world case.

Key Scenes

- Council sessions, private lobbying, and public debates.
- A live test case (a developing situation on a non-aligned world) that forces the crew to apply- or break- the emerging principle.
- Pressure from hardliners who argue the Ware crisis proves that idealism is a luxury.

Resource Link The crew's accumulated Moral Authority and Political Capital directly affect how seriously the proposal is taken and what compromises are demanded.

Episode 5.2 - Cleaning House

Trip Tucker moves against the corrupt leadership of Section 31. The player crew is drawn into the shadow war for the organization's future.

Key Scenes

- Covert operations, information warfare, and moral compromises.
- Possible direct confrontation with Section 31 leadership or their deniable assets.
- Trip's personal stakes and the risk that exposing him destroys both him and the crew's standing.

Special Rules Every interaction with Trip raises the chance of exposure. Helping him can yield critical intelligence but carries long-term political and personal cost.

Episode 5.3 - Manufactured Atrocities

Brutal attacks occur that are engineered to look like Federation actions. The crew must expose the true perpetrators (Orions and Maltuvis) before public opinion turns permanently against the alliance.

Key Scenes

- Investigation of attack sites under intense public and political scrutiny.
- Tracking the evidence trail back to Orion operatives and Maltuvis's regime.
- Race against time as hardliners and isolationists use the attacks to demand a more militarized Federation.

Episode 5.4 - The Three Sisters' Endgame

Direct confrontation with the leadership of the Orion Syndicate and their Saurian proxy. The crew must disrupt the long-term anti-Federation strategy and decide how the young alliance will handle such threats going forward.

Key Scenes

- Intelligence coup or high-stakes negotiation/confrontation with one or more of the Three Sisters (or their direct agents).
- Dealing with Maltuvis's regime and the question of how far the Federation will go against a "sovereign" dictatorship.
- Final choices about transparency versus deniable action.

Episode 5.5 - A Principle Is Born

The final political and moral battle over the non-interference principle and the soul of the Federation. The crew's accumulated **Political Capital**, **Inter-Species Cohesion**, and **Moral Authority** determine:

- How strongly the ideal is established.
- What kind of Starfleet and Federation emerges from these formative years.
- Whether Section 31 is meaningfully constrained or merely driven deeper underground.
- The long-term standing of the founding species with one another.

Key Scenes

- Final Council session or equivalent high-level confrontation.
- Personal reckonings for major NPCs (Archer, T'Pol, Reed, Trip, Shran).
- The lasting consequences of every major choice the crew has made across the five acts.

Campaign Conclusion

By the end of *Foundations of Tomorrow*, the players will have helped decide whether the Federation becomes a defensive military alliance scarred by fear, or a civilization willing to risk idealism in a dangerous galaxy. The Vertians, the Babel Conference, the *Kir'Shara* crisis, the Ware, Section 31, and the Orion Syndicate all serve as mirrors forcing the young alliance- and the player characters- to choose what kind of future they will build.

Victories are rarely clean. Sacrifices are real. And the principles the crew fights for in these years will echo for centuries.

APPENDIX – SPECIES TEMPLATES

Aenar

For the Aenar, use the Aenar Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Andorians

For the Andorians, use the Andorian Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Deltan

For the Deltans, use the Deltan Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Denobulan

For the Denobulan, use the Denobulan Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Humans

For the Humans, use the Human Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Humans (Augments)

For the Human Augments, use the Human Augments Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Klingons

For the Klingons, use the Klingon Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Klingon (QuchHa')

For the Klingons (QuchHa'), use the Klingon (QuchHa') Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Nausicaan

For the Nausicaan, use the Nausicaan Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Orions

For the Orions, use the Orion Species Template listed in the Core Rulebook the 2nd Edition of Star Trek Adventures.

Orion, Blue

For the Blue Orions, use the Orion, Blue Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Rigellian Chelon

For the Rigellian Chelon, use the Rigellian Chelon Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Rigellian Jelna

For the Rigellian Jelna, use the Rigellian Jelna Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Remans

For the Remans, use the Reman Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Romulans

For the Romulans, use the Romulan Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Saurian

For the Saurians, use the Saurian Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Tellarites

For the Tellarites, use the Tellarite Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Vulcans

For the Vulcans, use the Vulcan Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.