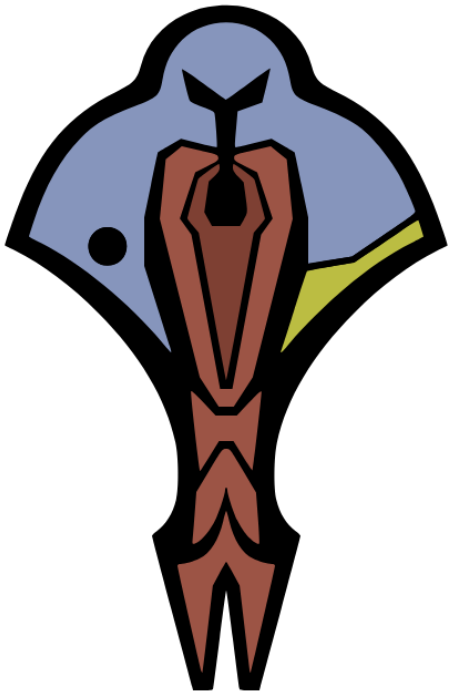
Written by Sebastian Opper

STAR TREK ADVENTURES 2ND EDITION

The Federation-Cardassian War Campaign Guide

2347 – 2367



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Introduction

The history of the United Federation of Planets is often written in the grand strokes of exploration, scientific discovery, and the high ideals of peace. Yet, along the arid, dust-choked sectors of the Alpha Quadrant perimeter, those ideals were tempered in the cold crucible of attrition. Between 2347 and 2367, the Federation found itself embroiled in a long, grinding frontier conflict: the Federation-Cardassian Border War.

Unlike the existential fleet engagements of the Dominion War or the catastrophic, single-front invasions of the Borg, the Cardassian conflict was a low-intensity, high-stakes war of attrition. It was a shadow war defined by sudden border incursions, bitter colonial skirmishes, tragic miscalculations like Setlik III, and tense, multi-vector naval standoffs along the contested perimeter. On one side stood Starfleet, a peacekeeping armada forced to balance its core principles and the strictures of the Prime Directive against the harsh realities of territorial containment. On the other stood the Cardassian Union, a resource-starved, militaristic state driven by Central Command and the all-seeing Obsidian Order, willing to spend millions of lives to secure its imperial holdings.

Entangled at the very heart of this geopolitical powder keg lay the Bajoran homeworld. Invaded in 2319 and officially annexed in 2328, Bajor endured a brutal fifty-year occupation that transformed a world of artists, scholars, and spiritualists into a vast industrial resource colony. As Starfleet fleets maintained a posture of strict neutrality outside Bajoran space, an asymmetrical war raged in the shadows, where the decentralized Bajoran Resistance waged a desperate, bloody campaign of liberation against the occupying garrisons of *Terok Nor*.

This sourcebook provides gamemasters and players with a lore-accurate guide to running campaigns during this turbulent twenty-year era. Within these pages, you will find detailed breakdowns of Starfleet and Cardassian naval doctrines, technical specifications of the era's armaments, from phased phaser arrays and photon torpedoes to spiral-wave disruptors, and comprehensive profiles of key historical figures, including Vice Admiral Alynna Nechayev, Gul Dukat, and active Obsidian Order operative Elim Garak.

Whether your crew commands an aging *Excelsior*-class cruiser patrolling the volatile sectors near the Badlands, operates as a covert Starfleet Intelligence team navigating the moral grey zones of the Demilitarized Zone, or aids refugee convoys fleeing the border fires, this era demands tough choices. Out here on the frontier, there are no simple victories, only the heavy burden of holding the line.

Welcome to the Border War.

Chapter 1: Factions

United Federation of Planets

The United Federation of Planets represents the antithesis of Cardassian totalitarianism, an interstellar, post-scarcity constitutional republic driven by peaceful exploration, liberty, mutual defense, and the voluntary alliance of hundreds of sovereign species. Founded in 2161 by Earth, Vulcan, Andoria, and Tellar, the Federation has expanded across thousands of light-years, standing as the preeminent political and diplomatic force in the Alpha and Beta Quadrants.

At its structural core, the Federation is governed by a civilian democratic system designed to preserve individual rights and planetary autonomy. The **Federation President**, elected by citizens across member worlds, serves as the head of state and government from the executive offices in Paris on Earth. Legislative authority rests with the **Federation Council** in San Francisco, composed of elected or appointed representatives from every member planet. The judiciary is anchored by the **Federation Supreme Court**, which enforces the **Federation Constitution** and its fundamental guarantees, most notably the **Guarantees of Individual Rights**, which protect freedom of speech, belief, and self-determination for all sentient beings.

Federation society is fundamentally defined by a **post-scarcity economy**. The advent of advanced fusion power, matter-antimatter reactors, and replicator technology eliminated hunger, poverty, and material want across its core worlds. Consequently, traditional currency has been largely abandoned within Federation borders. Wealth is no longer measured in accumulation, but in self-improvement, creative expression, scientific achievement, and service to the greater good. Citizens are free to pursue art, philosophy, research, or exploration without the pressure of physical survival, a stark contrast to the resource-starved, quota-driven desperation of the Cardassian Union.

The primary operational instrument of the Federation is **Starfleet**. Headquartered in San Francisco with its major shipyards at Utopia Planitia on Mars, Starfleet is explicitly chartered as a deep-space exploratory, scientific, and diplomatic organization rather than a standing military. However, Starfleet also serves as the Federation's primary defense force during times of crisis. Guided by the **Prime Directive**, a strict mandate prohibiting interference in the natural development of pre-warp civilizations, Starfleet officers are conditioned to prioritize peaceful conflict resolution, ethical integrity, and scientific curiosity over territorial ambition or military dominance.

Underpinning all Federation policy is the philosophy of **Infinite Diversity in Infinite Combinations (IDIC)**. Originating in ancient Vulcan philosophy, IDIC reflects the core Federation belief that true strength, wisdom, and progress emerge not from cultural uniformity or racial purity, but from the harmonious cooperation of vastly different species, perspectives, and ideas.

Where the Cardassian Union relies on subjugation, surveillance, and enforced conformity to maintain order, the United Federation of Planets thrives on voluntary unity, personal freedom, and an unshakeable faith in a better future for all sentient life.

Starfleet

Starfleet is the deep-space exploratory, scientific, diplomatic, and defense arm of the United Federation of Planets. Headquartered in San Francisco, Earth, with its vast orbital shipyards at Utopia Planitia on Mars, Starfleet is the living embodiment of the Federation's highest ideals. It is not a standing military in the traditional sense, but rather a multi-disciplinary armada chartered to expand the horizons of known space, foster peaceful galactic relations, and defend the Federation against existential threats.

At its core, Starfleet's philosophy is defined by a commitment to peaceful exploration and intellectual curiosity. Its officers are trained to be scholars, diplomats, engineers, and humanitarians first, and warriors only when all other avenues of diplomacy have failed. Every starship captain operates under the absolute authority of the **Prime Directive** (Starfleet General Order 1), a sacred, non-negotiable mandate prohibiting any interference in the natural development, internal politics, or evolutionary path of pre-warp civilizations, regardless of the personal or moral cost.

The operational structure of Starfleet is governed by **Starfleet Command**, a council of Admirals based on Earth who oversee sector assignments, fleet deployments, diplomatic missions, and starbase logistics. Below command sits a rigorous, meritocratic officer corps trained at **Starfleet Academy**. Admission to the Academy is notoriously difficult, accepting only those candidate cadets who demonstrate exceptional intellect, psychological resilience, and an unwavering commitment to ethical leadership.

Starfleet's vessels reflect its non-military philosophy. Rather than building pure warships, Starfleet constructs multi-role starships, such as the iconic *Excelsior*, *Constellation* and Miranda classes, that function as multirole explorers, research laboratories, and diplomatic platforms.

However, this commitment to peace creates a profound operational tension when Starfleet faces militaristic powers like the Cardassian Union. Trained for scientific discovery and peaceful negotiation, Starfleet crews caught on the front lines are forced to adapt rapidly to the harsh realities of tactical combat, logistical shortages, and grey-zone ethics. Yet even in the darkest hours of conflict, the defining strength of Starfleet remains its refusal to abandon its moral compass, choosing to measure victory not merely by battles won, but by whether its principles survived the war intact.

Starfleet Intelligence

Starfleet Intelligence (SFI) is the covert reconnaissance, threat assessment, and counter-espionage branch of Starfleet. Operating from its headquarters at the Starfleet Command complex in San Francisco, SFI serves as the central nervous system for the United Federation of Planets' security apparatus. Unlike state intelligence

agencies built around power projection or internal surveillance, Starfleet Intelligence operates under a unique, often contradictory mandate: protecting a peaceful, open, post-scarcity democracy from galactic threats without compromising the fundamental ethics of the Federation Constitution.

At its core, Starfleet Intelligence exists to eliminate strategic surprise. Its primary functions include monitoring foreign militaristic powers, such as the Cardassian Central Command, the Romulan Star Empire, and the Klingon Empire, infiltrating hostile networks, analyzing subspace telemetry, and countering foreign espionage within Federation borders. To achieve this, SFI maintains a vast array of covert assets, ranging from undercover operatives embedded in border worlds and deep-space listening posts hidden inside nebulae, to specialized intelligence starships equipped with advanced stealth sensors and long-range surveillance arrays.

The operational branch of SFI is divided into specialized directorates, each addressing distinct facets of interstellar security:

- **Threat Assessment & Analysis:** The analytical heart of SFI, processing millions of sensor logs, diplomatic intercepts, and planetary manifests to predict foreign troop movements and technological breakthroughs.
- **Counter-Espionage & Internal Security:** Tasked with identifying and neutralizing foreign operatives, such as Obsidian Order sleeper agents or Romulan Tal Shiar infiltrators, operating within Federation space or inside Starfleet itself.
- **Covert Operations & Reconnaissance:** The field branch consisting of handlers, infiltrators, and special recon units sent on high-risk, off-the-record missions behind enemy lines or across the Demilitarized Zone.
- **Special Projects (Research & Development):** A secretive division dedicated to developing advanced sensor arrays, encryption algorithms, and experimental defense technologies designed to counter foreign advantages.

Operating within Starfleet Intelligence generates a profound ideological and moral friction. While standard Starfleet officers operate in the light of open diplomacy and scientific discovery, SFI agents are forced to navigate the gray zones of deception, sabotage, and realpolitik. During prolonged conflicts like the Cardassian Border Wars, SFI officers frequently face agonizing trade-offs, deciding whether to violate Starfleet regulations, compromise local alliances, or withhold critical information to protect long-term strategic assets or prevent planetary-scale disasters.

Despite this necessary pragmatism, Starfleet Intelligence is bound by strict legal oversight from the Federation Council and Starfleet Command. It is explicitly prohibited from conducting mass surveillance on Federation citizens or operating as a domestic secret police. While rogue elements and black-budget factions (such as the illegal, off-the-books shadow organization *Section 31*) occasionally emerge from the fringes of Federation security, official Starfleet Intelligence remains anchored to the principle that intelligence gathering exists solely to defend the Federation's ideals, never to supplant them.

The Fleet involved in the war

During the Federation-Cardassian War, Starfleet Command treated the border conflict not as an all-out existential war, but as a low-intensity, geographically contained regional dispute. Unwilling to mobilize its prime exploratory fleets or strip defenses along the Romulan Neutral Zone, Starfleet deployed a patchwork, secondary fleet to the Cardassian sector. Composed largely of aging 23rd-century workhorses supplemented by a handful of experimental mid-24th-century designs, these task forces were forced to rely on flexible, decentralized tactics to hold the line against Central Command's rigid war machine.

Rather than sending new flagship-tier vessels, Starfleet relied on durable, easily maintainable ships capable of long-term independent patrols across a wide, volatile border. The heavy line was anchored by the **Excelsior-class**, serving as the undisputed tactical backbone and sector flagship platform. Heavily armored and armed with broadside phaser banks, an *Excelsior* could stand toe-to-toe with a Cardassian *Galor*-class cruiser in heavy engagements. They were supported by a rare few **Ambassador-class** heavy cruisers, dispatched sparingly as command hubs to critical sectors where Cardassian task forces threatened major Federation colony worlds.

Daily border patrols, convoy escorts, and sensor surveillance fell to the ubiquitous **Miranda-class** and the four-nacelled **Constellation-class**. While a *Miranda* was outmatched in raw forward firepower by a *Galor*, its maneuverability and versatile mission pods made it indispensable for picket lines and planetary defense. Meanwhile, *Constellation*-class ships like the *U.S.S. Stargazer* excelled at long-range reconnaissance and rapid-response interception along the Demilitarized Zone, using their high sub-warp agility to outmaneuver Cardassian blockades.

As the war stretched into the 2350s, Starfleet introduced the **New Orleans-class frigate**, a nimble, modern tactical testbed outfitted with specialized mission pods that represented Starfleet's evolving response to Cardassian grey-zone warfare. Conversely, unarmed **Oberth-class** survey vessels were pressed into logistical support, planetary analysis, and stellar cartography along uncharted border sectors, requiring constant escort by *Mirandas* or *Constellations* due to their minimal defensive capabilities.

Tactically, Starfleet's operational philosophy was shaped by a fundamental contrast in ship design. Recognizing that Cardassian warships favored heavy forward armor and prow-mounted spiral-wave disruptors, Starfleet captains relied on multi-vector maneuvering. Ships like the *Constellation* and *New Orleans* classes avoided head-on passes against Cardassian *Triads*, instead circling behind enemy formations to strike vulnerable aft impulse assemblies and weaker rear shielding. Furthermore, unlike the rigid, top-down hierarchy of Central Command, Starfleet encouraged initiative among individual captains and bridge officers, allowing ad-hoc tactical groups to adapt dynamically on the battlefield without waiting for Starfleet Command approval.

Yet, this distant conflict took a heavy moral and psychological toll on the crews assigned to the front lines. Fighting a grinding war of attrition in aging starships against a ruthless, resource-hungry enemy, all while the core Federation worlds remained oblivious, peaceful, and post-scarcity, created profound ideological friction within the fleet. Officers serving along the border were changed by the harsh realities of colonial massacres, logistical delays, and grey-zone compromises that standard Starfleet Academy training had never prepared them to face.

Cardassian Union

The Cardassian Union was not born out of a desire for empire, but out of the cold, desperate agony of a dying world.

Centuries ago, Cardassia Prime was a world of breath-taking art, exquisite architecture, and deep spiritual reflection under the ancient First Heptarchy. But no amount of philosophy could replenish a planet stripped bare. As the ecology collapsed and the Great Scarcity set in, famine and disease hollowed out the cities. Millions perished, not in grand battles, but in quiet, agonizing starvation. Democratic institutions splintered, helpless against the tide of misery. It was the military that finally stepped out of the ash, seizing control to ration food, enforce martial law, and restore a brutal, unyielding order.

The lesson Cardassia learned was absolute: survival required discipline, and discipline required the total submission of the individual to the state.

To feed its starving population and fuel its industrial machine, modern Cardassia looked to the stars with a predatory hunger. Driven by the chronic resource scarcity of their homeworld, the Union transformed into a expansionist military empire. This constant push outward is justified by a deeply ingrained sense of cultural and racial superiority. To the average Cardassian, theirs is the most civilized, disciplined, and intellectually refined society in the galaxy. Foreign cultures are viewed with a mixture of contempt and patronizing pity, chaotic, inefficient, and emotionally weak. When Cardassia conquers a world, it does not see itself as an oppressor, but as a firm, necessary father figure bringing order and purpose to an inferior populace.

Behind this grand ideological veneer lies a ruthless military dictatorship. The Union is ruled *de facto* by Central Command, a junta of high-ranking Legates and Guls who treat every political decision as a tactical campaign. The civilian government, embodied by the ancient Detapa Council, has been stripped of all true authority. Relegated to a mere advisory body, the Council exists only as a convenient political shell, rubber-stamping the military's decrees to project a hollow illusion of democracy to foreign powers and domestic traditionalists alike.

Yet even Central Command does not hold absolute sway over the hearts and minds of the populace. That terrifying duty falls to the Obsidian Order.

Operating in the shadows, the Obsidian Order is arguably the most feared intelligence service in both the Alpha and Beta Quadrants, rivaling even the Romulan Tal

Shiar. It is an apparatus of total, omnipresent surveillance; a whisper in Cardassian society claims that no citizen can drop a utensil without the Order logging its impact. They monitor every transmission, crush political dissent before it can form a thought, and operate extensive clandestine networks across interstellar borders. By law, the Order is strictly forbidden from maintaining its own military fleet, but its reach is so deep and its leverage so absolute that even the most powerful Guls of Central Command tread lightly in its shadow.

In the Cardassian Union, life is defined by absolute devotion. To die for the state is the highest honor; to question it is treason. Driven by an insatiable need for resources, a xenophobic certainty of their own supremacy, and the terrifying vigilance of its secret police, Cardassia marches forward, a civilization that sacrificed its soul so that its children might eat.

Central Command

At the heart of the Cardassian Union's dominion sits Central Command, an uncompromising military council that functions simultaneously as a supreme war cabinet and the absolute executive ruler of the state. Formed by high-ranking Legates and hardened Guls, Central Command translates every political, social, and economic challenge into a military objective. Below this governing council operates the Cardassian military, a vast, heavily bureaucratized war machine structured not into flexible exploration fleets, but into distinct, combined-arms formations known as **Orders**.

Each Order operates as a self-contained instrument of conquest and administration. Commanded by a Legate, an Order encompasses heavy warship flotillas, troop transports, orbital bombardment platforms, and planetary garrison forces. This combined-arms approach ensures that when an Order enters a star system, it is equipped not merely to destroy enemy defenses, but to crush local resistance, establish martial law, construct forced-labor camps, and immediately begin stripping the world of its natural resources to feed the starving homeworld.

The primary battle fleets are anchored by the **First through Fifth Orders**, which serve as the frontline heavy striking forces of the Union. The **First Order** stands as the elite guard of Central Command itself, stationed around Cardassia Prime and core industrial worlds. Outfitted with the finest warships and most ideologically devoted troops, the First Order acts as both the supreme shield against foreign invasion and the ultimate guarantor of internal stability against rogue commanders.

Behind them, the **Second and Third Orders** form the aggressive spearheads of Cardassian expansion. During the long decades of conflict, the Third Order earned a terrifying reputation along the Federation border and across the occupied territories, perfected in the art of scorched-earth logistics, orbital blockades, and unyielding attrition warfare. The **Fourth and Fifth Orders** hold the perimeter, maintaining fortified outposts and heavy warship patrols along volatile borders such as the Klingon frontier.

To sustain this constant expansion, Central Command relies on specialized auxiliary forces. The **Sixth Order** serves as the specialized colonial pacification and garrison force, composed of troops trained in urban counter-insurgency, security oversight, and the brutal administration of slave-labor camps. The **Seventh Order** maintains the war reserves and oversees the rigorous, highly disciplined training of young cadets, while the **Ninth Order** manages logistics, escorting transport convoys and securing asteroid mining operations, the quiet, indispensable backbone that keeps the entire war machine supplied.

Life within an Order is governed by a rigid, uncompromising hierarchy where orders flow strictly downward from Legate to Gul, and from Gul to Glinn. Initiative among junior officers is viewed with deep suspicion; absolute obedience is the foundational duty of every soldier. Yet, beneath this veneer of monolithic discipline lies intense internal political rivalry. Ambitious Guls and competing Legates routinely maneuver against one another, seeking to secure territorial victories, plunder strategic resources, and win the favor of Central Command, for in the Cardassian military, field command is the only true pathway to supreme political power.

The Obsidian Order

If Central Command is the visible iron fist of the Cardassian Union, the **Obsidian Order** is its invisible, suffocating shadow. Operating outside the standard framework of civilian government and military oversight, the Order is widely regarded as one of the most effective, ruthless, and feared intelligence organizations in the known galaxy, rivaling the Romulan Tal Shiar in its ubiquity and lethal precision.

To the average citizen of Cardassia, the Obsidian Order is not merely a government agency; it is an omnipresent force of nature. Its core mandate is total internal security and external espionage, executed through a network of surveillance so absolute that popular legend claims a Cardassian cannot drop a utensil without the Order recording its pitch and resonance. Every subspace communication is monitored, every commercial manifest is audited, and every conversation in a public establishment is logged. The Order does not merely investigate treason, it anticipates it, plucking citizens from their homes in the dead of night at the first subtle shift in their psychological profile or political devotion.

The Order operates under the absolute authority of a Director and a shadow council, answering neither to the civilian Detapa Council nor to Central Command. By ancient constitutional decree, the Obsidian Order is strictly forbidden from possessing or operating military hardware, starships, or heavy artillery, a safeguard meant to prevent the intelligence service from overthrowing the military junta. In practice, however, the Order wields such immense leverage, blackmail, and dossier files on every Legate and Gul in the Union that even the highest leaders of Central Command move with extreme caution in its presence.

The true strength of the Order lies in its operatives and its methods. Obsidian Order agents are recruited for their exceptional intellect, mental fortitude, and total lack of

empathy toward enemies of the state. They are masters of psychological coercion, physical interrogation, cover identity creation, and covert infiltration. When dealing with dissidents or foreign captives, the Order rarely relies on crude execution; instead, their interrogators break the subject's mind, methodically dismantling their sense of identity until the victim voluntarily confesses their sins against the state, validating the perfection of Cardassian justice.

Where the Order displays unity for the Cardassian State, in reality, it entails a variety of factions, who are vying and competing for power. After Tain's rise to power, the enigmatic "sons of Tain" are regarded the most powerful faction within the order.

Across interstellar borders, the Order maintains extensive sleeper networks within the United Federation of Planets, the Klingon Empire, and neighboring non-aligned systems. Long before an Order fleet or military task force arrives, Obsidian agents have already mapped enemy sensor grids, poisoned local supply chains, subverted political figures, and sowed discord among target populations.

In a society built on the complete sacrifice of the self for the state, the Obsidian Order stands as both the ultimate guardian and the ultimate predator. It guarantees the survival of Cardassia not through open battles or glorious conquest, but through a silent, unbreakable grip of fear that ensures no citizen ever dares to dream of defying the Union.

Cardassian Occupation Politics

The politics of Cardassian occupation are defined by a single, uncompromising mandate: maximum resource extraction through total administrative, cultural, and psychological subjugation. Rather than viewing a conquered world as a territory to be integrated into a commonwealth, the Cardassian Union treats it as a colonial farm, a repository of raw materials and forced labor to be harvested until empty to feed the starving homeworld.

At the apex of an occupied world sits the Prefect, a high-ranking Gul appointed directly by Central Command who holds absolute executive, military, and judicial authority. Operating from fortified planetary command centers or orbital stations, the Prefect governs through a tripartite system of control. The military garrison, typically drawn from the specialized Sixth Order, enforces martial law, guards mining facilities, and carries out swift, draconian retributions. In the shadows, the Obsidian Order maintains covert intelligence networks, subverting local leadership and hunting dissidents long before rebellion can organize. To manage the burden of daily civil administration, the Cardassians recruit or coerce local collaborators, creating a puppet bureaucracy that handles police duties and food distribution under Cardassian supervision.

This brutal structure is justified internally by a deeply ingrained narrative of paternalism. Cardassians view non-Cardassian societies, particularly agrarian, spiritual, or decentralized populations, as chaotic, inefficient, and fundamentally inferior. In the

mind of the occupier, the invasion is not an act of aggression, but a firm, necessary intervention that brings technology, industry, and order to an unrefined people. Cardassian administrators express genuine, indignant frustration when native populations resist, viewing sabotage not as patriotism, but as irrational ingratitude for the structural discipline provided by the Union.

To prevent unified rebellion, occupation authorities employ systemic policies designed to crush the spirit and identity of the occupied species. The economy is re-engineered entirely around resource stripping, diverting agricultural yields and mineral wealth directly to Cardassia Prime while keeping the local population on near-starvation rations, ensuring their daily focus remains confined to basic physical survival. Sacred sites are demolished, cultural practices are outlawed, and anyone accused of anti-state activity is remanded to brutal labor camps. When resistance strikes occur, the regime responds with collective punishment, razing entire villages or executing civilian hostages to enforce compliance through terror.

On the galactic stage, Cardassian occupation politics rely on calculated stall tactics and fierce defense of sovereignty. When foreign powers like the United Federation of Planets raise moral objections to forced labor or human rights violations, Central Command dismisses the accusations as interference in internal sovereign affairs or biased propaganda spread by terrorist factions. Yet when an occupation finally becomes economically or militarily unsustainable, the Union's exit is defined by a bitter, scorched-earth policy, dismantling infrastructure, poisoning agricultural sectors, and leaving the abandoned world in ruin so that it can never rise to threaten Cardassia again.

Cardassian Society

Cardassian society is a rigid, deeply collectivist meritocracy where individual identity exists solely in service to the collective, the family, and the state. Cardassian society turned fascist, shaped by centuries of hardship following the ecological collapse of their homeworld. Cardassians believe that survival requires absolute order, unquestioning discipline, and unyielding devotion to duty.

At the core of Cardassian culture are two sacred pillars: **the State** and **the Family**. In the mind of a Cardassian citizen, these two entities are inextricably linked. The state is viewed as the ultimate family, a protective, paternalistic authority that demands complete obedience in exchange for order and security. Conversely, devotion to one's literal family is paramount. A Cardassian's loyalty to their children and elders drives their work ethic and willingness to commit horrors abroad, operating on the firm belief that every military conquest and extracted resource directly guarantees a better, safer future for their kin. Multi-generational homes are standard, and an individual who shames or fails their family faces severe social ostracization.

Education in the Cardassian Union is an intense, state-mandated process of intellectual conditioning and ideological indoctrination. Beginning in early childhood, citizens undergo rigorous mental training designed to develop near-photographic memory,

sharp analytical reasoning, and exceptional emotional control. Children are taught to venerate the state, respect military hierarchy, and view foreign cultures with calculated suspicion. Curiosity for its own sake is discouraged; education is strictly functional, designed to produce brilliant engineers, cold logicians, disciplined soldiers, and calculating bureaucrats who serve the machine of state.

Despite the pervasive militarism, Cardassians hold a deep, refined pride in their intellectual and literary traditions. They possess a rich literary heritage, though modern works are heavily censored to reflect state ideology. The most celebrated Cardassian art form is the **repetitive epic**, vast, multi-generational novels in which generations of a single family selflessly sacrifice their personal dreams, happiness, and lives for the ultimate good of the state, with the ending always reinforcing the perfection of the collective over the individual.

Social standing within the Union is determined entirely by one's utility to the state and loyalty to its institutions. The military elite (Guls and Legates) and the shadow operatives of the Obsidian Order occupy the highest tiers of prestige, followed by high-ranking civil servants, scientists, and industrial administrators. Below them are the working masses, whose daily lives are tightly regulated by state quotas, food rationing, and constant surveillance. Public displays of personal eccentricity, emotional outbursts, or political dissent are viewed not merely as social faux pas, but as dangerous psychological flaws that threaten the stability of society.

Ultimately, Cardassian society is a masterpiece of collective conditioning, a world where personal freedom was willingly traded for survival, creating a populace that takes immense, solemn pride in the very chains that bind them to the state.

Cardassian Fleet

The Cardassian Guard of the Border War era operates without the heavy *Keldon*-class, a design that post-dates the conflict entirely, relying instead on a streamlined fleet structure built around mass production, heavy forward firepower, and absolute system control.

Every vessel in the fleet bears the architectural imprint of Cardassia’s chronic resource scarcity. Rather than crafting bespoke starships, Central Command relies on standardized, modular components. Hull plates, warp coils, and weapon mounts are uniform across ship lines, allowing planetary shipyards to rapidly repair, refit, and replace combat losses using raw materials extracted from occupied worlds like Bajor. Finished in muted ochre, dark bronze, and metallic gold, Cardassian warships feature an aggressive, reptilian silhouette, broad prow hulls tapering back to sweeping wing structures, engineered to project terrifying authority across subject systems.

The core of Cardassian capital fleet doctrine shifted significantly over the course of the conflict as Central Command modernized its shipyards to meet Starfleet resistance. At the outbreak of the war in 2347, the workhorse of the fleet was the aging *Selek*-class heavy cruiser. A rugged, heavily armored design hailing from the early

decades of the Bajoran Occupation, the *Selek* relied on thick kinetic plating and early-generation disruptor banks. Though remarkably durable, its older sensor suites and limited power output struggled against modern Starfleet vessels as hostilities escalated along the perimeter.

To supplant the aging fleet, Central Command introduced the *Galor*-class Type-I heavy cruiser in 2350. Incorporating early spiral-wave disruptor arrays and integrated modular power conduits, the Type-I proved its worth in heavy skirmishes and gradually assumed primary line duties, officially becoming the main workhorse of the Guard by 2355. That same year, in 2355, Central Command rolled out the *Galor* Type-II to counter Starfleet's formidable *Excelsior* and *Constellation*-class cruisers. The Type-II featured reinforced prow armor, upgraded generator relays, and expanded secondary disruptor banks for sustained broadside engagements. The pinnacle of this evolution arrived in 2360 with the deployment of the *Galor* Type-III, outfitted with high-output spiral-wave disruptor arrays and advanced target-acquisition sensors specifically calibrated for multi-target engagements against Starfleet task forces.

Supporting the capital fleet are swarms of *Hideki*-class patrol craft, agile, short-range escort vessels used for system defense, customs enforcement, and border interdiction, alongside heavily armed transports like the *Groumall*-type ore freighters that form the vital logistical arteries of the Union.

Naval doctrine within the Guard is rigid, top-down, and aggressively formation-driven. Cardassian commanders rarely engage in lone-ship duels; instead, they favor three-vessel tactical units known as a **Triad**. In combat, a Triad overlaps its forward shield grids and focuses all primary spiral-wave disruptors onto a single target, overwhelming enemy defenses through sheer concentrated fire. However, this focus on forward destruction comes with severe design trade-offs: Cardassian ships feature weaker aft shielding, limited maneuverability, and vulnerable rear impulse assemblies. A Cardassian warship is engineered to advance, never to retreat.

Yet, for all its formidable strength, the fleet suffers from deep structural vulnerabilities born of Cardassian political culture. Because personal initiative among junior officers is heavily discouraged, the loss of a commanding Gul or bridge crew often throws an entire ship or squadron into tactical paralysis, as lower-ranking Glinns hesitate to act without explicit orders. Furthermore, because the fleet operates on thin margins of raw materials, prolonged conflict strains supply lines to the breaking point. If transport convoys are disrupted by Bajoran guerrillas or Starfleet commerce raiders, Cardassian warships quickly face fuel shortages and depleted energy reserves, leaving the iron fleet vulnerable to the very attrition it seeks to impose on its enemies.

Bajor

The Bajorans are an ancient, deeply spiritual, and artistic civilization whose peaceful, planet-bound existence was shattered in **2319** when the Cardassian Union invaded their homeworld. Driven by a desperate need for raw materials and territorial expansion, Central Command instituted a brutal military occupation. Nine years later, in

2328, Cardassia officially annexed Bajor, formally stripping the planet of its sovereignty and transforming a world of architects, scholars, and spiritualists into a vast colonial labor camp.

Long before the invasion, Bajoran culture was anchored by a profound faith centered on the **Prophets**, spiritual entities residing within the Celestial Temple. This faith was physically manifested through the **Orbs**, sacred energy artifacts sent from the Temple that provided visions, temporal glimpses, and spiritual communion. During the early years of the Occupation, Cardassian forces looted most of these holy relics, transporting them back to Cardassia Prime for study or display, a systematic cultural desecration that remains an unhealed wound in the Bajoran soul. Furthermore, the Occupation permanently dismantled the ancient **D'jarra system**, a strict caste hierarchy that had dictated social roles based on family lineage for millennia. When survival demanded that monks construct explosive charges and artists learn to fire phasers, the caste structure collapsed entirely, forging an egalitarian solidarity born of shared suffering.

Lacking a standing fleet or planetary defense grid, the Bajorans waged an asymmetrical war of resistance against Central Command. Operating from hidden mountain complexes, subterranean caverns, and dense marshlands, independent cell networks, such as the *Shakaar Cell* and the radical *Kohn-Ma*, fought to make the occupation economically and politically untenable. Relying on scavenged mining explosives, smuggled plasma rifles, and captured Cardassian disruptors, these fighters specialized in hit-and-run ambushes, sabotaging ore-processing refineries, and assassinating Cardassian officers. Yet, decades of underground warfare blurred moral lines, as extreme tactics and swift Cardassian reprisals against civilian villages left deep psychological scars across the population.

During the Federation-Cardassian War (2347–2366), Bajor occupied a tragic geopolitical position. Because Central Command had officially annexed Bajor in 2328, nearly two decades before the border war with Starfleet began, the Federation Council classified the occupation as an internal domestic matter of the Cardassian Union. Bound by the **Prime Directive** and desperate to prevent a localized border dispute from escalating into a quadrant-wide war, the Federation officially refused to intervene on Bajor's behalf, a stance many Bajorans viewed as profound moral cowardice. While official Starfleet fleets remained outside Bajoran space, individual officers, free traders, and civilian sympathizers covertly funneled medical supplies, food, and tactical intelligence to the millions of displaced Bajoran refugees living in camps scattered across the volatile border sectors.

Occupation of Bajor

The Occupation of Bajor stands as one of the darkest chapters in modern galactic history, a brutal fifty-year campaign of colonial subjugation that transformed a peaceful, deeply spiritual, and artistic world into a vast, industrial labor camp. Driven by a desperate need for raw materials to fuel its expanding military state, the Cardassian

Union set its sights on Bajor, setting in motion a tragedy that reshaped the geopolitics of the entire sector.

The invasion began in 2319 under the guise of deceptive diplomacy. Cardassian forces initially entered Bajoran space offering economic assistance, scientific partnership, and security aid to a planet that possessed no unified global military. Within months, Central Command manufactured political crises and staged border incidents as pretexts to land occupational troops, disband local administrative bodies, and place the planet under martial law. Nine years later, in 2328, the Cardassian Union formally annexed Bajor, dissolving all native authority and replacing it with a Cardassian Military Governor. The planet was divided into administrative sectors engineered for maximum resource extraction, primarily targeting heavy industrial minerals like uridium and duranium. To process the immense quantities of ore mined by forced labor, Central Command constructed *Terok Nor*, a massive orbital station built directly in Bajoran orbit.

The machinery of oppression was relentless and absolute. Millions of Bajorans were herded into labor camps, where they worked under lethal conditions in refineries and strip mines. Environmental safeguards were entirely ignored, resulting in widespread toxic contamination, deforestation, and the ecological devastation of entire continents. Simultaneously, Central Command sought to erode Bajoran identity by targeting their faith. Cardassian troops systematically looted ancient temples, confiscating sacred Orbs and transporting priceless relics to Cardassia Prime. Spiritual leaders were monitored, imprisoned, or executed if their teachings threatened civil unrest, while the all-seeing Obsidian Order deployed a pervasive network of informants and wiretaps that turned neighbor against neighbor in an environment of total paranoia.

In response to total subjugation, the Bajoran people organized an asymmetrical war of liberation. Lacking starships, heavy armor, or centralized command, the Resistance operated through autonomous, secret cell networks, such as the *Shakaar Cell* and the radical *Kohn-Ma*, hidden deep within mountain caverns, subterranean tunnels, and wetlands. Utilizing scavenged mining explosives, smuggled plasma rifles, and captured disruptors, fighters engaged in a relentless campaign of attrition: sabotaging ore transports, detonating supply depots, and assassinating Cardassian Guls. The human cost was horrific, with an estimated ten million Bajorans dying from starvation, labor camp exhaustion, and mass executions, while swift Cardassian reprisals against civilian villages further blurred the lines between freedom fighting and terrorism.

For the United Federation of Planets, the Occupation presented a agonizing moral dilemma. Because Central Command had officially annexed Bajor nearly two decades before the outbreak of the Federation-Cardassian War, the Federation Council classified the occupation as an internal domestic matter of a foreign sovereign power. Bound by the Prime Directive and desperate to avoid escalating a border conflict into a quadrant-wide war, Starfleet officially refused to intervene on Bajor's behalf, a stance viewed by the Bajoran people as profound moral cowardice. Millions of

refugees fled into border sectors, where sympathetic Starfleet officers, traders, and civilian groups covertly funneled food, medical supplies, and intelligence to the underground movement.

By 2369, fifty years of relentless guerrilla resistance, mounting military costs, and political pressure on Cardassia Prime forced Central Command to make a cold strategic calculation: the depleted yields of Bajor's mines no longer justified the escalating price in blood and resources required to hold the planet. Under the order of Prefect Gul Dukat, Cardassian forces systematically looted remaining planetary infrastructure, vandalized orbital installations, and executed political prisoners before conducting a full military retreat. Left with a ruined ecology, a shattered economy, and no formal government, the newly formed Bajoran Provisional Government invited Starfleet to jointly administer *Terok Nor*, closing a tragic chapter of subjugation and opening a uncertain new era for the Bajoran people.

Bajoran Resistance

The Bajoran Resistance was not a conventional military force, but an ideological movement forged in the fires of total subjugation, a decentralized, subterranean network of freedom fighters who waged a fifty-year asymmetrical war against the occupying forces of the Cardassian Union. Born out of sheer desperation following the 2319 invasion and subsequent annexation of their homeworld, the Resistance transformed a peaceful society of architects, monks, and scholars into one of the most tenacious guerrilla insurgencies in Alpha Quadrant history.

Lacking capital starships, heavy armor, or centralized military command, the Resistance operated through autonomous, deeply secretive cell networks. Groups such as the *Shakaar Cell*, the *Kohn-Ma*, and *Orta's group* functioned independently, hidden deep within the treacherous terrain of Bajor's Badlands, mountain caverns, and subterranean tunnel systems. To survive the all-pervading eye of the Obsidian Order, these cells enforced strict compartmentalization; individual operatives rarely knew the identity of fighters outside their immediate unit, ensuring that captured members could not betray the wider movement under Cardassian interrogation.

The weapons of the Resistance were scavenged, stolen, or improvised. Operatives relied on converted mining explosives, smuggled plasma rifles, and captured Cardassian phase-disruptors to wage a relentless campaign of attrition. Unable to meet Central Command in open battle, fighters specialized in hit-and-run ambushes, sabotaging ore-processing refineries, blowing up supply convoys, and executing high-ranking Cardassian officers and local collaborators.

Decades of underground warfare took an undeniable moral toll, blurring the boundaries between heroic liberation and cold terrorism. Radical elements within the movement launched strikes against civilian targets and political infrastructure, accepting heavy casualties if it meant striking a blow against the Cardassian war machine. In turn, Central Command enforced draconian collective punishment, for every Cardassian Gul or Glinn assassinated, occupational troops frequently executed entire

neighboring villages, driving a vicious cycle of violence that radicalized generations of Bajoran youth.

Throughout the Federation-Cardassian War (2347–2366), the Resistance served as an unintended third front against Central Command. Although Starfleet remained bound by the Prime Directive and officially neutral regarding Bajor's occupation, the Resistance actively diverted Cardassian troops, ships, and supply lines away from the Starfleet border. Covert channels linked sympathetic Starfleet officers, independent traders, and border smugglers to Resistance leaders, funneling critical medical supplies, rations, and tactical intelligence directly into the hands of cell commanders.

Ultimately, it was the unyielding persistence of the Bajoran Resistance that won the war. By making the occupation economically ruinous and bloody for Central Command to sustain, the fighters forced Cardassia into a full military withdrawal in 2369. Though left deeply scarred by decades of trauma, loss, and moral compromise, the veterans of the Resistance emerged as the foundational pillars of the new Bajoran Provisional Government and the guardians of a liberated world.

Bajoran Occupational Government

The Bajoran Occupational Government, often referred to with disdain by the populace as the **Collaborator Administration**, was the administrative facade through which Central Command governed the Bajoran homeworld. Established shortly after the formal annexation in 2328, it was designed by Cardassian planners to provide a thin veneer of native legitimacy to a regime built on total colonial coercion, forced labor, and resource extraction.

Rather than ruling purely through raw military garrisoning, Central Command created local administrative councils, municipal ministries, and civilian police forces staffed by Bajoran nationals. These officials, commonly labeled "collaborators" (*kava*), were drawn from various tiers of Bajoran society: former bureaucratic elites seeking to preserve order, opportunists protecting their personal wealth, and desperate pragmatic leaders who believed that compliance was the only way to shield their communities from outright massacres by Cardassian troops.

Under the direct oversight of the Cardassian Military Governor, most famously Gul Dukat during the final decade of the Occupation, the Occupational Government was stripped of any genuine political sovereignty. Its primary function was operational logistics: managing civil registries, enforcing Cardassian curfews, distributing meager food rations, and delivering mandated quotas of Bajoran civilian laborers to industrial processing centers like Gallitep and orbital facilities like *Terok Nor*.

To enforce compliance, the administration operated the **Bajoran Civilian Police**, a heavily monitored paramilitary force tasked with domestic crowd control, anti-sabotage security, and hunting down Resistance sympathizers. Operating in the shadow of both Central Command and the omnipresent Obsidian Order, these native police

officers were viewed with intense hatred by the general population, who saw them as traitors executing the will of an alien occupier.

The existence of the Occupational Government fractured Bajoran society along deep moral lines. While some officials used their positions covertly to siphon medical supplies to Resistance cells or alter labor lists to save lives, the majority were caught in a deadly middle ground, despised by their own people as instruments of tyranny, yet viewed as fundamentally untrustworthy and disposable by their Cardassian masters.

When Central Command abruptly withdrew from Bajor in 2369, the Occupational Government collapsed overnight. Deprived of Cardassian military protection, high-ranking collaborators fled into exile, while those left behind faced immediate arrest, public trials, or swift retribution at the hands of liberated citizens and Resistance tribunals, leaving a bitter legacy of distrust that haunted the newly formed Bajoran Provisional Government for years to come.

Chapter 2: Lifepath Options and Talents

Starfleet

Starfleet Lifepath Options

Environment

- **Frontier Colony (Border Sector):** You grew up on a fragile, dust-choked settlement along the contested Alpha Quadrant perimeter. Your daily life was shaped by political tension, supply shortages, and the constant hum of distant patrol ships.
    - **Stat Modifiers:** +1 Control, +1 Daring
    - **Trait:** Frontier Upbringing
- **Utopian Core World:** Raised in the post-scarcity cradle of Earth, Vulcan, or another core member world, your formative years were defined by peace, intellectual enrichment, and absolute institutional security.
    - **Stat Modifiers:** +1 Reason, +1 Presence
    - **Trait:** Post-Scarcity Perspective
- **Starfleet Academy Orbital Facility:** Your childhood was spent among the echoing shipyards, simulator decks, and orbital complexes of Mars or Earth, surrounded by the machinery of deep-space exploration.
    - **Stat Modifiers:** +1 Control, +1 Fitness
    - **Trait:** Orbital Habituated
- **Scientific Research Outpost:** You were raised in a specialized listening post or deep-space laboratory, learning to view the cosmos through sensor logs, spectral telemetry, and analytical inquiry before you could walk.
    - **Stat Modifiers:** +1 Reason, +1 Insight

    - **Trait:** Analytical Background
- **Diplomatic Family / Ambassadorial Enclave:** Growing up moving between embassies and interstellar summits, you learned the delicate arts of negotiation, protocol, and reading the micro-expressions of dozens of alien species.
    - **Stat Modifiers:** +1 Presence, +1 Insight
    - **Trait:** Diplomatic Exposure

Upbringing

- **Scientific & Academic Rigor:** Your family emphasized empirical research, analytical methodology, and strict adherence to the scientific method above all else.
    - **Stat Modifiers:** +1 Reason, +1 Control
    - **Focus:** Computer Core / Astrometrics / Physics
- **Frontier Survival & Self-Reliance:** Raised in an environment where resources were scarce and assistance was light-years away, you learned field engineering, jury-rigging, and emergency survival.
    - **Stat Modifiers:** +1 Fitness, +1 Daring
    - **Focus:** Jury-Rigging / Emergency Medicine / Survival
- **Command & Duty Tradition:** Born into a multi-generational Starfleet family, you were steeped in regulations, tactical doctrine, and an unwavering sense of institutional responsibility.
    - **Stat Modifiers:** +1 Control, +1 Presence
    - **Focus:** Starfleet Protocols / Leadership / Tactics
- **Humanitarian & Medical Service:** Your upbringing focused on relief work, biological sciences, and the preservation of life in crisis-stricken sectors.
    - **Stat Modifiers:** +1 Insight, +1 Fitness
    - **Focus:** Emergency Response / Triage / Exobiology
- **Exploratory & Pioneering Spirit:** Encouraged to push boundaries from an early age, you spent your youth charting uncharted wilderness, piloting atmospheric craft, or studying alien ecosystems.
    - **Stat Modifiers:** +1 Daring, +1 Reason
    - **Focus:** Piloting / Wilderness Survival / Cartography

Starfleet Academy

- **Command Track:** You underwent intensive simulations in tactical decision-making, crisis leadership, and multi-vector fleet coordination under pressure.
    - **Stat Modifiers:** +1 Presence, +1 Control
    - **Focus:** Strategic Command / Conflict Resolution / Team Leadership
- **Operations & Tactical Track:** Your studies focused on weapons systems calibration, deflector shield harmonics, structural engineering, and tactical security protocols.
    - **Stat Modifiers:** +1 Control, +1 Fitness
    - **Focus:** Security Procedures / Weaponry / Structural Engineering

- **Sciences Track:** You dedicated your academic career to advanced theoretical physics, stellar cartography, or xenobiological research in Starfleet's premier laboratories.
    - **Stat Modifiers:** +1 Reason, +1 Insight
    - **Focus:** Theoretical Physics / Stellar Cartography / Molecular Biology
- **Communications & Operations Track:** You mastered subspace telemetry, cryptography, sensor array optimization, and the management of high-traffic shipboard data streams.
    - **Stat Modifiers:** +1 Control, +1 Reason
    - **Focus:** Subspace Communications / Cryptography / Sensor Operations
- **Medical & Life Sciences Track:** Rigorous training in emergency field surgery, bio-molecular pathology, and xenopharmacology prepared you for the harshest front-line environments.
    - **Stat Modifiers:** +1 Insight, +1 Fitness
    - **Focus:** Emergency Medicine / Pharmacology / Cellular Biology

Starfleet Talents

Multi-Vector Shield Modulation

- **Requirement:** Security or Engineering Department 3+
- **Benefit:** When you take the *Task* action to re-modulate your starship's deflector shields, you may spend 1 Momentum to affect two shield vectors simultaneously instead of one.

Frontier Improvisation

- **Requirement:** Daring 10+ or Engineering 3+
- **Benefit:** When you attempt to repair damaged ship systems or jury-rig equipment using non-standard components, you reduce the difficulty of the task by 1 (to a minimum of 0) and ignore complications caused by material shortages.

Calm Under Fire

- **Requirement:** Control 11+ or Security 3+
- **Benefit:** When you suffer Stress or Trauma in personal combat or during ship combat boardings, reduce the total Stress suffered by 2 (to a minimum of 1). Additionally, you cannot panic or freeze under suppression fire.

Adaptive Sensor Sweep

- **Requirement:** Science or Conn Department 3+
- **Benefit:** When you perform a sensor scan in complex environments (such as nebulae, plasma storms, or near planetary rings), you ignore the negative environmental modifiers associated with sensor blind spots.

Crisis Triage Specialist

- **Requirement:** Medicine Department 3+

- **Benefit:** When treating multiple injured patients simultaneously in emergency conditions, you do not suffer the standard increased difficulty for dividing your focus.

Unshakeable Resolve

- **Requirement:** Presence 11+ or Command 3+
- **Benefit:** Once per mission, when an ally within your line of sight suffers a crisis of confidence, fails a Determination-backed task, or suffers severe morale penalties, you may spend a Momentum to allow them to immediately re-roll up to two dice.

Precision Beam Targeting

- **Requirement:** Security Department 3+
- **Benefit:** When firing personal energy weapons (phased hand weapons or rifles), you may add +1 Die to your damage roll by increasing the Task difficulty by 1.

Diplomatic Tact

- **Requirement:** Insight 11+ or Command 3+
- **Benefit:** When interacting with hostile or unaligned factions, you may use Insight + Command instead of Presence + Command to establish initial terms or de-escalate volatile situations.

Deep-Space Endurance

- **Requirement:** Fitness 11+ or Engineering 3+
- **Benefit:** Your character is conditioned to endure prolonged periods of sleep deprivation, extreme rations, and harsh environmental conditions. You add +2 to your resistance against fatigue and environmental hazards.

Veteran of the Perimeter

- **Requirement:** Starfleet Career (Border War era)
- **Benefit:** Having served on the volatile Cardassian perimeter, you gain an inherent intuition for hostile tactics. When rolling to resist surprise attacks, ambush conditions, or deception checks by Cardassian or covert operatives, you add +1 momentum automatically generated on successes.

Cardassian Union

Central Command Lifepath Options

Environment

- **Cardassia Prime Urban Core:** Raised amidst the oppressive, highly regimented industrial spires of the homeworld, your entire existence was shaped by state quotas, architecture designed for surveillance, and absolute civic duty.
    - **Stat Modifiers:** +1 Control, +1 Reason
    - **Trait:** Regimented Upbringing
- **State Industrial Colony:** You grew up on a smog-choked mining or manufacturing world dedicated entirely to feeding Central Command's relentless war machine.
    - **Stat Modifiers:** +1 Fitness, +1 Control
    - **Trait:** Industrial Habituated
- **Occupied Territory Outpost:** Raised on a brutalized garrison world like occupied Bajor, you learned early that survival belonged exclusively to the disciplined and the ruthless.
    - **Stat Modifiers:** +1 Daring, +1 Fitness
    - **Trait:** Occupier's Mentality
- **Cardassian Fleet Academy Complex:** Your youth was spent within the austere, competitive, and merciless environment of Central Command's military training grounds.
    - **Stat Modifiers:** +1 Control, +1 Presence
    - **Trait:** Military Brat
- **Logistics & Supply Directorate:** Growing up within the bureaucratic heart of Central Command's supply networks, you viewed the galaxy entirely through ledgers, resource quotas, and logistical flowcharts.
    - **Stat Modifiers:** +1 Reason, +1 Presence
    - **Trait:** Bureaucratic Mindset

Upbringing

- **State Indoctrination & Family Duty:** Your family drilled into you the absolute supremacy of the Cardassian State and the sacred duty to sacrifice individual identity for the collective good.
    - **Stat Modifiers:** +1 Presence, +1 Control
    - **Focus:** State Ideology / Military Law / Family Honor
- **Militaristic Discipline & Combat Drills:** From childhood, you were subjected to rigorous physical conditioning, martial arts, and tactical training designed to forge an unyielding soldier.
    - **Stat Modifiers:** +1 Fitness, +1 Daring
    - **Focus:** Hand-to-Hand Combat / Discipline / Tactical Drills

- **Analytical & Bureaucratic Efficiency:** Trained to process mountains of logistical data, intelligence reports, and resource allocations with cold, unsparing precision.
    - **Stat Modifiers:** +1 Reason, +1 Control
    - **Focus:** Data Analysis / Logistics / Administration
- **Inquisitorial Observation:** Raised by parents connected to security or intelligence oversight, you learned to constantly monitor your surroundings, weigh your words, and detect subversion.
    - **Stat Modifiers:** +1 Insight, +1 Control
    - **Focus:** Observation / Interrogation Basics / Surveillance
- **Aggressive Expansion & Prowess:** Brought up on heroic epics of Cardassian conquest, you were taught that hesitation is weakness and that territory must be taken by force.
    - **Stat Modifiers:** +1 Daring, +1 Presence
    - **Focus:** Offensive Tactics / Weapon Handling / Intimidation

Military Academy / Service Entry

- **The Guard Fleet Track:** You completed rigorous naval training aboard heavy cruisers, mastering spiral-wave disruptor calibration, Triad tactical formations, and capital ship combat.
    - **Stat Modifiers:** +1 Control, +1 Presence
    - **Focus:** Spiral-Wave Gunnery / Triad Tactics / Capital Navigation
- **Ground Assault & Pacification Track:** Trained in urban counter-insurgency, brutal suppression tactics, and the management of forced-labor installations.
    - **Stat Modifiers:** +1 Fitness, +1 Daring
    - **Focus:** Urban Warfare / Pacification / Riot Control
- **Military Intelligence & Interrogation Track:** Selected for specialized training in psychological breaking, interrogation techniques, and counter-insurgency operations.
    - **Stat Modifiers:** +1 Insight, +1 Reason
    - **Focus:** Psychological Interrogation / Surveillance / Dossier Analysis
- **Logistics & Fleet Engineering Track:** You mastered rapid ship repairs, modular component replacement, and maintaining peak efficiency under extreme resource scarcity.
    - **Stat Modifiers:** +1 Reason, +1 Fitness
    - **Focus:** Emergency Repairs / Modular Engineering / Resource Allocation
- **Command & Legate Track:** An elite curriculum focusing on absolute command authority, strategic dominance, and the ruthless exploitation of enemy tactical vulnerabilities.
    - **Stat Modifiers:** +1 Presence, +1 Control
    - **Focus:** Strategic Command / Psychological Dominance / Tactical Execution

Central Command Talents

Triad Focus Fire

- **Requirement:** Security or Conn Department 3+
- **Benefit:** When your vessel is operating in formation alongside other Cardassian ships (forming a Triad), when you declare an attack with spiral-wave disruptors, you gain +2 to your damage rating if another allied ship targeted the exact same shield vector during the same round.

Relentless Advance

- **Requirement:** Daring 11+ or Security 3+
- **Benefit:** Cardassian warships are engineered never to retreat. When your ship takes structural damage, you may ignore the first point of power loss to engines or weapons per scene by pushing your systems to their limit.

Cold Interrogation

- **Requirement:** Insight 11+ or Security 3+
- **Benefit:** When attempting to extract information from a captive through psychological pressure or intimidation, reduce the task difficulty by 1. The target suffers +1 Stress for every complication generated on the test.

Spiral-Wave Overcharge

- **Requirement:** Security Department 3+
- **Benefit:** When firing spiral-wave disruptors, you may declare an Overcharge. Add +2 to the weapon's damage rating, but your ship immediately suffers 2 points of structural stress as power relays strain.

Unyielding Obedience

- **Requirement:** Presence 11+ or Command 3+
- **Benefit:** Subordinates under your command receive +1 to all resistance tests against fear, panic, and demoralization effects. Once per scene, you may force an underling to perform a hazardous task without hesitation.

Resourceful Salvage

- **Requirement:** Engineering Department 3+
- **Benefit:** When repairing damage or restocking consumables under strict resource scarcity, you reduce the required materials cost / task difficulty by 1, reflecting your mastery of Cardassian modular engineering.

Prow Shield Concentration

- **Requirement:** Conn or Security Department 3+

- **Benefit:** When allocating power to your ship's deflector shields, you may sacrifice all Aft shield points to double the point value of your Forward shields for the duration of the combat round.

Disciplined Glinn

- **Requirement:** Control 11+ or Security 3+
- **Benefit:** When acting directly under the orders of a superior officer (Gul or Legate), you add +1 Dice to any Task performed to execute their explicit tactical commands.

Ruthless Efficiency

- **Requirement:** Reason 11+ or Command 3+
- **Benefit:** When analyzing enemy operational patterns or logistics, you may spend 2 Momentum to instantly uncover one tactical vulnerability or unshielded blind spot in the target formation.

Iron Will of the Union

- **Requirement:** Fitness 11+ or Presence 11+
- **Benefit:** When resisting mental manipulation, torture, or truth serums, you add +2 to your Resistance attribute and ignore the first two levels of fatigue or trauma penalties.

Obsidian Order Lifepath Options

Environment

- **Classified State Directorate:** Born into an elite, deeply hidden administrative caste, your entire family background was scrubbed from public registries to serve the invisible apparatus of the Order.
    - **Stat Modifiers:** +1 Reason, +1 Control
    - **Trait:** Phantom Identity
- **Deep Surveillance Enclave:** Raised in a heavily monitored subterranean facility where every sound, glance, and physiological reaction was cataloged by automated listeners from infancy.
    - **Stat Modifiers:** +1 Insight, +1 Control
    - **Trait:** Hyper-Vigilant
- **High-Society Obsidian Front:** You grew up moving through the opulent, treacherous upper echelons of Cardassian society, where politeness masked lethal political maneuvering.
    - **Stat Modifiers:** +1 Presence, +1 Insight
    - **Trait:** Urbane Deception
- **Clandestine Interrogation Facility:** Your formative years were spent amidst holding cells, psychological evaluation chambers, and the silent machinery of state security.
    - **Stat Modifiers:** +1 Reason, +1 Fitness

    - **Trait:** Unflinching Observer
- **Occupied Border Infiltration Cell:** Raised along the shadowy edges of the Demilitarized Zone or occupied sectors, learning espionage, disguise, and covert smuggling.
    - **Stat Modifiers:** +1 Daring, +1 Insight
    - **Trait:** Border Ghost

Upbringing

- **Absolute Paranoia & Compartmentalization:** Taught from childhood that trust is a fatal flaw and that every individual – including family – is a potential asset or liability.
    - **Stat Modifiers:** +1 Control, +1 Insight
    - **Focus:** Compartmentalization / Deception / Paranoia Management
- **Psychological Coercion & Observation:** Trained to read micro-expressions, vocal inflections, and physiological ticks to uncover hidden truths and psychological breaking points.
    - **Stat Modifiers:** +1 Insight, +1 Reason
    - **Focus:** Micro-Expression Analysis / Interrogation / Profiling
- **Clandestine Martial Arts & Silent Elimination:** Drilled in silent takedowns, poison administration, and lethal close-quarters combat that leaves no forensic trace.
    - **Stat Modifiers:** +1 Fitness, +1 Daring
    - **Focus:** Silent Takedowns / Close-Quarters Combat / Assassination
- **Information Sabotage & Cryptography:** Mastered the art of slicing encrypted networks, planting false telemetry, and destroying data trails before detection.
    - **Stat Modifiers:** +1 Reason, +1 Control
    - **Focus:** Cryptography / Data Slicing / Counter-Surveillance
- **Infiltration & Cover Identity Creation:** Taught to completely shed your personality and adopt flawless alien or domestic cover identities without psychological fracture.
    - **Stat Modifiers:** +1 Presence, +1 Daring
    - **Focus:** Disguise / Undercover Operative / Acting

Order Training / Induction

- **Directorate of Internal Surveillance:** Specialized in wiretapping, domestic informant management, and purging political dissidents before dissent can form a thought.
    - **Stat Modifiers:** +1 Insight, +1 Control
    - **Focus:** Informant Networks / Wiretapping / Dissident Tracking
- **External Espionage & Deep Cover:** Trained for long-term infiltration behind enemy lines within the Federation, Klingon Empire, or Romulan Star Empire.
    - **Stat Modifiers:** +1 Reason, +1 Presence
    - **Focus:** Deep Cover / Foreign Intelligence / Subversion

- **Interrogation & Memory Extraction:** Mastered advanced diagnostic probes, truth serums, and psychological dismantling to extract unbreakable codes and secrets.
    - **Stat Modifiers:** +1 Insight, +1 Reason
    - **Focus:** Diagnostic Probes / Psychological Breaking / Memory Extraction
- **Special Operations & Wetwork:** The lethal arm of the Order, executing high-stakes assassinations, sabotage, and off-the-record cleanups across the quadrant.
    - **Stat Modifiers:** +1 Daring, +1 Fitness
    - **Focus:** Covert Sabotage / Lethal Eliminator / Extraction
- **The Inner Circle ("Sons of Tain"):** Selected for direct tutelage under Director-General Enabran Tain, mastering high-level political manipulation and total command of the shadow state.
    - **Stat Modifiers:** +1 Presence, +1 Control
    - **Focus:** Political Manipulation / Statecraft / Strategic Oversight

Obsidian Order Talents

Master of Deception

- **Requirement:** Insight 11+ or Presence 3+
- **Benefit:** When you tell a lie or maintain a false cover identity, opposing characters must succeed at an Opposed Insight + Security (or Insight + Discipline) task to detect your deception. You gain +2 to your resistance against truth serums and lie detectors.

Silent Elimination

- **Requirement:** Daring 11+ or Security 3+
- **Benefit:** When performing a surprise melee or close-range attack against an unaware target, you add +2 to your damage rating and the target cannot emit a sound or alarm before the strike resolves.

Psychological Breaking Point

- **Requirement:** Reason 11+ or Insight 3+
- **Benefit:** When interrogating a captive or conducting a psychological assault, you may spend 1 Momentum to force the target to reveal one hidden secret, access code, or vulnerability without rolling, provided their Stress is above half their maximum.

Ghost in the Machine

- **Requirement:** Reason 11+ or Science/Engineering 3+
- **Benefit:** When planting false data, slicing secure computer cores, or erasing surveillance logs, reduce the task difficulty by 1. Complications generated on this task do not alert system administrators.

Invisible Network

- **Requirement:** Presence 11+ or Command 3+
- **Benefit:** Wherever you go in the Alpha Quadrant, you have access to sleeper informants and hidden drop points. Once per mission, you may declare that you have a concealed asset or safehouse in your current location.

Unbreakable Cover

- **Requirement:** Control 11+ or Insight 3+
- **Benefit:** Your psychological conditioning prevents mental fractures under deep cover. You are immune to panic and memory tampering, and you add +2 to your mental defense against telepathic or empathic probing.

Lethal Precision

- **Requirement:** Security Department 3+
- **Benefit:** When attacking with personal phase-disruptors, if you generate a Complication on your attack roll, you may choose to convert it into an increase of +1 Damage instead of triggering a negative narrative consequence.

Web of Blackmail

- **Requirement:** Presence 11+ or Command 3+
- **Benefit:** You maintain exhaustive dossiers on political and military figures. When interacting with NPCs who hold authority (Guls, Legates, Federation Officials), you may use Presence + Security (intimidation/leverage) instead of Presence + Persuasion.

Shadow Extraction

- **Requirement:** Daring 11+ or Conn 3+
- **Benefit:** When attempting to extract a prisoner or escape a hostile facility unseen, you reduce the task difficulty of evasion and movement checks by 1.

Tain's Protégé

- **Requirement:** Obsidian Order Career
- **Benefit:** You possess the unfiltered backing of the Order's highest echelons. Once per session, you may requisition any Cardassian military asset, transport, or equipment without requiring official Central Command authorization, overriding protesting Guls with sheer administrative terror.

Bajoran Resistance

Bajoran Resistance Lifepath Options

Environment

- **Occupied Urban Slum (Jerado or Dakhur):** Raised in the crowded, heavily patrolled tenements of Bajor's occupied cities, dodging Cardassian patrols and food ration lines daily.
  - **Stat Modifiers:** +1 Cunning/Insight, +1 Fitness
  - **Trait:** Urban Survivor
- **Mountain Cave Network / Subterranean Enclave:** You grew up hidden deep within the treacherous mountain ranges and cave systems where the early Resistance established its secret sanctuaries.
  - **Stat Modifiers:** +1 Fitness, +1 Daring
  - **Trait:** Cave Habituated
- **Forced Labor Camp (Gallitep or Mining Facility):** Your childhood or youth was spent behind the electric fences of a Cardassian ore camp, learning endurance, silent defiance, and industrial sabotage.
  - **Stat Modifiers:** +1 Fitness, +1 Control
  - **Trait:** Camp Survivor
- **Rural Agricultural Valley:** Raised in the farming provinces (like the Kendra Valley) where idyllic fields were systematically subjugated, raided, and turned into forced-labor communes.
  - **Stat Modifiers:** +1 Insight, +1 Reason
  - **Trait:** Agrarian Resilience
- **Displaced Refugee Camp (Border Sector):** Growing up in a cramped, impoverished refugee encampment outside Bajoran space, bitter about Federation neutrality and longing for home.
  - **Stat Modifiers:** +1 Presence, +1 Daring
  - **Trait:** Refugee Exiled

Upbringing

- **Spiritual Faith & The Prophets:** Anchored by deep devotion to the Bajoran Prophets and the sacred Orbs, your family found strength against the occupying darkness through spiritual endurance.
  - **Stat Modifiers:** +1 Insight, +1 Presence
  - **Focus:** Bajoran Theology / Spiritual Resilience / Inner Peace
- **Subterranean Survival & Guerrilla Craft:** Drilled in concealment, tracking, living off the land, and avoiding Cardassian perimeter sensor spikes in harsh terrain.
  - **Stat Modifiers:** +1 Fitness, +1 Daring
  - **Focus:** Stealth / Wilderness Survival / Evasion

- **Improvisational Sabotage & Engineering:** Raised among mechanics and miners who turned crude mining equipment, plasma torches, and explosives into deadly insurgent weapons.
    - **Stat Modifiers:** +1 Reason, +1 Control
    - **Focus:** Demolitions / Jury-Rigging / Improvised Electronics
- **Cellular Secrecy & Underground Logistics:** Taught strict compartmentalization, secret code-words, smuggling networks, and how to protect fellow cell members under interrogation.
    - **Stat Modifiers:** +1 Control, +1 Insight
    - **Focus:** Compartmentalization / Smuggling / Forgery
- **Radical Defiance & Combat Resistance:** Steeped in the belief that freedom is paid for in blood, you learned marksmanship, ambush tactics, and close-quarters combat at an early age.
    - **Stat Modifiers:** +1 Daring, +1 Fitness
    - **Focus:** Guerrilla Tactics / Marksmanship / Close Combat

Resistance Cell Role

- **Cell Leader / Strategist:** You coordinated multi-cell operations, planned refinery strikes, and balanced the moral line between heroic liberation and survival.
    - **Stat Modifiers:** +1 Presence, +1 Reason
    - **Focus:** Guerrilla Strategy / Cell Coordination / Leadership
- **Demolitions & Sabotage Specialist:** Responsible for rigging mines, blowing up Cardassian ore refineries, and crippling infrastructure with minimal resources.
    - **Stat Modifiers:** +1 Daring, +1 Control
    - **Focus:** Explosives / Sabotage / Structural Weaknesses
- **Infiltrator & Collaborator Hunter:** Specialized in slipping past Cardassian checkpoint security, extracting intelligence, and eliminating high-ranking local collaborators.
    - **Stat Modifiers:** +1 Insight, +1 Daring
    - **Focus:** Infiltration / Assassination / Lockpicking
- **Medic & Underground Rescuer:** Operating out of hidden cave clinics, you patched up wounded fighters using primitive supplies and smuggled Federation medical gear.
    - **Stat Modifiers:** +1 Insight, +1 Fitness
    - **Focus:** Field Triage / Emergency Surgery / Herbal Medicine
- **Smuggler & Supply Runner:** Piloting makeshift atmospheric skimmers through badlands plasma storms and Cardassian blockade patrols to keep cells armed and fed.
    - **Stat Modifiers:** +1 Daring, +1 Control
    - **Focus:** Evading Blockades / Skimmer Piloting / Smuggling Routes

Bajoran Resistance Talents

Asymmetrical Ambush

- **Requirement:** Daring 11+ or Security 3+
- **Benefit:** When initiating a surprise attack from hidden terrain or cover against a numerically superior enemy, you add +2 to your damage rating and gain 1 Momentum on a successful attack.

Improvised Demolitions

- **Requirement:** Reason 11+ or Engineering 3+
- **Benefit:** When crafting explosives, booby traps, or rigged charges out of scavenged mining equipment and scrap, reduce the task difficulty by 1 and ignore complications related to unstable materials.

Iron Faith

- **Requirement:** Insight 11+ or Presence 3+
- **Benefit:** Your spiritual connection to the Prophets shields your mind against fear, despair, and psychological interrogation. You add +2 to your mental defense and recover 2 additional Stress when you spend a Moment of Reflection in meditation.

Cellular Secrecy

- **Requirement:** Control 11+ or Security 3+
- **Benefit:** When captured or interrogated by Cardassian forces or the Obsidian Order, your strict compartmentalization training makes you exceptionally difficult to break. Increase the difficulty of all interrogation tasks against you by 2.

Terrain Master (Badlands & Mountains)

- **Requirement:** Fitness 11+ or Daring 3+
- **Benefit:** When moving through hazardous terrain (mountain crags, subterranean tunnels, plasma storms), you ignore difficult terrain penalties and cannot be tracked easily by enemy sensor spikes.

Scavenger's Ingenuity

- **Requirement:** Reason 11+ or Engineering 3+
- **Benefit:** When you lack proper gear or replacement parts, you may spend 1 Determination to declare that you have improvised a functional makeshift tool or weapon from local scrap, operating at standard effectiveness for one scene.

Strike and Fade

- **Requirement:** Daring 11+ or Conn 3+
- **Benefit:** After successfully executing an attack or sabotage action in combat, you may immediately take a movement action to break line-of-sight and re-enter stealth without spending extra Momentum.

Unyielding Defiance

- **Requirement:** Fitness 11+ or Presence 3+
- **Benefit:** When you are reduced to 0 Stress or suffer a lingering injury in combat, you may immediately perform one final action before collapsing, driven by pure survival instinct and hatred of the oppressor.

Underground Network

- **Requirement:** Presence 11+ or Command 3+
- **Benefit:** You have contacts in every corner of Bajor and among sympathetic smugglers across the border. Once per mission, you can acquire a safehouse, forged travel papers, or smuggled medical supplies without rolling.

Veteran of the Occupation

- **Requirement:** Bajoran Resistance Career
- **Benefit:** Surviving decades of brutal subjugation has forged your instincts into a weapon. When rolling to resist surprise attacks, ambushes, or intimidation by Cardassian officers, you automatically generate 1 free Momentum on any successful test.

Chapter 3: Technology

Federation Technology

Warp Drive

Federation warp propulsion relies on the controlled annihilation of matter (deuterium) and antimatter (antideuterium) within a dilithium crystal matrix. The resulting high-energy plasma is channeled through electro-plasma assembly (EPS) conduits to the warp nacelles, where warp field coils generate asymmetrical subspace bubbles. During the 2340s–2360s era, Starfleet ships utilize linear warp scales, typically cruising at Warp 6 to 8 with emergency bursts up to Warp 9.2 to 9.6 on newer spaceframes like the *New Orleans* or *Ambassador* classes. Starfleet warp fields are engineered for high stability and efficiency over vast interstellar distances rather than raw tactical acceleration.

Phaser

Starfleet phasers utilize **nadion effect** physics: rapid nadion particles pass through a phaser emitter crystal, discharging a directed particle beam that disrupts atomic bonds in target materials. During the Cardassian War, Starfleet transitioned from older discrete ball-turrets to continuous **phaser arrays** and heavy phaser strips (e.g., Type-IX and Type-X arrays found on *Excelsior* and *Ambassador* refits). Phaser fire can be continuously tuned across harmonic frequencies to bypass defensive shields, and their thermal-yield settings range from non-lethal stun pulses to high-yield thermal disruption capable of vaporizing dense hull plating.

Photon Torpedoes

The primary heavy projectile of the Federation fleet. A photon torpedo consists of a casing packed with variable quantities of matter and antimatter held in miniature magnetic containment pods, detonated via a plasma grid upon impact or proximity. Guidance is provided by onboard tactical sensors and micro-impulse thrusters, allowing long-range homing capabilities. During the Cardassian War era, Starfleet torpedoes yield approximately 18.5 to 25 megatons of explosive energy, making them the premier capital-ship killer against heavily armored Cardassian hulls when shields are down.

Shields

Starfleet deflector shields operate by projecting localized grids of concentrated graviton force fields around the vessel, layered across multiple spatial vectors (Forward, Aft, Port, Starboard, Dorsal, Ventral). These shields distort incoming energy beams and deflect kinetic ordinance into subspace. Starfleet shielding philosophy emphasizes **multi-spectral protection** and 360-degree coverage, allowing vessels to absorb fire from any vector while tactical officers continuously re-modulate shield frequencies to counter enemy weapon signatures.

Cardassian Technology

Spiral-Wave Disruptors

The signature capital weapon of the Cardassian Guard. Unlike standard particle disruptors or Starfleet phasers, a spiral-wave disruptor channels heavy energy through rotating focusing conduits, generating an oscillating, spiral-patterned plasma beam. This helical rotation imparts intense physical and thermal stress upon impact, causing rapid structural fatigue in enemy shield grids and sheer kinetic-thermal melting of hull alloys. Spiral-wave disruptors require immense power throughput and feature narrower firing arcs but deliver devastating localized damage during head-on broadsides.

Warp Drive

Cardassian warp propulsion uses a matter/antimatter reaction framework similar in principle to Starfleet's, but engineered under strict resource constraints. Cardassian warp drives prioritize structural durability, ease of maintenance, and mass manufacturing over raw speed. Their cruisers typically operate at lower top speeds (cruising Warp 5 to 7, maximum Warp 8.5) compared to Starfleet contemporaries, but their engineering bays are modular, allowing field technicians to replace entire warp coil segments using standardized parts scavenged from supply depots or freighters.

Shields

Cardassian defensive shielding is built around **forward-biased structural reinforcement**. Using heavy graviton emitters mounted in the prow, a Cardassian warship focuses the majority of its shield output into a dense forward arc, complementing its heavy frontal hull armor. While this forward shield envelope can absorb immense punishment during head-on *Triad* charges, the ship's aft and impulse-housing shield vectors are proportionally weaker, a tactical vulnerability frequently exploited by more agile Starfleet and Resistance vessels.

Chapter 4: Weapons & Gear

Federation

Armament

Type-I Phaser (Hand Phaser)



The smallest directed-energy weapon in Starfleet's arsenal. Compact enough to fit in the palm of a hand or be concealed beneath dress uniforms, the Type-I is primarily issued to away teams during sensitive diplomatic missions, undercover assignments, or low-threat surveys.

Function & Capability: Despite its minute size, the Type-I utilizes standard nadion-particle emitter grids with multi-stage yield settings ranging from mild stun to heavy thermal disruption.

Limitations: Lacking dedicated targeting sights or ergonomic grips, it is designed for emergency self-defense at close quarters rather than sustained firefights.

Type-II Phaser



The standard-issue sidearm for Starfleet security personnel, tactical officers, and landing parties in high-risk environments.

Function & Capability: Featuring a pistol grip, integrated beam-focusing emitters, and an LED charge display, the Type-II offers sixteen power settings, from non-lethal stun and heavy stun to vaporizing thermal blasts.

Tactical Features: Its beam emission frequency can be manually modulated to bypass energy shields, force fields, or dense atmospheric interference. On setting eight and above, it can heat rock faces for emergency shelter or detonate energy cells like a hand grenade.

Type-III Phaser Rifle



The primary infantry longarm deployed by Starfleet security forces and marine detachments during ground engagements along the Cardassian border.

Function & Capability: Designed with a shoulder stock, dual handgrips, and an expanded power cell, the Type-III rifle delivers superior energy output, longer range, and higher beam stability than hand phasers.

Tactical Features: Features a top-mounted tactical scope, variable-beam spread controls (from tight sniper beams to wide-angle suppression pulses), and automated target acquisition sensors linked to tricorder telemetry.

Personal Gear

Tricorder (TR-560 / TR-580 Series)

The universal multi-spectral sensor device carried by away teams, scientific teams, and medical corps.

Function & Capability: Equipped with a fold-out sensor door and directional sensor head, the tricorder analyzes EM radiation, atmospheric composition, biological life signs, structural integrity, and subspace emissions in real time.

Variants: The **Medical Tricorder** features a detachable, handheld micro-scanner probe that provides non-invasive internal diagnostic scans of alien anatomies down to the cellular level.

Personal Communicator (Combadge)

Worn on the left chest of Starfleet uniforms, the combadge serves as a personal locator badge, sub-space transceiver, and universal translation relay.

Function & Capability: Activated by a simple tap, it channels vocal transmissions through localized subspace arrays, enabling instantaneous communication with orbiting starships, away team members, or ground starbases.

Emergency Features: Contains a built-in subspace distress beacon capable of broadcasting a continuous emergency signature for days if an away team member is stranded or unconscious.

PADD (Personal Access Display Device)

The ubiquitous handheld computing pad used across the Federation for data storage, document review, system diagnostics, and communication.

Function & Capability: PADDs feature touch-interface screens, multi-core processors, and optical data-storage chips. Engineers, medical officers, and command staff carry them to manage ship schematics, patient charts, and sector charts.

Field Equipment & Survival Gear

Hypospray

An air-needle jet injection system used by medical personnel to administer liquid medications, stimulants, or anesthetics directly through the skin without breaking dermis tissue.

Emergency Field Rations & Survival Kits

Standard-issue away team packs containing water purification tablets, high-density nutrition rations, thermal survival blankets, magnetic flare markers, and compact shelter generators.

Cardassian Union

Armament

Phase-Disruptor Pistol



The primary sidearm of the Cardassian Guard, Obsidian Order operatives, and occupational garrison officers.

Function & Capability: Unlike Starfleet phasers, which emphasize variable non-lethal settings, the Cardassian disruptor pistol is a weapon of direct, destructive violence. It fires high-frequency, red-orbiting energy bolts that cause severe kinetic impact and cellular disintegration.

Operational Characteristics: While it possesses a basic stun setting, the setting is notoriously painful and unreliable. Cardassian officers favor the weapon's terrifying lethal yields, which leave distinct, charred impact wounds on targets.

Phase-Disruptor Rifle



The heavy infantry rifle issued to Cardassian shock troops, border guards, and labor camp security units.

Function & Capability: Featuring a heavy bronze casing, extended cooling shrouds, and a forward handguard, the disruptor rifle fires continuous or pulse-based disruptor energy capable of punching through body armor, fortifying walls, and light vehicles.

Tactical Design: Built to endure dirty, resource-starved combat environments, the rifle contains few delicate moving parts. It can be easily stripped, cleaned, and reassembled in the field using minimal tools.

Heavy Support Weapons & Mounted Arrays

Stationary Disruptor Cannon

Heavy tripod-mounted disruptor emplacements set up at labor camps, checkpoints, and bunker lines. Powered by external micro-reactors, these cannons can lay down rapid suppressive fire against advancing infantry or light vehicles.

Sonic & Crowd Control Weapons

Specialized non-lethal compression batons and sonic generators used by the Bajoran Civilian Police and Cardassian guard details to quell riots, break strikes, and control labor camp populations through agonizing auditory frequencies.

Personal Gear

Cardassian Field Tricorder / Scanner

The standard electronic diagnostic and surveillance device used by military officers and Obsidian Order agents.

Function & Capability: Heavier and more rigid than its Federation counterpart, the Cardassian scanner features a dark, industrial casing with green monochromatic displays. It prioritizes tactical telemetry: life-form tracking, weapon signature detection, structural vulnerability mapping, and communication interception.

Encrypted Communicator

A ruggedized personal transceiver integrated directly into Cardassian armor shoulder pieces or carried as a handheld unit.

Function & Capability: Operates on secure, military-grade frequency-hopping encryption channels managed by Central Command, preventing Resistance fighters or enemy ships from easily jamming or tapping into squad communications.

Military Armor & Uniforms

The recognizable overlapping, ribbed armor plating worn by soldiers of the Cardassian Guard.

Function & Capability: Designed to absorb energy weapon grazes, shrapnel, and physical strikes. The heavy shoulder pauldrons, chest plates, and neck guards provide both physical protection in harsh combat zones and a towering, imposing silhouette meant to psychologically intimidate subject populations.

Interrogation & Surveillance Equipment

Obsidian Order Diagnostic Probe: Neural scanners and truth-serum injection units used during high-level interrogations to break down suspect resistance, extract codes, and map memories.

Perimeter Sensor Spikes: Motion and life-sign detection rods deployed around Cardassian military camps and outposts to detect approaching enemy insurgents or escaped laborers.

Chapter 5: Important Characters

Federation

Vice Admiral Alynna Nechayev

As Chief Strategic Coordinator for the Cardassian Border, Vice Admiral Alynna Nechayev stands as the unyielding, pragmatic face of Starfleet Command along the border. Coldly analytical and intensely focused on the broader galactic chessboard, Nechayev views the Cardassian conflict not as a moral crusade, but as a dangerous regional fire that must be strictly contained. While field captains often rail against her rigid adherence to diplomacy and the Prime Directive, Nechayev operates under the burden of preventing a localized border dispute from spiraling into an all-out, quadrant-wide war that would draw Starfleet away from the Romulan Neutral Zone. To her, every skirmish, treaty violation, and border colony is a calculated variable in a high-stakes strategy of containment.

Captain Jean-Luc Picard

Commanding officer of the U.S.S. Stargazer during the early years of the Cardassian-Federation conflict, Cpt. Jean-Luc Picard was a Starfleet officer whose career reflected the Federation's preference for disciplined command, strategic restraint, and diplomatic resolution. Having assumed command of the Stargazer following the death of her previous captain, Picard established himself as a capable commander operating under the pressures of an increasingly volatile frontier. His experience during the conflict helped shape his understanding of the costs of prolonged warfare and the importance of measured responses to military provocation. Although prepared to defend Federation territory when necessary, Picard favored calculated engagements and the preservation of lives over unnecessary escalation.

Captain Edward Jellico

Commanding the *U.S.S. Cairo*, Captain Edward Jellico is one of Starfleet's premier tactical minds and border negotiators. An uncompromising, deeply disciplined officer who came up through the grueling ship-to-ship battles of the early conflict, Jellico holds no romantic illusions about Central Command's intentions. He understands the Cardassian military mindset better than almost anyone in the fleet: he knows that they view flexibility as weakness and patience as an invitation to strike. Authoritative, razor-sharp, and obsessively thorough in his operational preparation, Jellico is the officer Starfleet Command dispatches when diplomatic standoffs turn volatile and a firm, steel-jawed presence is required on the bridge.

Captain Benjamin Maxwell

Commanding the *New Orleans*-class frigate **U.S.S. Rutledge**, Captain Benjamin Maxwell is a legendary Starfleet tactician whose distinguished service during the war was ultimately defined by profound personal tragedy. During the Cardassian raid on Setlik III, Maxwell's wife and children were killed in the massacre, an event that left

permanent psychological scars on the seasoned commander. Highly respected by his crew as a brilliant strategist and a deeply caring leader, Maxwell's war experiences forged in him an unyielding, obsessive distrust of Central Command. Operating on the front lines aboard the *Rutledge*, his tactical vigilance and refusal to take Cardassian peace overtures at face value make him one of the most formidable, yet deeply tragic, Starfleet commanders along the border.

NCO Miles O'Brien

Serving as a tactical NCO and bridge officer aboard the **U.S.S. Rutledge** directly under Captain Maxwell, Miles O'Brien was thrust into the absolute thick of the border conflict's ground combat. His defining trial came during the defense of Setlik III, where he earned the moniker "The Hero of Setlik III" after field-rigging an emitter array to hold off an advancing Cardassian squad and save surviving civilians. The brutal realities of the war, fighting in muddy trenches, witnessing point-blank massacres, and taking Cardassian lives in close-quarters engagements stripped away his youthful naivety. These experiences left O'Brien with a pragmatic, hands-on engineering brilliance, an fierce loyalty to his fellow crewmates, and heavy emotional burdens he would carry for the rest of his life. O'Brien is also a highly effective soldier, besting even the best soldiers of the Cardassian.

Lieutenant Kathryn Janeway

During the height of the border war, a young Lieutenant Kathryn Janeway served under the direct mentorship of **then-Captain Owen Paris**. While recognized for her sharp scientific mind, the intensity of the conflict saw Janeway assigned directly to **Starfleet ground forces**, where she commanded tactical away teams and fought in several brutal planetary engagements against Cardassian occupational troops. Experiencing the harsh realities of infantry warfare on the front lines: navigating muddy trenches, coordinating tactical retreats, and making life-or-death decisions under direct disruptor fire, forged the fierce resolve, moral clarity, and decisive combat leadership that would later define her command of the *U.S.S. Voyager*.

Cardassian Union

Military

Gul Darhe'el



Known across the sector as the "Butcher of Gallitep," Gul Darhe'el was the ideological zealot who commanded the infamous Gallitep labor camp during the height of the Occupation. A cold, arrogant military administrator who viewed the Bajoran population strictly as industrial fuel to be burned for the glory of Cardassia, Darhe'el oversaw the deaths of thousands of civilian laborers through forced extraction work, starvation, and ruthless reprisal massacres. His name became an enduring symbol of colonial horror and absolute military tyranny.

Gul Madred



A senior Cardassian intelligence officer during the Federation-Cardassian conflict, Gul Madred was a calculating interrogator who embodied the psychological brutality of the Cardassian security apparatus. Lacking tactical and strategic thinking, Madred chose to become a member of the military intelligence branch. A firm believer in the supremacy of Cardassian discipline and authority, Madred specialized in extracting information through prolonged psychological manipulation, intimidation and carefully orchestrated physical suffering. He regarded compassion as a weakness and believed that every individual possessed a breaking point that could be exploited through sucfficient pressure. His methods reflected the darker side of Cardassian military and intelligence doctrine, in which the subjugation of an opponent’s will was considered as valuable as victory on the battlefield.

Prefect Dukat



A high-ranking member of the Cardassian 2nd order, Dukat was appointed as prefect of Bajor, after the former prefect of Bajor was killed. Unlike his predecessor, Dukat remained on Terok Nor and only briefly visited the planet. He is a complex, deeply narcissistic, and politically ambitious figure within Central Command. Unlike Darhe'el's overt savagery, Dukat preferred a posture of paternalistic authority, genuinely believing that his firm rule was a benevolent force that brought order and industrial modernization to a backward world. As prefect of Bajor, Dukat balanced his duty to crush the Bajoran Resistance with subtle political maneuvers on Cardassia Prime, constantly seeking to elevate his personal status while managing high-stakes border standoffs with Starfleet.

Gul Lemec



Commanding the 3rd Order flagship *Trager*, Gul Lemec is a tactical hawk who represents the hardline military faction within Central Command. Cold, disciplined, and thoroughly indoctrinated, Lemec views the Federation as an inherently decadent, soft empire incapable of enduring a prolonged war of attrition. Operating along the Demilitarized Zone, Lemec frequently pushes the boundaries of peace treaties, deploying hidden subspace listening posts, conducting aggressive sensor sweeps, and probing Starfleet defenses to engineer tactical advantages for Central Command.

Gul Macet



A prominent Cardassian military commander during the war, Gul Macet was a disciplined and calculating officer, who embodied the tactical pragmatism of Central Command. A veteran of the Cardassian military establishment, Macet favored methodical planning, intelligence gathering and the exploitation of enemy weaknesses over reckless displays of force. He regarded the Federation's commitment to diplomacy and individual liberty as strategic vulnerabilities, believing that Cardassia could prevail through calculated pressure and military persistence. His approach reflected the broader Cardassian doctrine of maintaining territorial security through intimidation, aggressive border operations and the systematic application of military power.

Obsidian Order

Enabran Tain



As leader of the Obsidian Order, Enabran Tain was the shadow ruler of the Cardassian Union, rising to power in the order, a year after the beginning of the war with the federation. Operating above the law and beyond the oversight of Central Command, Tain ran an all-seeing intelligence apparatus that maintained absolute internal security through paranoia, wiretaps, and swift assassinations. From his darkened offices on Cardassia Prime, Tain directed clandestine operations against both the Bajoran Resistance and Starfleet Intelligence, pulling the political strings of Guls and Legates alike while ensuring that no threat to the Cardassian state went unanswered. His most trusted lieutenants were called the "sons of Tain."

Elim Garak



During the height of the Occupation and the Border War, Elim Garak is an active, feared operative at the absolute pinnacle of Cardassian intelligence. As the brilliant protégé and loyal right hand of Order Director Enabran Tain, Garak operates as a key figure within Tain's elite inner circle, often referred to as one of the "*Sons of Tain*." Coldly analytical, deeply manipulative, and unflinchingly loyal to his mentor's vision of the state, Garak serves as the Obsidian Order's premier agent for high-stakes, off-the-record field assignments.

Whether orchestrating political assassinations, conducting psychological interrogations of captured Starfleet officers, or systematically dismantling Bajoran Resistance cells before they can strike, Garak moves through the shadows of the conflict with terrifying efficiency. Highly intelligent, urbane, and pathologically charming, he uses a pleasant, polite demeanor to mask lethal intent, effortlessly extracting secrets from enemies of the Cardassian Union. Within Central Command, high-ranking Guls and Legates view Garak with deep unease, well aware that to cross him is to invite the quiet, inescapable wrath of Enabran Tain.

Bajoran Resistance

The bajoran resistance is no unified force, but consists of several cells.

Shakaar Edon



A prominent Bajoran resistance fighter during the Cardassian Occupation, Shakaar Edon became known for his determination, resourcefulness and enduring commitment to Bajoran independence. As the leader of a resistance cell operating against Cardassian occupation forces, Shakaar coordinated sabotage operations and guerrilla attacks, relying on local knowledge and the support of the Bajoran population to challenge Cardassian military control. He is most known for the liberation of the infamous Gallitep labor camp.

Vedek Winn Adami



An increasingly influential Bajoran religious figure during the Cardassian Occupation, Vedek Winn Adami emerged as a prominent voice within the Bajoran spiritual community while Cardassian rule continued to suppress the planet's religious institutions. A devout, conservative and politically ambitious cleric, Winn opposed Cardassian interference in Bajoran religious life and advocated the preservation of Bajor's spiritual traditions under occupation. Her experiences during this period reinforced her conviction that Bajor's religious leadership should play a central role in determining the planet's future. Combining religious authority with political maneuvering, Winn cultivated support among Bajorans who sought to preserve their cultural identity in the face of Cardassian domination and oppression. Although she presented herself as a steadfast defender of Bajoran faith, her ambition and desire for influence would later become defining features of her political career.

Chapter 6: Key Planets, Star Systems & Sector Geography

The Federation-Cardassian Border War and the Occupation of Bajor took place across a volatile, tightly contested region of space on the edge of the Alpha Quadrant. This theater of war is defined by core homeworlds, heavily exploited colonies, and strategic frontier outposts that served as flashpoints for ship-to-ship engagements, covert raids, and high-stakes diplomatic maneuvering.

Core Worlds & Administrative Centers (Cardassian Union)

Bajor (Bajor Sector)

The focal point of Central Command's colonial ambitions and the fifty-year Occupation (2319–2369). Bajor is an ancient, resource-rich planet that was systematically stripped of its industrial minerals, primarily uridium and duranium, by Cardassian labor forces. Its ecological systems were heavily damaged by unrestrained strip mining and toxic industrial refining. Bajor possessed no planetary military, leaving its defense entirely to decentralized, subterranean Resistance cells hiding in remote mountain ranges, such as the Dahkur Province and the Kendra Valley.

Cardassia Prime

The heavily fortified capital world of the Cardassian Union and seat of both Central Command and the Detapa Council. Severe planetary resource exhaustion on Cardassia Prime during the 22nd and 23rd centuries directly drove the rise of the military state and its aggressive outward expansion. During the Border War, Cardassia Prime served as the central staging ground for fleet deployments, industrial war production, and the shadowy operations of Enabran Tain's Obsidian Order.

Strategic Space Stations & Outposts

Terok Nor (Bajoran Orbit)

Constructed between 2346 and 2351 by Central Command using forced Bajoran labor, *Terok Nor* is a massive Nor-class orbital ore-processing and command station. Positioned in high orbit over Bajor, the station was built to process raw, hazardous uridium ore extracted from the surface before shipping it back to Cardassia Prime. Under the command of Prefect Gul Dukat, *Terok Nor* served as the administrative nerve center for the Occupation, housing a permanent garrison of Cardassian troops, security details, and slave labor docks.

Deep Space 4 (Federation Sector Patrol Hub)

A major Starfleet starbase located near the border zone, serving as a primary logistics, repair, and supply hub for Federation task forces operating along the Cardassian perimeter. During the peak of the Border War, Deep Space 4 served as a critical staging site for *Excelsior* and *Ambassador*-class heavy cruisers patrolling the front

lines, as well as a processing center for non-aligned civilian refugees fleeing the border sectors.

Disputed Sectors, Colonies & Flashpoints

Setlik III (Federation Border Colony)

The site of one of the most horrific atrocities of the Federation-Cardassian War. In 2347, Cardassian forces, believing Setlik III was being prepared as a staging ground for a major Starfleet offensive, launched a surprise assault on the unfortified Federation civilian outpost. Cardassian troops slaughtered scores of unarmed civilians before Starfleet ground forces could reinforce the colony. The massacre at Setlik III deeply scarred the officers who survived it (most notably a young Miles O'Brien) and solidified Starfleet's perception of Central Command as a ruthless, untrustworthy adversary.

Minos Korva (Sector 21305)

A strategically vital, heavily contested planet located near the border zone. Possessing a favorable climate and significant industrial potential, Minos Korva was claimed by the Federation, but repeatedly targeted by Cardassian fleet commanders due to its position along key warp supply routes. Control of Minos Korva became a central bargaining chip during treaty negotiations, with Central Command repeatedly staging naval probes to test Starfleet's resolve in defending the system.

The Badlands (Plasma Storm Sector)

A vast, highly treacherous region of space near Bajoran territory characterized by intense, violent plasma storms, gravimetric shear, and dense plasma eddies. Starfleet and Cardassian capital ships avoided entering the region due to the severe hazard it posed to warp drives and sensor arrays. However, the Bajoran Resistance, and later rogue smugglers, frequently used the Badlands as a safe haven, navigating the hazardous plasma corridors to conceal hidden bases, conceal supply caches, and slip past Cardassian orbital blockades.

Vollon II & The Border Outposts

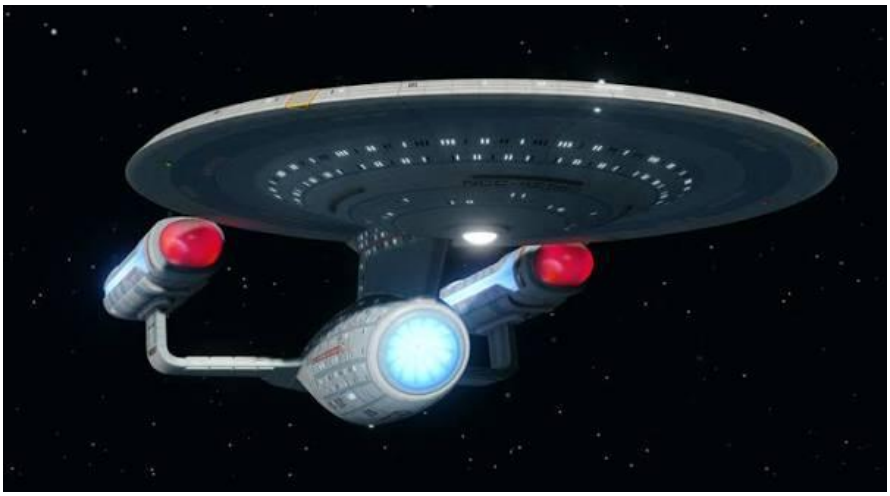
A series of sparsely populated agricultural and mining colonies situated along the informal border line. Prior to the formal establishment of the Demilitarized Zone, systems like Vollon II were subject to frequent "grey-zone" raids by Cardassian commerce raiders and *Hideki*-class patrols seeking to disrupt Federation border supply chains while maintaining official state denial.

Chapter 7: Starships

Important Starfleet Ships

U.S.S. Alexander NCC-41739

The U.S.S. Alexander is Vice-Admiral Alynna Nechayev's flagship during the duration of the Federation-Cardassian Border Conflict.



Mission Profile: Strategic and Diplomatic Operations

Traits: Federation Starship, Ambassador-Class, Aging Relic

Systems					
COMMS	**10**	**ENGINES**	**10**	**STRUCTURE**	**09**
COMPUTERS	**10**	**SENSORS**	**10**	**WEAPONS**	**09**
DEPARTMENTS					
COMMAND	**04**	**SECURITY**	**02**	**SCIENCE**	**03**
CONN	**02**	**ENGINEERING**	**02**	**MEDICINE**	**02**

CREW SUPPORT	**6**	**SCALE**	**5**
SHIELDS	**16**	**RESISTANCE**	**5**

Attacks:

- Phaser Banks: Energy, Medium, 7, Versatile 2, Area/Spread
- Photon Torpedoes: Torpedo, Long, 5, High Yield
- Tractor Beam: Strength 4

Talents:

- High-Resolution Sensors

- Improved Impulse Drive [x1]
- Command Ship
- Dedicated Subspace Tranceiver Array
- Diplomatic Suites

Special Rules

- Saucer Separation
- Larger Crew

U.S.S. Rutledge (New Orleans-Class)



Mission Profile: Patrol

Traits: Federation Starship, New Orleans-Class, State of the Art

Systems					
COMMS	**09**	**ENGINES**	**10**	**STRUCTURE**	**08**
COMPUTERS	**10**	**SENSORS**	**11**	**WEAPONS**	**09**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**03**	**SCIENCE**	**03**
CONN	**03**	**ENGINEERING**	**03**	**MEDICINE**	**02**

CREW SUPPORT	**4**	**SCALE**	**4**
SHIELDS	**15**	**RESISTANCE**	**4**

Attacks:

- Phaser Atrrays: Energy, Medium, 6, Versatile 2, Area/Spread
- Photon Torpedoes: Torpedo, Long, 5, High Yield
- Tractor Beam: Strength 3

Talents:

- High-Resolution Sensors
- Modular Laboratories
- Fast Targeting Systems
- Improved Hull Integrity

Special Rules

- Peak Performance (Weapons)

U.S.S. Stargazer (Constellation-Class)



Mission Profile: Multirole Explorer

Traits: Federation Starship, Constellation-Class, Aging Relic

Systems					
COMMS	**08**	**ENGINES**	**10**	**STRUCTURE**	**10**
COMPUTERS	**08**	**SENSORS**	**11**	**WEAPONS**	**08**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**03**	**SCIENCE**	**02**
CONN	**03**	**ENGINEERING**	**03**	**MEDICINE**	**02**

CREW SUPPORT	**5**	**SCALE**	**4**
SHIELDS	**17**	**RESISTANCE**	**4**

Attacks:

- Phaser Banks: Energy, Medium, 6, Versatile 2
- Photon Torpedoes: Torpedo, Long, 4, High Yield
- Tractor Beam: Strength 3

Talents:

- Extensive Shuttlebays [x1]
- Improved Warp Drive [x1]
- Rugged Design
- Backup EPS Conduits [x1]

Special Rules

- Four-Nacelle Stability
- Larger Crew

U.S.S. Cairo NCC-42136



Mission Profile: Tactical Operations

Traits: Federation Starship, Excelsior-Class, Dependable Workhorse

Systems					
COMMS	**08**	**ENGINES**	**10**	**STRUCTURE**	**11**
COMPUTERS	**08**	**SENSORS**	**09**	**WEAPONS**	**11**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**03**	**SCIENCE**	**01**
CONN	**02**	**ENGINEERING**	**04**	**MEDICINE**	**02**

CREW SUPPORT	**5**	**SCALE**	**5**
SHIELDS	**19**	**RESISTANCE**	**6**

Attacks:

- Phaser Banks: Energy, Medium, 9, Versatile 2
- Photon Torpedoes: Torpedo, Long, 6, High Yield
- Tractor Beam: Strength 4

Talents:

- Improved Warp Drive [x1]
- Secondary Reactors [x1]
- Improved Damage Control
- Fast Targeting Systems
- Improved Shield Recharge [x1]

Special Rules

- Excelsior Saucer Separation
- Reliable

Starfleet Ship Classes of the Border Conflict

- Capital Ships
  - Ambassador-Class
- Heavy Cruisers
  - Excelsior-Class
- Cruisers
  - Constellation-Class
- Frigates/Patrol Vessels
  - Miranda-Class
  - New Orleans-Class
- Smallcraft
  - Type-6 Shuttle

Smallcraft

Type 6 Shuttle



Traits: Federation Smallcraft, Type 6 Shuttle, Warp 3 Drive

Systems					
COMMS	**06**	**ENGINES**	**06**	**STRUCTURE**	**06**
COMPUTERS	**06**	**SENSORS**	**06**	**WEAPONS**	**06**
DEPARTMENTS					
COMMAND	**00**	**SECURITY**	**00**	**SCIENCE**	**01**
CONN	**01**	**ENGINEERING**	**01**	**MEDICINE**	**00**

CREW SUPPORT	**0**	**SCALE**	**1**
SHIELDS	**7**	**RESISTANCE**	**1**

Talents:

- High Resolution Sensors

Cardassian Union

Galor-Class Cruiser

The Galor-Class is introduced in 2350. It becomes the workhorse of the Cardassian union.



Mission Profile: Tactical Operations

Traits: Cardassian Starship, Galor-Class, State of the Art

Systems					
COMMS	**09**	**ENGINES**	**09**	**STRUCTURE**	**08**
COMPUTERS	**08**	**SENSORS**	**08**	**WEAPONS**	**10**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**04**	**SCIENCE**	**01**
CONN	**02**	**ENGINEERING**	**03**	**MEDICINE**	**02**

CREW SUPPORT	**4**	**SCALE**	**4**
SHIELDS	**16**	**RESISTANCE**	**4**

Attacks:

- Spiral Wave Disruptor Banks: Energy, Medium, 7, Intense
- Tractor Beam: Strength 3

Talents:

- Dedicated Personnel (Security)
- Improved Damage Control
- Improved Hull Integrity

Special Rules

- State of the Art (Weapons)

Selek-Class Cruiser

The older workhorse of the Cardassian Union.

Mission Profile: Tactical Operations

Traits: Cardassian Starship, Galor-Class, Aging Relic

Systems					
COMMS	**08**	**ENGINES**	**08**	**STRUCTURE**	**08**
COMPUTERS	**07**	**SENSORS**	**07**	**WEAPONS**	**08**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**03**	**SCIENCE**	**01**
CONN	**02**	**ENGINEERING**	**03**	**MEDICINE**	**02**

CREW SUPPORT	**5**	**SCALE**	**4**
SHIELDS	**15**	**RESISTANCE**	**3**

Attacks:

- Spiral Wave Disruptor Banks: Energy, Medium, 6, Intense
- Tractor Beam: Strength 3

Talents:

- Dedicated Personnel (Security)
- Improved Damage Control

Special Rules

- Larger Crew

Hideki-Class Patrol Vessel



Mission Profile: Patrol

Traits: Cardassian Starship, Hideki-Class, Dependable Workhorse

Systems					
COMMS	**10**	**ENGINES**	**09**	**STRUCTURE**	**08**
COMPUTERS	**09**	**SENSORS**	**11**	**WEAPONS**	**08**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**05**	**ENGINEERING**	**01**	**MEDICINE**	**02**

CREW SUPPORT	**2**	**SCALE**	**2**
SHIELDS	**14**	**RESISTANCE**	**2**

Attacks:

- Spiral Wave Disruptor Banks: Energy, Medium, 3, Intense
- Tractor Beam: Strength 1

Talents:

- High-Resolution Sensors
- Improved Reaction Cotnrol System

Special Rules

- Reliable

Chapter 8: Gamemastering

Running a campaign set during the Federation-Cardassian Border War requires a distinct shift in tone, mechanics, and narrative framing compared to standard *Star Trek* exploration campaigns. This was not a war of massive fleet engagements like the Dominion War, nor was it a cold war defined by mutual deterrence like the early Klingon conflicts. The Border War was an agonizing, 13-year war of attrition, characterized by localized skirmishes, moral ambiguity, high-stakes diplomacy, and proxy struggles along an ill-defined perimeter.

1. Thematic Pillars of the Conflict

To evoke the proper atmosphere for your campaign, anchor your stories around three central thematic pillars:

- **Friction and Attrition over Grand Conquest:** Central Command does not possess the resources to invade Earth, and Starfleet lacks the political will or desire to conquer Cardassia Prime. The war is fought over isolated star systems, strategic listening posts, resource-rich planetoids, and trade lanes. Victory is measured in holding a sector for another month, not in sweeping galactic maps. For Starfleet, these are mere skirmishes, for the Cardassians, it is a war of survival.
- **The Grey Zone of Federation Ideals:** For Starfleet PCs, the war challenges the core tenets of Utopian Federation philosophy. Starfleet Command enforces strict containment protocols and rules of engagement to avoid escalating into full-scale galactic war. Players will often find themselves ordered to retreat from aggressive Cardassian incursions or forced to watch allies suffer due to diplomatic red tape.
- **Bureaucracy and Paranoia:** On the Cardassian side, every decision is squeezed between the unyielding resource quotas of Central Command and the suffocating surveillance of the Obsidian Order. Trust is a luxury no officer can afford, and failure often carries a sentence of treason.

2. Structuring Campaigns by Faction Perspective

Depending on which mini-campaign or operational perspective your group chooses, your GMing style should shift accordingly:

A. Starfleet: Holding the Line

- **The Atmosphere:** Frustration, moral fatigue, and operational strain. Ships are often aging (*Miranda*, *Oberth*, *Constellation*, or early *Excelsior* classes) and operating with inadequate supply lines far from core shipyards.
- **GM Focus:** Challenge the players with conflicting orders. Force them to choose between strict adherence to Starfleet directives (e.g., maintaining

peace treaties, preventing border escalation) and protecting civilian lives or perimeter outposts.
- **Mechanic Highlight:** Use the **Threat Economy** to represent sudden Cardassian incursions, surprise disruptor strikes, or Obsidian Order subversion when the crew attempts to strictly follow protocol.

B. Central Command: Empire of Scarcity

- **The Atmosphere:** Militaristic discipline, institutional pride, and constant resource deprivation.
- **GM Focus:** Emphasize scarcity and political rivalry. Supplies are low, fuel reserves are tight, and superior officers (Guls and Legates) demand results while offering minimal support. Players must balance loyalty to their crew, duty to the State, and maneuvering against rival Guls seeking to claim their achievements.
- **Mechanic Highlight:** Track ship resources tightly. Force players to make hard choices regarding power distribution, structural repairs, and weapon usage during extended patrols.

C. Obsidian Order: Shadows within Shadows

- **The Atmosphere:** Psychological dread, paranoia, and absolute administrative power.
- **GM Focus:** Present the campaign as an intricate web of espionage, counterintelligence, and political purging. The players rarely fight open naval battles; instead, they manipulate fleet movements, interrogate suspected traitors, plant false telemetry, and eliminate threats before they manifest.
- **Mechanic Highlight:** Use complex extended tasks for investigations, interrogation scenes, and clandestine operations. Allow players to leverage administrative authority to commandeer military assets, but introduce heavy narrative consequences if their actions expose Order secrets.

D. Bajoran Resistance: Asymmetrical Survival

- **The Atmosphere:** Desperation, fiercest determination, and moral compromise.
- **GM Focus:** Highlight the stark technological disparity between the Resistance and the Cardassian military. Direct confrontation with a Galor-class warship or an armored garrison is suicidal. Every mission must rely on stealth, sabotage, local knowledge, and hit-and-run tactics.
- **Mechanic Highlight:** Emphasize resource management for weapons, medical supplies, and shelter. Challenge the players with heavy moral choices: *How far are they willing to go to strike a blow against the occupation? Do the ends justify civilian casualties or cell betrayal?*

3. Narrative Hooks and Scenario Seeds

Use these operational concepts to build multi-episode arcs or single sessions:

- **The Disputed Outpost:** A minor planetoid in Sector 21305 contains critical mineral deposits. Starfleet and Central Command both establish listening posts within miles of each other. A delicate cease-fire exists, but a localized disaster forces both sides to either cooperate or exploit the crisis.
- **Shadow Protocol:** An Obsidian Order cell orchestrates a false-flag attack on a Starfleet medical transport to provoke a Starfleet retaliation, giving Central Command the justification to seize a contested trade corridor.
- **The DMZ Prelude:** Early manifestations of border demilitarization leave civilian colonies vulnerable to rogue raiders, privateers, and secret military incursions. The PCs must maintain order without official fleet support.
- **Sanctuary in the Storm:** A fleeing Bajoran resistance cell takes shelter inside a nebula, pursued by a Cardassian warship. A Starfleet patrol vessel arrives on the scene: do they enforce strict neutral border laws or intervene on humanitarian grounds?

4. Running Encounters in the Era (2347–2360)

Cardassian Shps are technological inferior to starfleet vessels.

- **Naval Combat:** Spiral-wave disruptors and high-yield photon torpedoes make combat swift and brutal. Emphasize shield vector management, structural stress, and tactical positioning over prolonged stand-off duels. Cardassian ships frequently employ **Triad tactics** (three-ship hunting groups), requiring Starfleet crews to out-maneuver overlapping fields of fire.
- **Personal Combat & Infiltration:** Close-quarters fights are raw and pragmatic. Cardassian forces favor heavy suppressive fire and tight defensive corridors, while Resistance fighters rely on improvised explosives and subterranean ambushes.
- **Diplomatic & Interrogation Scenes:** Use Opposed Tasks with heavy emphasis on Insight, Discipline, and Command. In this era, diplomatic summits are extension of the battlefield; every concession made across a conference table has immediate tactical consequences along the border.

Chapter 9: Mini-Campaigns

This section presents four multi-episode mini-campaigns set in 2353 during the height of the Federation-Cardassian Border War. Each campaign offers a distinct operational perspective and thematic focus:

Starfleet

Operation Iron Crucible: Command a Starfleet vessel patrolling sector 21305, balancing strict containment orders and moral dilemmas against an aggressive Cardassian offense.

Cardassian Military

Operation Obsidian Dominion: Lead a third order warship under Gul Lemec, navigating resource scarcity, military discipline and complex border engagements.

Obsidian Order

Operation Shadow Hand: Play as elite intelligence operatives who wield supreme administrative authoprity – requisitioning warships, conduction interrogations and purging political threats.

Bajoran Resistance

Fire in the Shadows: Wage an asymmetrical guerrilla war using scavenged weapons and hit-and-run tactics across the surface of Bajor and the dark conduits of Terok Nor.

Operation Iron Crucible (Starfleet)

Set in 2353 during the height of the Federation-Cardassian Border War, **Operation Iron Crucible** is a four-episode mini-campaign for *Star Trek Adventures*. The player characters, officers aboard an *Excelsior*, *Miranda*, or *Constellation*-class vessel, are assigned to Sector 21305 near the border.

In this era, the Cardassian fleet relies on the newly introduced **Galor Type-I** alongside aging **Selek-class** cruisers, while the Bajoran Occupation is in full force. The campaign pushes the crew into the grey zones of Starfleet command: balancing strict orders from Sector Command against moral imperatives, surviving lethal Cardassian Triad tactics, navigating the covert networks of the Obsidian Order, and confronting the human toll of Starfleet neutrality.

Campaign Overview

Year: 2353

Primary Location: Sector 21305 (Minos Korva Border Corridor & The Badlands Fringe)

Themes: Moral compromise, asymmetrical warfare, tactical attrition, the cost of strict neutrality.

Episode 1: Silent Distress

Premise

While patrolling the treacherous fringe of the Badlands, the player ship intercepts a faint, distress signal originating from a damaged, non-aligned transport ship, the *Kendra's Hope*. Upon arrival, sensors reveal the freighter is drifting near a dense plasma eddy, severely damaged by energy weapon fire.

Key Events

The Interception: Scans indicate the *Kendra's Hope* was fired upon by Cardassian phase-disruptors. On board are two dozen Bajoran refugees, including wounded civilians and two covert members of the *Shakaar Cell* smuggling medical supplies out of the Bajor Sector.

The Arrival: Before the crew can evacuate the refugees, a Cardassian **Selek-class heavy cruiser**, the *Trager* (commanded by a young Gul Lemec), drops out of warp. Gul Lemec demands the immediate surrender and extradition of the "Bajoran terrorists and stolen imperial cargo," claiming absolute jurisdiction under the 2328 Annexation Treaty.

Tactical / Diplomatic Challenge: The crew must prevent the *Trager* from tractor-beaming or destroying the transport. Direct combat risks violating Starfleet containment orders issued by Vice Admiral Nechayev, while handing over the refugees guarantees their execution.

Climax & Transition

The crew can outmaneuver the sluggish *Selek*-class cruiser using the nearby plasma eddies of the Badlands, trick its sensors using tractor-beam pulses, or negotiate a tense standoff using Starfleet legal precedent. Before fleeing, the Resistance fighters reveal intelligence: Central Command is secretly constructing a subterranean uridium

processing refinery on an uncolonized moon in Sector 21305 to fuel a new fleet of *Galor*-class warships.

Episode 2: The Shadow Refinery

Premise

Starfleet Command cannot officially sanction an attack on a Cardassian installation outside Federation space. However, Vice Admiral Nechayev issues off-the-record directives: the crew must conduct a covert reconnaissance mission to verify if Central Command is violating the informal border boundary, without compromising Starfleet's official position of neutrality.

Key Events

Infiltration: The crew must navigate their away team through a dense asteroid field surrounding the moon of **Vollon III**. They must bypass a network of Cardassian perimeter sensor spikes and *Hideki*-class patrol sweeps.

The Facility: Deep within a canyon lies an automated uridium processing plant powered by slave labor from a nearby Bajoran work detail. The facility is overseen by a local Garrison Gul and an Obsidian Order liaison who is securing high-grade refined ore for classified intelligence projects.

The Sabotage Dilemma: The away team discovers that the Bajoran laborers have planted improvised explosives in the cooling conduits. However, detonating the charges now will destroy the facility but cause a thermal containment breach, endangering the slave workers.

Climax & Transition

The crew must execute a high-stakes infiltration or extraction: either disarming the fatal overload while helping the Bajorans stage an escape, or re-routing the reactor energy to neutralize the refinery quietly without loss of life. As they escape, encrypted telemetry retrieved from the refinery's mainframe reveals a alarming revelation: the ore is being transferred directly to high-level Cardassian naval staging platforms, with tactical oversight routed through the newly constructed orbital station *Terok Nor*.

Episode 3: Shadows Over Terok Nor

Premise

To prevent an imminent Cardassian invasion force from assembling undetected, Starfleet Intelligence needs the exact flight schedules and target coordinates of the 3rd Order's battle fleet. The crew is tasked with an unprecedented, high-stakes clandestine assignment: infiltrate the industrial docks of *Terok Nor* under the cover of a neutral merchant vessel or stolen Cardassian transport shuttle.

Key Events

The Infiltration: The away team lands on *Terok Nor*, navigating an orbital nightmare of forced labor gangs, heavy ore dust, and marching Cardassian security details. They must blend into the station's dark underbelly to access the Central Command data core.

The Obsidian Order Threat: While slicing into the station's communications relay, the team crosses paths with **Elim Garak,** at this time an active, high-ranking agent of the Obsidian Order and the feared protégé of Director-General Enabran Tain. Garak is on the station investigating supply leaks.

The Game of Minds: Garak discovers the away team's presence, but rather than immediately raising the alarm, he engages them in a subtle, dangerous verbal duel. Recognizing that the upcoming Cardassian offensive might disrupt his own covert operations, Garak offers the crew a devil's bargain: he will allow them access to the fleet movement files in exchange for the crew covertly wiping a set of incriminating internal Obsidian Order audit records from the station's central core.

Climax & Transition

The crew must outwit station security, handle or trade with Garak, and secure the tactical files. Once decrypted back aboard their ship, the intelligence confirms the worst: Gul Lemec has assembled a full battle fleet and intends to launch a sudden, overwhelming strike to seize the strategically vital Federation colony at **Minos Korva**.

Episode 4: Crucible at Minos Korva

Premise

The Cardassian 3rd Order has launched its surprise offensive aimed at taking Minos Korva before Starfleet Task Forces can assemble. The player ship is the only capital vessel within range capable of holding the line until primary Starfleet reinforcements arrive.

Key Events

Preparations for Battle: Arriving at Minos Korva, the crew has mere hours to prepare the colony's defensive grid. They can modify their deflector shields using Commander Bruce Maddox's multi-spectral algorithms, coordinate with local planetary defense batteries, or enlist the covert aid of surviving Bajoran cell impulse ships hiding in the system.

The Engagement: A Cardassian warband enters the system led by Gul Lemec aboard a brand-new **Galor Type-I heavy cruiser**, flanked by two **Selek-class cruisers** in a textbook **Triad formation**.

Tactical Puzzle: The Triad overlaps its forward shields and focuses all primary spiral-wave disruptors on the player ship. The crew must exploit the structural weaknesses of Cardassian naval doctrine:

- Target their weaker aft shield vectors and impulse assemblies.
- Use sensor jamming or physical obstacles to break the Triad's line-of-sight and disrupt their shared shield telemetry.
- Target the lead *Galor*-class vessel to induce command paralysis among the junior Glinns operating the flanking *Selek* cruisers.

Campaign Conclusion

If the crew holds the line or successfully disrupts the Triad formation, the remaining Cardassian vessels withdraw as Starfleet reinforcements drop out of warp.

Federation Victory: Minos Korva remains free, but the crew is left to process the heavy moral cost: Vice Admiral Nechayev commends their tactical brilliance while officially denying any Starfleet involvement in the espionage operations on *Terok Nor* or the sabotage at Vollon III.

The Aftermath: The Bajoran refugees and Resistance members slip back into the shadows of the Badlands, leaving the crew with a deep understanding of the long, cold war that lies ahead: a conflict where victory is measured not in grand treaties, but in holding the frontier line for one more day.

Operation Obsidian Dominion (Central Command, CU)

Set in 2353 during the height of the Federation-Cardassian Border War, **Operation Obsidian Dominion** turns the table, placing the player characters in the boots of officers serving the Cardassian Union. Assigned to the 3rd Order under the command of Gul Lemec, the crew commands a newly commissioned **Galor Type-I heavy cruiser** or a battle-tested **Selek-class cruiser** patrolling Sector 21305.

In this campaign, the player characters must balance the rigid expectations of Central Command, the looming surveillance of the Obsidian Order, and the ruthless realities of resource management. They face a duplicitous Starfleet expanding its border presence, an elusive Bajoran Resistance waging asymmetrical warfare, and the deadly internal political rivalries of Cardassia Prime.

Campaign Overview

Year: 2353

Primary Location: Sector 21305 (Minos Korva Border Corridor, Bajoran Sector, & *Terok Nor*)

Themes: Imperial authority, resource starvation, political paranoia, the brutal logic of state order.

Episode 1: The Bajoran Convoy

Premise

While patrolling the edge of the Badlands, the player ship is ordered by Gul Lemec to intercept the *Kendra's Hope*, a non-aligned transport suspected of smuggling stolen uridium ore and high-yield detonators out of the Bajoran Sector to aid insurgent cells.

Key Events

The Interception: The crew tracks the *Kendra's Hope* near a volatile plasma eddy. As they lock tractor beams onto the target, an *Excelsior*-class Starfleet starship, the

U.S.S. Cairo (commanded by Captain Edward Jellico), drops out of warp in the neutral corridor, claiming the transport is under Federation diplomatic protection.

The Standoff: Captain Jellico uses precise treaty rhetoric to stall the Cardassian vessel, warning that destroying an unarmed civilian transport will spark a major diplomatic crisis.

Command Decision: The player characters must navigate this high-stakes game of naval chicken. They can use target-acquisition locking to intimidate the Federation vessel, deploy *Hideki*-class escorts to board the freighter under Jellico's nose, or engineer a legal pretext to force the Starfleet ship to stand down without firing the first shot.

Climax & Transition

Whether through tactical maneuver, legal maneuvering, or boarding actions, the crew recovers the transport's data core. Decryption reveals that the stolen uridium was meant to fund an organized Bajoran Resistance uprising targeting Central Command's top-secret planetary processing facility on the moon of **Vollon III**.

Episode 2: Secure the Crucible

Premise

The moon of Vollon III houses a vital subterranean refinery supplying refined uridium for Central Command's new *Galor*-class fleet expansion. A full-scale labor revolt, secretly backed by Starfleet Intelligence smuggling tech, has shut down production and placed the entire facility in jeopardy.

Key Events

Pacification: The crew arrives at Vollon III to find the planetary garrison besieged. They must lead an armored landing force into the hazardous, gas-filled extraction tunnels to eliminate insurgent strongpoints and restore order to the labor camps.

The Intelligence Trap: Deep within the facility's command hub, the team discovers sophisticated Starfleet intelligence gear, proving that Federation agents provided the explosives and disruption algorithms used in the sabotage.

The Political Dilemma: An active Obsidian Order observer attached to the landing team demands the immediate mass execution of the entire labor detail to serve as an

example and hide state negligence. However, doing so will completely halt uridium production for months, failing Gul Lemec's strict fleet assembly quotas.

Climax & Transition

The crew must resolve the crisis: balancing the brutal demands of state intelligence against the logistical needs of the Guard. Retaking the core allows them to extract critical Starfleet encryption keys from the captured Federation devices, opening a window of opportunity to strike a major blow against Starfleet's border infrastructure.

Episode 3: Shadows Over Caron II

Premise

Armed with the decrypted Starfleet telemetry from Vollon III, the crew is assigned to a black-ops mission under the direct oversight of **Elim Garak**, active, high-ranking agent of the Obsidian Order and protégé of Enabran Tain. The objective: infiltrate a hidden Starfleet subspace listening post on Caron II and blind Starfleet's regional early-warning grid before the main Cardassian fleet moves.

Key Events

Infiltration: Operating under strict radio silence or using a captured vessel, the crew must bypass Starfleet's sensor net around Caron II and land an elite strike team near the automated outpost.

The Protégé's Game: Throughout the mission, Garak maintains absolute, polite control, testing the loyalty and competence of the crew. He quietly informs the commander that a high-ranking Glinn within Gul Lemec's staff is leaking fleet movements to Starfleet, and offers to trade actionable intelligence if the crew assists him in executing a quiet, off-the-record purge.

The Strike: The team must slice the Starfleet mainframe, insert corrupt optical routines to mask incoming Cardassian warp signatures, and neutralize the outpost's automated defense perimeter without triggering a sector-wide distress signal.

Climax & Transition

With the Starfleet listening post blind and Garak's political games played out, the crew secures the tactical corridor. The path to Sector 21305 is clear, and Central

Command greenlights **Operation Iron Crucible**: a full Three-Ship Triad assault to seize the strategic Federation colony at **Minos Korva**.

Episode 4: Strike at Minos Korva

Premise

The culmination of Central Command's border strategy. The player ship takes its place as the flagship – or key escort – of a Cardassian **Triad formation** led by Gul Lemec, launching a surprise attack to capture Minos Korva and establish absolute Cardassian dominance over the border sector.

Key Events

Executing the Triad: The crew enters the Minos Korva system in formation alongside two supporting capital ships (*Selek*-class or *Galor Type-I* cruisers). They must maintain overlapping shield grids and synchronize forward spiral-wave disruptors to punch through the colony's orbital defense platforms.

The Starfleet Interception: A Starfleet heavy cruiser task force, alerted at the last moment, drops out of warp to engage. The player crew must lead the tactical engagement:

- Maintain formation discipline despite heavy Starfleet phaser counter-attacks and photon torpedo spreads.
- Adjust forward shield modulation to absorb concentrated beam fire.
- Protect the Triad's vulnerable aft vectors from nimble Starfleet escorts trying to break the formation's line of sight.

Command under Pressure: If a companion vessel in the Triad takes critical damage, the crew must issue decisive orders to prevent junior officers from falling into tactical paralysis, keeping the Cardassian line intact.

Campaign Conclusion

The battle reaches its climax as Cardassian troop transports move in to secure the planetary surface of Minos Korva.

Cardassian Triumph: The Starfleet defenders are forced to withdraw. Minos Korva falls under Cardassian occupational control, securing valuable industrial assets for Central Command. The crew is highly decorated by Gul Lemec and commendations

are placed in their service jackets by the Obsidian Order, though they know their new prominence makes them immediate targets for political rivals on Cardassia Prime.

The Price of Glory: As the crew watches Cardassian banners raised over the newly renamed colony, they are left with the unyielding reality of the Union: every victory must be paid for in blood, paranoia, and the endless demand for more resources to fuel the machine of state.

Operation Shadow Hand (Obsidian Order)

Set in 2353 during the height of the Border War, **Operation Shadow Hand** places the player characters directly into the most feared organization in the Alpha Quadrant: the **Obsidian Order**. Operating under the absolute authority of Director-General Enabran Tain, the crew consists of high-ranking operatives, interrogators, surveillance specialists, and field handlers.

Because the Obsidian Order is legally barred from maintaining its own military starships or standing fleet, the operatives do not command a vessel of their own. Instead, they wield the absolute administrative authority of the Order, requisitioning Cardassian Guard warships (such as a *Galor Type-I* or *Selek*-class cruiser under the command of an intimidated Gul), commandeering civilian transports, or co-opting Starfleet intelligence assets to execute black-ops missions across the Demilitarized Zone.

Campaign Overview

Year: 2353

Primary Location: Sector 21305, *Terok Nor*, and the Demilitarized Zone

Themes: Absolute surveillance, paranoia, political leverage, psychological warfare, the price of absolute control.

Episode 1: Commandeered Authority

Premise

A high-ranking Cardassian logistics officer (Glinn Tarak) assigned to Central Command has disappeared into Sector 21305 with top-secret warp coil blueprints and encrypted communications codes. Director-General Enabran Tain assigns the

operatives to hunt down the fugitive before his intel falls into the hands of Starfleet Intelligence or the Bajoran Resistance.

Key Events

Exercising the Mandate: Lacking their own vessel, the operatives arrive at a Cardassian naval staging base and exercise executive authority to requisition the *Trager*, a *Selek*-class cruiser commanded by Gul Lemec. The Gul is furious at having his flagship co-opted for a "civilian investigation," creating immediate tension between military pride and Order authority.

The Interception: The operatives use the *Trager* to corner Tarak's light transport at the fringe of the Badlands. When Gul Lemec demands to destroy the "traitorous transport" with a full spiral-wave barrage, the operatives must intervene to capture Tarak alive for interrogation.

The First Thread: Interrogating Tarak using Obsidian Order diagnostic probes reveals a disturbing truth: Tarak did not defect for money, he was framed by an internal cell operating directly out of the industrial command hub on *Terok Nor*.

Episode 2: The Weaver of Bajor

Premise

The operatives transfer their investigation to *Terok Nor*. Their arrival sends shockwaves through the station's administration: Prefect Gul Dukat treats them with icy politeness, while security guards panic at the sight of Order badges.

Key Events

Surveillance State: The operatives set up a clandestine listening post in the station's lower levels, tapping into communication feeds, ore-processing logs, and Bajoran labor camp registries.

Crossing Elim Garak: The investigation brings the team face-to-face with **Elim Garak**. Garak is currently tracking the same leak, but his motives are unclear. Is he assisting Tain, testing the operatives, or protecting a asset of his own?

Psychological Duel: Garak offers the operatives a trade: he will provide the decrypted communication logs linking the leak to a rogue Bajoran Resistance cell,

provided the operatives use their requisitioned Guard warship to arrest a political rival of Garak's within the 3rd Order.

Climax & Transition

By outmaneuvering Garak – or forming a temporary, dangerous alliance with him – the team uncovers the ultimate scope of the plot: a joint conspiracy between a rogue Central Command official and Starfleet Intelligence to feed false troop movements to Central Command, baiting Cardassia into a disastrous fleet trap at Minos Korva.

Episode 3: The Double Agent

Premise

Armed with the intelligence gathered on *Terok Nor*, the operatives requisition a fast *Hideki*-class escort under threat of military court-martial to intercept a Starfleet Intelligence operative operating under civilian cover on the border world of Caron II.

Key Events

The Extraction: The operatives conduct a covert, silent night insertion onto Caron II, bypassing Starfleet border sensors. They capture the Starfleet Intelligence officer alive from a hidden safehouse without alerting the local Starfleet garrison.

The Interrogation: Back aboard the requisitioned vessel, the operatives conduct a masterclass in psychological interrogation. Rather than relying solely on physical torture, they break the handler by exposing how Starfleet Command considers them expendable.

Feeding the Lie: Instead of executing the Starfleet agent, the operatives manipulate them into sending altered telemetry back to Vice Admiral Nechayev: turning Starfleet's own ambush into a trap that favors the Cardassian fleet.

Episode 4: The Tailor of Shadows

Premise

With the trap set for Starfleet, the operatives return to Cardassia Prime for the final phase of the operation: purging the traitors within Central Command before Gul Lemec's battle fleet launches its assault on Minos Korva.

Key Events

The Political Purge: Armed with confession records, encrypted logs, and the backing of Director-General Tain, the operatives move through the political corridors of the Detapa Council and Central Command, arresting high-ranking military officers and seizing assets.

The Military Backlash: A desperate loyalist faction within the Cardassian Guard attempts to launch a coup against the Order's interrogation detail, leading to a tense, violent standoff inside a military command compound. The operatives must rely on their personal disruptors, security codes, and psychological leverage to break the military guards without firing a shot.

Tain's Final Review: With the purge complete and the fleet clear to strike, the operatives meet personally with Enabran Tain and Elim Garak in Tain's private chambers.

Campaign Conclusion

As news arrives that Gul Lemec's Triad formation has successfully ambushed Starfleet's forward task force at Minos Korva, Tain reviews the team's performance.

Tain's Approval: The operatives are elevated within the Order's inner circle, granted expanded authority to requisition military assets anywhere in the Union. Garak offers a polite, enigmatic smile and a glass of kanar, noting that "trust is the most precious commodity of all, which is why it must never be given away for free."

The Shadow Legacy: The operatives have proven the ultimate thesis of the Obsidian Order: weapons and starships do not win wars. Information, fear, and absolute authority win wars.

Operation Fire in the Shadows (Bajoran Resistance POV)

Set in 2353 during the darkest years of the Cardassian Occupation, **Operation Fire in the Shadows** puts the players in the worn boots of a Bajoran Resistance cell operating exclusively on the surface of **Bajor** and inside the oppressive steel corridors of **Terok Nor**.

With no starships, no heavy armor, and no shield generators, the cell relies on stolen Cardassian pulse-wave rifles, rigged mining charges, improvised shivs, and an intimate knowledge of the terrain. Hidden in ancient underground tunnels on Bajor or slipping through the maintenance conduits of Terok Nor, the cell wages an asymmetrical war of attrition against Gul Lemec's occupying garrison, Gul Dukat's station security, and the omnipresent eyes of the Obsidian Order.

Campaign Overview

- **Year:** 2353
- **Primary Locations:** Bajor (Kendra Province & Tozhat Valley) & *Terok Nor* (Ore Processing, Lower Habitation, & Promenade)
- **Themes:** Guerilla insurgency, survival, moral compromises, urban/subterranean warfare, the unyielding fire of faith.

Episode 1: Blood in the Valley

Premise

Operating out of a hidden subterranean shrine in Bajor's Tozhat Valley, the cell is running desperately low on medical supplies, rations, and energy cells. Cell leader Vedek Bran orders the team to execute a night ambush against a 3rd Order supply convoy transporting military hardware and raw uridium detonators between Cardassian garrisons.

Key Events

The Ambush: Using rigged rockslides and improvised plasma charges, the players disable the convoy's lead transport in a narrow mountain pass on Bajor. They must engage in tense, short-range firefights against armored Cardassian troops before air support arrives.

The Price of Survival: The players recover military-grade pulse rifles and high-yield mining detonators. However, they discover a group of Bajoran transport laborers bound in the back of a truck. Saving them slows down the escape, forcing the team to make a split-second tactical choice before Cardassian skimmers lock onto their location.

The Aftermath: The cell retreats into the ancient underground catacombs beneath the valley, using their local knowledge of Bajor's natural cave systems to vanish into the darkness.

Episode 2: The Vollon Crucible

Premise

With the stolen detonators secured, the cell targets Central Command's vital planetary uridium processing facility on Bajor's southern continent. The facility supplies refined fuel for the 3rd Order's regional war effort and relies entirely on forced Bajoran labor.

Key Events

Infiltration: The team sneaks into the labor camps via an unmapped geothermal drainage shaft beneath the refinery, disguising themselves as local workers.

Sparking the Revolt: The players must organize the overworked laborers, sabotage the facility's automated security turrets, and place their improvised charges at structural fault lines near the main plasma conduits.

The Obsidian Response: An Obsidian Order tactical detail arrives with an armored detachment of Cardassian Guards. The players must defend the fleeing workers, engage in brutal close-quarters skirmishes inside toxic, gas-filled processing tunnels, and trigger the charges before the facility goes into total lockdown.

Climax & Transition

As the refinery collapses, cutting off refined uridium supplies for the occupying forces, the cell captures an encrypted Cardassian data pad detailing a planned purge of suspected cell sympathizers aboard the orbital station **Terok Nor**.

Episode 3: Shadows Over Terok Nor

Premise

To stop the purge and protect the wider resistance network, the cell must do the unthinkable: leave the surface of Bajor and infiltrate **Terok Nor** (the future Deep Space 9) by stowing away inside a subterranean ore-hauler transport.

Key Events

Undercover on the Promenade: Disguised as ore haulers and maintenance laborers, the players emerge into the oppressive, metallic labyrinth of *Terok Nor*. They must navigate the heavily monitored Promenade and Habitat Decks without raising the suspicion of Gul Dukat's security patrols or Bajoran collaborators (*Glinns'* informants).

The Tailor's Contact: To access the station's secure communication relays, the players are directed to a quiet tailor shop run by **Elim Garak**. Garak plays the humble tailor, engaging the players in a psychological game of cat-and-mouse. He "accidentally" drops an optical data rod on his counter that grants access to the station's lower maintenance conduits, in exchange for a future political favor on the surface.

The Heist: Slicing into a local security terminal in the lower levels, the team steals the master roster of Cardassian informants on Bajor while uploading a worm into the station's internal surveillance grid.

Episode 4: Night of the Promenade

Premise

Armed with access to *Terok Nor's* maintenance conduits and the stolen security codes, the cell coordinates a high-stakes double strike: detonating key power relays on *Terok Nor* while simultaneous uprisings trigger across Bajor's Kendra Province.

Key Events

Sabotage in the Core: The players navigate the tight, dangerous maintenance shafts of *Terok Nor* to plant plasma charges on the primary power couplings supplying the station's security grid and tractor beams.

The Lockdowns: Gul Dukat places the station on red alert, locking down the Habitation Decks and sending strike teams into the conduits. The players must use hit-and-run tactics, environmental hazards, and close-quarters stealth to evade capture.

The Spark: The cell detonates the charges, plunging *Terok Nor* into temporary darkness and blinding its surface surveillance grid. On the surface below, resistance cells use the cover of the blackout to launch coordinated attacks against Cardassian command posts across the province.

Campaign Conclusion

As auxiliary power slowly restores light to *Terok Nor's* corridors, the players slip back into an ore transport headed for the surface of Bajor, leaving Gul Dukat and Central Command scrambling to contain a sector-wide crisis.

A Costly Victory: The cell returns to Bajor's catacombs exhausted and battered, but their strike proves that neither the surface of Bajor nor the high steel of *Terok Nor* is safe for the occupier.

The Unyielding Flame: Hidden deep beneath the soil of their homeworld, the players pass around a single canteen and check their remaining power cells. They have no ships and no heavy weapons, but as long as they have the shadows of Bajor, the Occupation will never know peace.