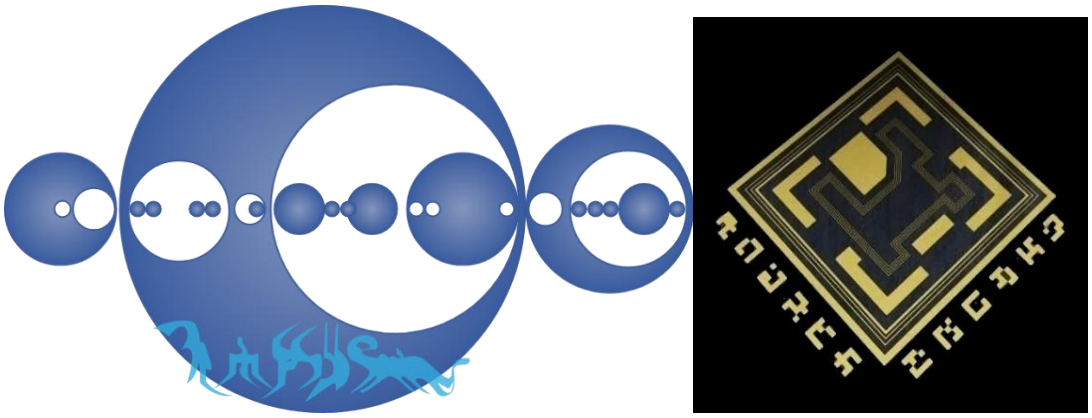
STAR TREK ADVENTURES

THE 22ND CENTURY CAMPAIGN GUIDE:

THE ENTERPRISE-YEARS

(2151 - 2155)







A Star Trek Adventures 2nd Edition Campaign Guide written by Sebastian Opper.

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CONTENTS

INTRODUCTION 20

CHAPTER 1: THE STATE OF THE GALAXY 26

CHAPTER 2: THE TIMELINE OF THE 22ND CENTURY (2100-2155) 29

CHAPTER 3: MAJOR EVENTS 31

CHAPTER 4: MAJOR FACTIONS 35

United Earth 35

Overview & Early History 35

Government & Key Institutions 35

Major Events of Earth (Original Timeline) 35

The Temporal Displacement of Eugenics Wars and the Augments 36

Continuation of the original timeline (2063 and onwoards) 38

Technology & Military Capabilities 39

Gamemaster Hooks & Campaign Integration 40

Confederacy of Vulcan 40

Overview & 22nd-Century Context 40

The Ideological Crisis: The High Command vs. The Syrrannites 40

Interspecies & Regional Dynamics 41

Gamemaster Hooks & Campaign Integration 42

Andorian Empire 42

Overview & 22nd-Century Context 42

Culture, Biology & The Warrior Ethos 42

The Foreign Policy: Cold War & Steel 43

Military Doctrine & Imperial Technology 44

Gamemaster Hooks & Campaign Integration 44

United Planets of Tellar 44

Overview & 22nd-Century Context 44

Culture, Biology & The Art of Argument 45

Foreign Policy: Trade, Disputes & Pragmatism 45

The Vulcan Paradox 45

Fleet Doctrine & Technology 46

Gamemaster Hooks & Campaign Integration 46

Klingon Empire 47
Overview & Early History 47
Internal Politics & The Decline of the Warrior Caste 47
Major Events of the 2150s 47
Military & Fleet Capabilities 48
Gamemaster Hooks & Campaign Integration 48
Orion Syndicate 49
Overview & 22nd-Century Context 49
Structure, Culture & The Matriarchy 49
Operations: The Economy of Vice 50
Fleet Doctrine & Technology 51
Gamemaster Hooks & Campaign Integration 51
Romulan Star Empire 52
Overview & 22nd-Century Context 52
Origin, Culture & The Imperial Philosophy 52
Foreign Policy: Shadow Warfare & The Babel Crisis 52
Fleet Doctrine & Prototype Technology 53
Gamemaster Hooks & Campaign Integration 53
The Suliban Cabal 54
Overview & History 54
Culture & Society 54
Government & Faction Dynamics 54
Cabal Technology & Starships 55
Gamemaster Hooks & Campaign Integration 55
The Xindi 56
Overview & History 56
The Sphere Builders & The Earth Crisis (2153-2154) 56
Culture & Society 57
Government & Faction Dynamics 58
Post-War Political Realignment 59
Xindi Technology & Starships 59
Gamemaster Hooks & Campaign Integration 60

CHAPTER 5: MINOR FACTIONS 61
The Antaran Coalition 61
Overview & History 61
Culture & Society 61
Government & Interstellar Standing 62
Antaran Technology & Starships 62
Gamemaster Hooks & Campaign Integration 62
The Arin'sen League 63
Overview & History 63
Culture & Society 63
Government & Faction Dynamics 64
Arin'sen Technology & Starships 64
Gamemaster Hooks & Campaign Integration 64
The Arkonian Totality 65
Overview & History 65
Culture & Society 65
Government & Military Structure 66
Arkonian Technology & Starships 66
Gamemaster Hooks & Campaign Integration 66
The Axanar Republic 67
Overview & History 67
Culture & Society 67
Government & Fleet Operations 68
Axanar Technology & Starships 68
Gamemaster Hooks & Campaign Integration 69
The Borothan Ecclesiastic Council 69
Overview & History 69
Culture & Society 69
Government & Faction Dynamics 70
Borothan Technology & Starships 70
Gamemaster Hooks & Campaign Integration 71
The Denobulan Unity 71

Overview & History 71
Culture & Society 71
Government & Interspecies Relations 72
Denobulan Technology & Starships 72
Gamemaster Hooks & Campaign Integration 73
The Enolian Authority 73
Overview & History 73
Culture & Society 74
Government & Faction Dynamics 74
Enolian Technology & Starships 74
The Eska Hunting Guilds 75
Overview & History 75
Culture & Society 75
Government & Fleet Operations 76
Eska Technology & Starships 76
Gamemaster Hooks & Campaign Integration 77
The Illyrian Federation 77
Overview & History 77
Culture & Society 78
Government & Interstellar Standing 78
Illyrian Technology & Starships 78
Gamemaster Hooks & Campaign Integration 79
The Kriosian Kingdom 79
Overview & History 79
Culture & Society 80
Government & Royal Forces 80
Kriosian Technology & Starships 81
Gamemaster Hooks & Campaign Integration 81
The Kreetassan Chancellery 81
Overview & History 81
Culture & Society 82
Government & Diplomatic Relations 82

Kreetassan Technology & Starships 83
Gamemaster Hooks & Campaign Integration 83
The Ktarian Sovereignty 84
Overview & History 84
Culture & Society 84
Government & Faction Dynamics 84
Ktarian Technology & Starships 85
Gamemaster Hooks & Campaign Integration 85
The Lorillian Matriarchal Council 86
Overview & History 86
Culture & Society 86
Government & Interstellar Standing 86
Lorillian Technology & Starships 87
Gamemaster Hooks & Campaign Integration 87
The Malurian Union 88
Overview & History 88
Culture & Society 88
Government & Cartel Structure 89
Malurian Technology & Starships 89
Gamemaster Hooks & Campaign Integration 89
The Mazarite Republic 90
Overview & History 90
Culture & Society 90
Government & Interstellar Relations 91
Mazarite Technology & Starships 91
Gamemaster Hooks & Campaign Integration 92
The Nausicaan Tribes 92
Overview & History 92
Culture & Society 92
Government & Faction Dynamics 93
Nausicaan Technology & Starships 93
Gamemaster Hooks & Campaign Integration 93

The Osaarian Trade Federation 94
Overview & History 94
Culture & Society 94
Government & Interstellar Relations 95
Osaarian Technology & Starships 96
Gamemaster Hooks & Campaign Integration 96
The Paraagan Executive Council 96
Overview & History 96
Culture & Society 97
Government & Interstellar Standing 97
Paraagan Technology & Starships 98
Gamemaster Hooks & Campaign Integration 98
The Rigellian Trade Commission 98
Overview & History 98
Culture & Society 99
Government & Faction Dynamics 99
Rigellian Technology & Starships 100
Gamemaster Hooks & Campaign Integration 100
The Risian Hedony 100
Overview & History 100
Culture & Society 101
Government & Economy 101
Technology & Infrastructure 101
Risa in 2150–2155 102
Gamemaster Hooks & Campaign Integration 102
The Skagarans 102
Overview & History 102
Culture & Society 103
Government & Planetary Dynamics 103
Skagaran Technology & Starships 104
Gamemaster Hooks & Campaign Integration 104
The Suukaalai Biosecurity Command (Tret's Species) 104

Overview & History.....104
Culture & Society.....105
Government & Fleet Command.....105
Technology & Starships.....106
Gamemaster Hooks & Campaign Integration.....106
The Tandaran Domain.....107
Overview & History.....107
Culture & Society.....107
Government & Military Structure.....107
Tandaran Technology & Starships.....108
Gamemaster Hooks & Campaign Integration.....108
The Takret Militia.....109
Overview & History.....109
Culture & Society.....109
Government & Militia Structure.....109
Takret Technology & Starships.....110
Gamemaster Hooks & Campaign Integration.....110
The Tarkalean Trade Guilds.....111
Overview & History.....111
Culture & Society.....111
Government & Interstellar Standing.....112
Tarkalean Technology & Starships.....112
Gamemaster Hooks & Campaign Integration.....112
The Tesnian Environmental Directorate.....113
Overview & History.....113
Culture & Society.....113
Government & Interstellar Standing.....114
Tesnian Technology & Starships.....114
Gamemaster Hooks & Campaign Integration.....114
The Divine Realm (The Triannons).....115
Overview & History.....115
Culture & Society.....115

Government & Faction Dynamics 116
Triannon Technology & Starships 116
Gamemaster Hooks & Campaign Integration 116
The Vissians Federation 117
Overview & History 117
Culture & Society 117
Government & Fleet Operations 118
Vissian Technology & Starships 118
Gamemaster Hooks & Campaign Integration 118
The Wisps (Non-Corporeal Beings of "The Crossing") 119
Overview & History 119
Physiology & Incorporeal Nature 119
Government & Survival Doctrine 120
Technology & The Biosphere Ship 120
Gamemaster Hooks & Campaign Integration 121
The Xarantine Guilds 121
Overview & History 121
Culture & Society 122
Government & Faction Dynamics 122
Xarantine Technology & Starships 123
Gamemaster Hooks & Campaign Integration 123
The Xyrillian Unity 123
Overview & History 123
Culture & Society 124
Government & Interstellar Standing 124
Xyrillian Technology & Starships 125
Gamemaster Hooks & Campaign Integration 125
Zobral's Species (The Unnamed Species of Toroth) 125
Overview & History 126
Culture, Society & Caste Tattoos 126
Government & Faction Dynamics 127
Technology & Starships 127

Gamemaster Hooks & Campaign Integration 127
The Mutes/Shroomies 128
Overview & History 128
Culture & Society 129
Vertian Technology & Starships 129
Gamemaster Hooks & Campaign Integration 129
Pre-Warp Societies 130
The Akaali (Tessic's Species) 130
The Utruun (Gosis' species) 133
The Kalar (The Council of Mountain Clans) 136
Mirror Universe Factions 139
Terran Empire 139
Alien Rebellion 147
CHAPTER 6: NEW SPECIES TEMPLATES 151
Akaali (Tessic's Species) 151
Antaran 152
Arin'sen 152
Arkonian 153
Axanar 154
Borothan 155
Enolian 156
Eska 157
Illyrian 158
Kreetassan 159
Kriosian 160
Ktarian 160
Lorillian 161
Malurians 162
Mazarite 163
Osaarian 164
Paraagan 164
Skagaran 165

Suukaalai (Tret's Species) 166
Suliban 167
Takret 168
Tandarans 169
Tarkalean 170
Tesnian 170
Triannon 171
Vissian 172
Xarantine 173
Xyrillian 174
Special Species Templates 175
Kovaalans 175
Shroomies 176
Sphere Builders 177
Na'kuhl 178
Pre-Warp Species 179
Etrina (Gosis' Species) 179
Kalar 180
CHAPTER 7: PLANETS AND COLONIES 181
Sol System 181
Earth (Sol III) 181
Luna (Sol IIIa) 181
Mars (Sol IV) 181
Klingon Worlds 182
Qo'noS 182
Praxis 182
Qu'Vat Colony 183
Worlds of the Vulcan Confederacy 183
Vulcan (40 Eridani A) 183
T'Khut 183
P'Jem 184
Coridan III 184

Andoria / Andor 184
Tellar Prime / Tellar 185
Romulan Worlds 186
Romulus 186
Remus 186
Other Worlds 187
Denobula (Denobula Triaxa) 187
Archer IV (61 Ursae Majoris) 187
Terra Nova 187
Akaali Prime 187
Valakis 188
Tesnia 188
Dakala 188
Detention Complex 26 World (Tandaran Moon) 189
Mazar 189
Toroth 189
Risa 190
Paraagan II 190
Kreetassa 190
Pernaia Prime 190
Dekendi III 191
Weytahn (Paan Mokar) 191
Keto-Enol 191
Xantoras 191
Trialas IV 192
Delphic Expanse (2153–2154 Survey) 192
Trellium D Mining Planet 192
Loque'eque Homeworld 192
Xindi Worlds 193
Xanthan Homeworld 194
Tarquin’s Planet 194
Skagaran Colony 195

Triannon 195
CHAPTER 8: ANOMALIES AND PHENOMENA 196
Micro-Singularities 196
Black Hole Radiation Fields (Triple-Star Singularity) 196
Diamagnetic Storms and Transporter Buffer Anomalies 197
Neutronic Wavefronts (Radiation Storms) 197
The Delphic Expanse Spatial Anomalies 197
Cause and Structure 198
Observed Effects 198
Countermeasures Available in 2153–2154 198
Temporal Anomalies and Chroniton Fluxes 198
Non-Corporeal Entities and Observer Phenomena 198
Automated Constructs of Unknown Origin 199
Using Anomalies and Phenomena in Campaigns 199
CHAPTER 9: TECHNOLOGIES 200
Starship Armament 200
Energy-Based Weapons 200
Torpedo-Based Weapons 202
Defensive Technology 204
Polarized Hull Plating 204
Shields 205
Transporter Technology 205
Key Techncal Subsystems & Limitations 206
Faster Than Light Propulsion Technology 206
Warp Drive Technology 206
Xindi Subspace Vortex Drive 210
TERRAN EMPIRE TECHNOLOGIES 211
Agony Booth 211
CHAPTER 10: WEAPONS & GEAR 213
United Earth Starfleet 213
Hand-Communicator 213

Handscanner 214
Medical Handscanner (only medical personnel) 214
Phase Pistol 214
ECS/Starfleet Plasma Rifle 214
MACO Particle Rifle 215
EM-33 Plasma Pistol 215
Weapons used by other Species 216
CHAPTER 11: STARSHIPS 217
Earth Starfleet Starships 217
United Earth Starfleet 217
Civilian Earth Ships 227
Vulcan Starships 234
Suurok-Class Science Cruiser 234
Suurok-Class Battlecruiser 235
D'Kyr-Type Science Cruiser 237
D'kyr-Type Battlecruiser 239
Vulcan Smallcrafts 241
Tellarite Starships 242
Pralim-Class Tellarite Cruiser 242
Tellarite Smallcrafts 243
Andorian Starships 244
Andorian Cruiser 244
Kumari-Class Battle Cruiser 245
Andorian Smallcrafts 247
Klingon Starships 248
D5-Class Battlecruiser 248
Vo'n'Talk-Class Bird-of-Prey 250
Raptor-Class Scout 252
K'Toch Scout 253
Romulan Starships 255
Romulan Bird of Prey 255
Romulan Drone Ship (Modified Romulan Warbird) 257

Orion Starships 259
Orion Interceptor 259
Orion Barge 260
Tholian Starships 262
Tholian Web Spinner 262
Suliban Cabal Starships 264
Suliban Cell Ship 264
Suliban Freighter 265
Suliban Stealth Cruiser 266
Xindi Starships 268
Xindi-Insectoid Patrol Ship 268
Xindi-Insectoid Warship 269
Xindi-Reptilian Warship 270
Xindi-Primate Cruiser 272
Xindi-Arboreal Cruiser 273
Xindi-Aquatic Scout Ship 275
Xindi-Aquatic Cruiser 276
Xindi Smallcrafts 278
Pirate Starships 282
Nausicaan Pirate Raider 282
Small Pirate Ship 284
Pirate Cruiser 285
Regional Powers Starships 286
Arkonian 286
Axanar 289
Enolian Authority 292
Illyrians 293
Kovaalan 295
Kriosian Kingdom 297
Malurian 299
Mazarite 300
Osaarian 302

Rigelian Ships 304
Suukaalai (Tret's species) Starships 305
Tandaran 306
Torothan Clan 307
Triannons 308
Vissians 310
Unknown Aliens Starships 312
Mirror Universe Starships 316
Imperial Starfleet Starships 316
CHAPTER 12: ALLIES AND ADVERSARIES 321
Major Allies 321
UNITED EARTH & STARFLEET 321
Andorian Empire 323
Vulcan Confederacy 325
United Planets of Tellar 327
Major Adversaries 328
Silik (Suliban Cabal Leader) 328
Duras (Klingon Imperial Fleet) 329
Commander Dolim 330
Vosk (Na'kuhl Faction Leader) 331
Administrator V'Las of Vulcan High Command 332
DR. ARIK SOONG (GENETICS ROGUE & CYBERNETICIST) 333
Admiral Valdore 334
CHAPTER 13: GAMEMASTER THE 22ND CENTURY 336
CHAPTER 14: PLAYER OPTIONS & CHARACTER CREATION SUPPORT 338
Major Factions Player Options 338
United Earth (Starfleet & Civilian) 338
Confederacy of Vulcan 339
Andorian Empire 340
United Planets of Tellar 341
Klingon Empire 343
Orion Syndicate 344

Romulan Star Empire 345
Suliban Cabal 346
Minor Factions Player Options 348
Mazarite Republic 348
The Enolian Authority 349
The Kriosian Kingdom 350
The Arkonian Realm 351
The Vissians 352
The Triannons (The Divine Realm) 353
The Kreetassans 354
The Takret Militia 356
The Antarans 357
The Arin'sen 358
The Kalar 359
The Borothans 360
The Eska 361
Gosi's Species 363
The Illyrians 364
The Ktarians 365
The Lorillians 366
The Osaarians 367
The Paraagans 368
The Skagarans 370
The Tarkaleans 371
The Tesnians 372
Tessic's Species (The Akaali) 373
Tret's Species (The Suukaalai) 374
The Xarantines 375
The Xyrillians 376
CHAPTER 15: MINI-CAMPAIGN – SHADOWS BEFORE UNITY 378
OVERVIEW 378
RECOMMENDED SETUP 378

MISSION 1: THE PAAN MOKAR ECHO 378
Suggested Spotlight Role: Command / Security 378
MISSION 2: THE SPICE ROUTE 379
Suggested Spotlight Role: Engineering / Medicine 379
MISSION 3: CHRONITON WHISPER....379
Suggested Spotlight Role: Science / Conn 379
MISSION 4: DRONE IN THE DARK 380
Suggested Spotlight Role: Command / Conn 380
CAMPAIGN OUTCOMES & CONTINUING HOOKS 381
USING THIS MINI-CAMPAIGN....381
APPENDIX – SPECIES TEMPLATES 382
Aenar....382
Andorians....382
Humans 382
Humans (Augments)....382
Denobulan....382
Klingons....382
Klingon (QuchHa’)....382
Nausicaan....382
Orions 382
Remans 382
Rigellian Chelon 383
Rigellian Jelna 383
Risian....383
Romulans....383
Tellarites....383
Vulcans 383
Xindi....383

INTRODUCTION

Space, in the 2150s, not yet the final frontier. The first Enterprise, her first captain and the first exploration mission.

Hello, fellow Captains, welcome to **“The 22nd Century Campaign Guide: The ENTERPRISE-YEARS (2151-2155)”**, learning about the lore, the facts, the rumors and the mysteries of the 22nd century of the Alpha and Beta Quadrant.

Humanity has only just begun to look beyond its own world. A brand new starship is awaiting its first mission. Space, the final frontier.

Nearly a century has passed since Zefram Cochrane's historic flight aboard the Phoenix and First Contact with the Vulcans. Earth is still discovering what it means to be part of a much larger galaxy, one filled with civilizations that have explored the stars for centuries, while humanity is only now learning to take its first steps among them.

The launch of the *U.S.S. Enterprise NX-01* in 2151 marks the beginning of a new age for Earth and Humanity: For the first time, humans possess a starship capable of reaching deep into unexplored space at unprecedented speed. The Enterprise NX-01 and the ships that follow her are not merely vessels of exploration. They are ambassadors, scientists, first responders, diplomats, soldiers, and pioneers. Their crews encounter worlds that have never heard of Earth, civilizations whose histories stretch back thousands of years, and powers whose interests sometimes bring them into direct conflict with humanity.

The years between 2150 and 2155 are therefore a period of extraordinary change. The optimistic vision of humanity's future has not yet been fully realized. Earth has no Federation to protect it, no vast network of allied worlds, and no centuries-old tradition of interstellar diplomacy. No Prime Directive. Starfleet is still defining what it means to explore the unknown while balancing scientific curiosity with the need to protect its crews and the people back home.

Humanity is also far from being alone in its ambitions: Vulcan, Andoria, Tellar, and a host of other powers have their own interests, rivalries, traditions, and fears. Relations between these civilizations can shift from cooperation to confrontation with little warning. The Klingon Empire remains a formidable and often unpredictable power. The Romulans operate from the shadows, their intentions largely unknown to the peoples of the Alpha and Beta Quadrants. Beyond the familiar worlds lie countless other civilizations, each with its own stories waiting to be discovered.

And sometimes, discovery comes at a terrible price: The Xindi conflict of 2153-2154 demonstrates just how vulnerable Earth remains. What begins as an unknown threat becomes a struggle for humanity's survival, forcing Earth and its allies to confront questions of war, sacrifice, trust, and what they are willing to become in order to

survive. In the aftermath, the need for cooperation between worlds becomes more apparent than ever.

By 2155, the first foundations of something greater are beginning to take shape: The Coalition of Planets represents a new possibility for every species involved. Worlds, which spent years fighting, competing, distrusting one another might choose to work together. Yet cooperation does not erase old grievances. Vulcan and Andoria still have their differences. Tellarites remain difficult partners. Humanity itself must prove that its ambitions in space are not simply another form of expansion.

This is the era in which the future of the Federation is being decided, before the Federation itself exists.

SUPPLEMENT STRUCTURE

This campaign guide is designed to provide Gamemasters and players with the information, tools, and inspiration needed to explore the 22nd century and create their own *Star Trek Adventures* campaigns set between 2150 and 2155. The chapters that follow provide an overview of the era, its history and major powers, the worlds and technologies of the period, and the people and vessels that inhabit it.

CHAPTER 1: THE STATE OF THE GALAXY

The first chapter establishes the political and technological landscape of the 22nd century. It provides an overview of humanity's position among the established powers of the Alpha and Beta Quadrants and examines the major tensions, alliances, and conflicts shaping the region in 2150-2155.

This chapter is intended as a starting point for Gamemasters who want to understand what makes the early 22nd century different from later eras of *Star Trek*. Starfleet is still developing, interstellar diplomacy is in its infancy, and Earth has yet to become part of the Federation.

CHAPTER 2: THE TIMELINE OF THE 22ND CENTURY

The second chapter presents a chronological overview of the events that shaped humanity's emergence as an interstellar civilization.

Beginning with the aftermath of First Contact and continuing through the events of the 2150s, this timeline provides important historical milestones that can be used to establish the background of a campaign, determine when particular technologies or organizations become available, and place individual adventures within the wider history of the era.

CHAPTER 3: MAJOR EVENTS

The third chapter examines the defining events of the period in greater detail. These events form the historical backdrop against which campaigns set in the 22nd century unfold.

From the early days of deep-space exploration and the Temporal Cold War to the Vulcan-Andorian conflict, the Xindi Crisis, the Babel Conference, and the events that lead toward the Coalition of Planets, these sections provide Gamemasters with opportunities to involve their crews in major historical events, or to tell stories taking place alongside them.

CHAPTER 4: MAJOR FACTIONS

The fourth chapter explores the major political, military, mercantile, diplomatic and criminal powers of the 2150s.

United Earth, Vulcan, Andoria, Tellar, the Klingon Empire, the Romulan Star Empire, the Orion Syndicate, the Suliban Cabal, and the Xindi are examined in greater detail, including their history, political structures, interests, technology, military capabilities, and relationships with other powers.

Each faction also includes ideas for incorporating it into a campaign, allowing Gamemasters to use these powers as allies, rivals, adversaries, or sources of diplomatic and political complications.

CHAPTER 5: MINOR FACTIONS

The fifth chapter expands the setting beyond the major powers of the era.

The 22nd century is filled with civilizations that may never become major powers, but whose worlds, cultures, conflicts, and ambitions can provide the foundation for memorable adventures. This chapter introduces a wide range of regional powers and independent civilizations encountered during the era.

Each entry provides information intended to help Gamemasters bring these species and organizations into their campaigns, whether as the focus of an adventure, a potential ally, a trading partner, or an unexpected threat.

CHAPTER 6: NEW SPECIES TEMPLATES

The sixth chapter provides new species templates for player characters and supporting characters.

These templates allow players to create characters from many of the civilizations encountered during the 22nd century, while giving Gamemasters additional options when creating NPCs and recurring characters.

The chapter also includes special species templates for unusual or otherwise exceptional species and beings that can appear during adventures in this era.

CHAPTER 7: PLANETS AND COLONIES

The seventh chapter provides information on important worlds, colonies, and inhabited locations relevant to campaigns set during the 2150s.

These locations can serve as destinations for exploration missions, diplomatic assignments, scientific investigations, trade missions, or conflicts. They also provide Gamemasters with places where crews can encounter the consequences of humanity's expanding presence beyond Earth.

CHAPTER 8: ANOMALIES AND PHENOMENA

The eight chapter details the spatial, temporal, and energetic anomalies encountered by the crew of the U.S.S. Enterprise NX-01 between 2151 and 2155. It includes micro-singularities, Delphic Expanse distortions, temporal fluxes, non-corporeal entities, automated constructs, and other phenomena, along with their effects on 2150s technology and Gamemaster hooks for using them in play.

CHAPTER 9: TECHNOLOGIES

The ninth chapter examines the technology available during the 22nd century.

The technology of this period is considerably different from that of later *Star Trek* eras. Transporters, warp drives, defensive systems, weapons, and other technologies are still developing, and different civilizations possess very different levels of technological capability.

This chapter provides Gamemasters with additional information about the technology of the era and the tools needed to establish the technological character of a 2150s campaign.

CHAPTER 10: WEAPONS & GEAR

The tenth chapter examines the various equipment for Starfleet away teams and also which kind of weapons other species are using.

CHAPTER 11: STARSHIPS

The eleventh chapter provides new starship and vessel profiles for use in campaigns set during the 22nd century.

It includes vessels operated by United Earth, Vulcan, Andoria, Tellar, the Klingon Empire, the Romulan Star Empire, the Orion Syndicate, the Suliban Cabal, the Xindi, and other regional powers. Civilian vessels, pirate ships, smallcraft, and vessels from the Mirror Universe are also included.

These ships are intended to give Gamemasters a broad selection of vessels with which to populate the 22nd-century setting, while providing players with additional options for the kinds of ships they may encounter during their adventures.

CHAPTER 12: ALLIES AND ADVERSARIES

The twelfth chapter provides characters, creatures, and other adversaries for Gamemasters to use in their campaigns.

From Starfleet officers and representatives of the major powers to pirates, soldiers, spies, criminals, and hostile alien forces, these profiles provide ready-to-use characters for a wide variety of missions.

CHAPTER 13: GAMEMASTERING THE 22ND CENTURY

The thirteenth chapter focuses on running *Star Trek Adventures* in the 22nd century.

The early era of space exploration offers a different style of play from later periods of *Star Trek*. Starfleet has limited resources, communication with Earth can take time, and crews frequently operate far beyond the protection of established Federation institutions.

This chapter provides guidance for building adventures and campaigns around exploration, first contact, diplomacy, conflict, scientific discovery, survival, and the political tensions of the era. It also provides ideas for using the historical events and factions presented throughout this guide without requiring the player characters to become the central figures of established history.

CHAPTER 14: PLAYER OPTIONS & CHARACTER CREATION SUPPORT

The fourteenth chapter provides additional options for players creating characters and campaigns in the 22nd century.

It expands the character-creation possibilities presented in the *Star Trek Adventures* core rules by providing guidance and options for characters associated with the major and minor factions of the era.

Whether playing a Starfleet officer, a civilian, a member of another interstellar power, or an independent character operating beyond the authority of any major government, this chapter helps establish characters within the political and cultural landscape of the 2150s.

CHAPTER 15: MINI CAMPAIGN

The fifteenth chapter presents a ready-to-play mini campaign set within the 22nd-century setting.

Designed to demonstrate how the material in this guide can be brought together into a continuing story, it focuses on the fragile process of interspecies cooperation in the lead-up to the Babel Conference. Gamemasters can use it as written, adapt it to their own crew, or draw on its individual missions as the foundation for a longer campaign.

APPENDIX – SPECIES TEMPLATES

This chapter lists the major species of the 2150s and directs the Gamemaster to the official *Star Trek Adventures* 2nd Edition book in which the full species template can be found. Use these templates for player characters or supporting NPCs. New species unique to this campaign guide are presented in Chapter 6.

USING THIS GUIDE

The *Star Trek Adventures: The 22nd Century Campaign Guide: The Enterprise-Years (2151-2155)* is designed to provide a framework for adventures during one of the most formative periods in Star Trek history.

This is an era of firsts: First contacts. First diplomatic missions. First encounters with civilizations that may one day become allies, or enemies. New technologies are being developed, experimental starships are entering service, and the boundaries of known space are expanding with every mission.

It is also an era of uncertainty.

There is no established Federation to provide a political framework for interstellar relations. Starfleet has comparatively limited resources, and its ships can spend weeks or months far from Earth. A crew may be the only representative of humanity within dozens of light-years. Their decisions can have consequences far beyond the immediate mission, potentially affecting relations between entire worlds.

This makes the 22nd century an ideal setting for many different kinds of Star Trek stories.

A campaign might focus on exploration and first contact, following a crew as they chart unknown regions of space and encounter new civilizations. It might revolve around diplomacy, trade, and the fragile relationships between Earth, Vulcan, Andoria, and Tellar. It might explore the darker side of humanity's expansion, confronting the consequences of colonialism, resource conflicts, espionage, and cultural misunderstandings.

Other campaigns may take place against the backdrop of the Xindi conflict or its aftermath, dealing with the realities of a civilization recovering from war. Crews might encounter hostile powers, investigate mysterious phenomena, rescue stranded explorers, transport diplomats, defend remote colonies, or simply attempt to survive far from home.

Not every story needs to concern the fate of Earth.

Some of the most important adventures may involve a single colony, a forgotten world, a scientific discovery, or a first contact that never makes the history books. The galaxy is vast, and even in this formative period there are countless stories waiting to be told.

The years 2150-2155 are therefore not merely the prelude to the Federation.

They are the beginning of the journey that makes the Federation possible.

This is a time when humanity is still learning how to explore without conquering, how to defend itself without becoming defined by war, and how to cooperate with people who may have every reason to distrust it.

The future has not yet been written. Your crew will help write it. Set your course. Let's go.

CHAPTER 1: THE STATE OF THE GALAXY

THE DAWN OF DEEP SPACE EXPLORATION

The first half of the 22nd century marks humanity's true emergence onto the interstellar stage. For nearly a century following Zefram Cochrane's first warp flight in 2063, Earth was largely confined to neighboring systems, strictly monitored and limited by the cautious oversight of the Vulcan High Command.

The launch of Earth's first Warp 5 vessel, the *Enterprise* NX-01, in April 2151 under Captain Jonathan Archer, fundamentally altered the balance of power in the local sector. Humanity's rapid expansion beyond the Sol system instantly exposed United Earth to complex regional politics, ancient feuds, and aggressive interstellar polities unprepared for an idealistic, untamed newcomer.

The years between 2150 and 2155 represent a volatile turning point. From the shock of First Contact with the Klingons at Broken Bow to the horrors of the Xindi attack on Earth and the shadowy intrigue of the Babel Crisis, this brief half-decade pushed humanity and its neighbors to the brink of total war.

REGIONAL POWERS OF THE 2150s

UNITED EARTH & STARFLEET

In the early 2150s, Earth is a young, ambitious power working hard to prove itself. Earth Starfleet operates a small fleet of sub-warp and early warp vessels (the *NV* and *NX* classes), supported on the ground by the heavily armed Military Assault Command Operations (MACO). Earth relies heavily on the Independent Freighter Captains of the Cargo Authority to maintain trade routes between early outposts like Terra Nova, Vega Colony, and Alpha Centauri.

THE VULCAN HIGH COMMAND

Under the rigid rule of Administrator V'Las, the Vulcan High Command dominates local sector space through superior technology, heavy combat cruisers, and patronizing diplomatic pressure. However, internal corruption, covert militarism, and a secret war against Andoria have compromised the integrity of Vulcan leadership. With the discovery of the *Kir'Shara* by Archer and T'Pau in late 2154, the High Command was dissolved, plunging Vulcan into a sweeping cultural and political restoration based on the true teachings of Surak.

THE ANDORIAN IMPERIAL GUARD

Led by figures such as Commander Thy'lek Shran, the Andorians are a passionate, martial species locked in a cold war with Vulcan over territorial systems like Weytahn (Paan Mokar). The Imperial Guard views Earth with initial suspicion, assuming

Humans are merely Vulcan puppets, though mutual aid in uncovering Vulcan espionage at P'Jem and stopping Romulan sabotage has fostered a tentative respect.

TELLAR PRIME

The Tellarites are an established regional trading power known for their argumentative nature, sturdy starships, and fierce protection of their commercial corridors. Long-standing disputes between Tellar and Andoria frequently threaten to erupt into open fleet engagements across the sector.

THE KLINGON EMPIRE (*tlhIngan Wo'*)

In the 22nd century, the Klingon Empire (*tlhIngan Wo'*) is an empire in internal turmoil. While still a formidable military threat, the central power of the High Chancellor in Qo'noS is constantly undercut by blood feuds among the Great Houses (*tuq*).

Following the First Contact with Earth in 2151 at Broken Bow, the Empire viewed humanity with contempt, a sentiment that quickly soured into active hostility as Starfleet ships began surveying systems near Klingon border space.

THE AUGMENT VIRUS (*QUCHHA'*)

The defining social and biological crisis of the 22nd-century Empire is the aftermath of the Augment Virus outbreak of 2154. Attempts by Klingon researchers to reverse-engineer Human genetic augment technology resulted in a catastrophic, airborne viral mutation. Millions of Klingons lost their distinctive cranial ridges, acquiring smooth foreheads and subtle altered neural traits.

These altered Klingons, known as the *QuchHa'* ("unhappy ones"), face severe social stigma from traditionalist ridge-headed Klingons (*HemQuch*). This deep social rift permeates Klingon politics throughout the era, driving internal strife, class conflicts, and desperate bids by individual Great Houses to restore their honor through external conquest.

THE XINDI

Following the catastrophic 2153 probe attack that carved a swath of destruction from Florida to Venezuela, Earth's focus shifted entirely to the Delphic Expanse. The Xindi, a alliance of five surviving distinct species (Aquatics, Arboreals, Avians [extinct], Insectoids, Primates, and Reptilians), were manipulated by trans-dimensional beings known as the "Sphere Builders" into believing Earth would destroy their homeland in the future. Though the crisis ended in 2154 with the destruction of the Xindi Superweapon, the Delphic Expanse remains a scarred, anomaly-ridden region.

THE ROMULAN STAR EMPIRE

Operating entirely from the shadows, the Romulan Star Empire uses advanced technology, long-range espionage, and telepathically controlled drone-marauders to instigate war between Earth, Vulcan, Andoria, and Tellar. Romulans never reveal their

faces or physical presence, relying on paranoia and covert sabotage to keep their neighbors weak and divided.

THE SULIBAN CABAL

The Suliban were once a peaceful, nomadic species whose homeworld became uninhabitable in the 19th century. In the 2150s, a fanatic sub-sect known as the **Suliban Cabal** emerged as one of the most dangerous paramilitary forces in the sector.

The Cabal operates as proxy soldiers in the **Temporal Cold War**, taking direct orders from a mysterious benefactor in the 28th century known only as "Future Guy."

In exchange for executing temporal strikes, such as sabotaging Klingon political stability or disrupting early Earth expansion, Cabal operatives like Commander Silik are granted advanced genetic enhancements. These grant them camouflage skin shifting, bone flexibility, wall-crawling abilities, and enhanced senses.

THE ORION SYNDICATE

Operating out of the lawless Orion Colonies, the **Orion Syndicate** is the dominant criminal empire of the 2150s. While claiming neutrality in regional wars, Orion Syndicate cartels exploit the lack of central law enforcement across border space.

The Syndicate controls vast networks of piracy, illegal mining, arms trafficking, black-market bio-technology, and slave auctions.

Utilizing pheromonal manipulation via Orion women and covert bribes to planetary governors, the Syndicate destabilizes border colonies and independent trade routes long before Starfleet or Vulcan patrols can arrive.

Orion interceptors and heavy privateer vessels actively target unescorted Earth Cargo Authority freighters, capturing crews for labor or ransoms.

CHAPTER 2: THE TIMELINE OF THE 22ND CENTURY (2100-2155)

The timeline of the 22nd century of the Alpha and Beta Quadrant. It contains all important events of this era till 2155.

2100: Acamarian clans Lornak and Tralesta begin a blood feud.

2102: ECS *Horizon* (J-class) enters service.

2103: First Martian colonies established.

2104: Andorians make contact with the Aenar.

2105: Redjac murders eight women in the Martian colonies.

2112: Jonathan Archer is born, upstate New York.

2113: War, poverty, disease, and hunger are virtually eliminated on Earth.

2119: Warp Five Complex dedicated. Zefram Cochrane disappears from Alpha Centauri.

2120s: Soval begins long-term residence on Earth.

2121: Charles “Trip” Tucker III is born.

2122: T’Pau is born on Vulcan. Vulcan Ministry of Security sends 109 surgically altered operatives to Agaron; nineteen never return. Henry Archer begins suffering from Clarke’s Disease.

27 November 2123: The *S.S. Mariposa* (DY-500) launched to the Ficus sector.

2126: Travis Mayweather is born aboard a cargo ship.

2129: Hoshi Sato is born.

c. 2130s: Arik Soong steals Augment embryos from Cold Station 12 and flees to Trialas IV. He personally further modificates the augment embryos.

c. 2132-2136: T’Pol serves the Vulcan Ministry of Security and later spends time at P’Jem.

c. 2137: Syrran recovers Surak’s true teachings. Founding of the Syrrannites.

2143: A.G. Robinson breaks the warp-2 barrier in *NX-Alpha*. Archer and Robinson reach warp 2.5 in *NX-Beta*. Vulcan High Command urges cancellation of the NX Program, believing humanity progressing too fast for their own good. The NX-Project continues.

2144: Arik Soong is captured, sentenced and incarcerated.

2145: Duvall breaks warp 3 in *NX-Delta*.

2149: Construction of *Enterprise* NX-01 begins. T'Pol assigned to the Vulcan Compound on Earth.

2150: Earth is finally united under United Earth as the last holdout nations join. Final assembly of Enterprise NX-01.

April 2151: Klaang crashes at Broken Bow, Oklahoma. First formal Human-Klingon contact. *Enterprise* NX-01 launched under Captain Jonathan Archer. Temporal Cold War already underway via the Suliban Cabal in the 22nd Century.

2151: Andorians, with the help of the crew of the Enterprise NX-01, expose the Vulcan listening post beneath the monastery at P'Jem. The Vulcan listening post is destroyed.

2152: Distant contact with the Romulan Star Empire. Contact with the Tholian Assembly. Suliban Cabal frames *Enterprise* for the destruction of the Paraagan II mining colony. Weytahn / Paan Mokar cease-fire talks. *Fortunate* incident with Nausicaan pirates.

March 2153: The Xindi prototype weapon attacks Earth; seven million people are killed. The *Enterprise* is sent into the Delphic Expanse to stop the Xindi.

2153-2154: The Xindi crisis: The Sphere-Builders are revealed as the force manipulating the Xindi into destroying earth, trying to prevent their defeat in the 26th century. The Sphere are destroyed and most of the spatial anomalies in the Delphic Expanse are disappearing. Archer and the Enterprise are able to destroy the Xindi Superweapon with the help of the Xindi-Arboreals, the Xindi-Primates and the Xindi-Aquatics. The Xindi-Crisis is resolved.

2154: The Temporal Cold War went hot and is resolved after Archer stops Vosk in an alternate timeline of 1944 on earth.

2154: Augment crisis. Leads to the development of the Klingon Augment virus (Qu'Vat Virus). Threatens to widespread kill the Klingon race. The cure alters Klingon cranial ridges and leads to the distinction between true Klingons (HemQuch) and the ones without the cranial ridges (QuchHa'). Vulcan embassy on Earth bombed. The Kir'Shara is recovered and leads to the dissolution of the Vulcan High Command. The syrrannite Reforms begin, trying to unwind the slowly fostered authoritarism and militarism of Vulcan culture. The Romulan drone-ship nearly ignites war among Andorians, Tellarites, and Humans. First joint multi-species patrol.

2155. Terra Prime seizes the Martian verteron array and demands all aliens leave the Sol system. The movement is broken.

2155: The Coalition of Planets formed by United Earth, Vulcan, Andoria, and Tellar in response to the looming Romulan threat.

CHAPTER 3: MAJOR EVENTS

The 22nd century was defined by radical transformation. It opened with humanity taking its first hesitant steps out of its home solar system under the watchful eye of a patronizing Vulcan High Council, and ended with United Earth standing as a co-founding cornerstone of the United Federation of Planets. For Gamemasters running campaigns set in this era, the century offers a rich progression from low-tech frontier survival to grand galactic diplomacy.

From Ashes to the Stars (2100-2150)

In the decades following First Contact in 2063, humanity painstakingly rebuilt Earth from the ashes of World War III. Guided by the Vulcans, who offered wisdom but rationed advanced technology, humanity eliminated poverty, disease, and warfare, eventually establishing the United Earth government by 2150. Yet human ambition frequently chafed against Vulcan caution. Legend was born in 2119 when Zefram Cochrane, living on Alpha Centauri, embarked on a solo deep-space test flight and vanished into the unknown. Early in the 2100s, Earth was forced to fight four wars against the Kzinti. After winning the last war, the Kzinti were forced to demilitarize. After the wars, Earth focused on continuing to rebuild their world, that still had scars from the third world war.

Determined to forge their own path, United Earth established Starfleet Command in San Francisco in 2130, tasking it with military defense, navigational charting, and deep-space exploration. The true turning point came with the NX Program at the Warp Barrier Facility. Between 2143 and 2145, human test pilots, most notably Jonathan Archer and A.G. Robinson, broke the Warp 2, 2.5, and Warp 3 barriers. In doing so, they overcame heavy Vulcan skepticism and proved that humanity was ready to step out from under its mentors' shadow.

The Dawn of Exploration and Deep Space (2151-2152)

Humanity’s ascension as an interstellar power truly began in 2151 with the launch of the *Enterprise* NX-01, the first starship powered by Henry Archer’s groundbreaking Warp 5 engine. The voyage was thrust into motion unexpectedly during the Broken Bow Incident, when a Klingon courier named Klaang crash-landed in Oklahoma while fleeing mysterious covert operatives. Against the strong objections of the Vulcan High Council, Captain Jonathan Archer and his crew were dispatched to return Klaang to his homeworld of Qo'noS. This chaotic mission served as humanity’s official First Contact with the Klingon Empire and plunged the *Enterprise* straight into the deep unknown.

The Temporal Cold War (2151-2154)

Unbeknownst to Starfleet Command, the 22nd century became a crucial battleground in a conflict fought across time itself. The Temporal Cold War was waged by various temporal factions from the 25th to the 31st centuries who manipulated past events

using proxies, temporal conduits, and covert operatives to alter history in their favor while attempting to circumvent the Temporal Accords.

Humanity was dragged into this temporal conflict from the very first mission of the *Enterprise* NX-01. The genetically altered Suliban Cabal, led by Silik, was acting on orders from a mysterious entity existing in the 28th century, known to Starfleet only as "Future Guy." The Cabal attempted to destabilize the Klingon Empire and derail Earth's early deep-space exploration. Captain Archer received guidance from Daniels, an operative from the 31st century posing as a crewman aboard the *Enterprise*, who sought to protect the timeline and preserve the future founding of the Federation.

The conflict escalated across multiple critical interventions in the 22nd century:

> **The Shockwave Disaster (2152):** The Suliban Cabal sabotaged the mining colony on Paraagan II, killing over three thousand colonists and framing the *Enterprise*. The incident nearly prompted Starfleet to terminate its deep-space program entirely until Daniels extracted Archer through time to reveal the true culprits and sending Archer back to restore the timeline.
>
> **The Carpenter Street Operations (2153):** A faction of reptilian Xindi was sent back in time to Detroit, Michigan, in the year 2004 to construct a localized bioweapon targeting human DNA, requiring Captain Archer and Sub-Commander T'Pol to travel back to 21st-century Earth to stop them.
>
> **The Alien Nazi Timeline (2154):** In the climax of the conflict, the Na'kuhl, a radical temporal faction led by Vosk, altered history by assassinating Vladimir Lenin in 1911, allowing Nazi Germany to invade and conquer North America during World War II with futuristic plasma weaponry. Captain Archer destroyed Vosk's temporal conduit in 1944, collapsing the corrupted timeline, restoring history, and putting an end to the active fronts of the Temporal Cold War in the 22nd century.

Shadow of War: The Vulcan-Andorian Cold War (2151-2153)

Upon entering deep space, Starfleet found itself thrust into the middle of a bitter, centuries-old cold war between two regional powers: the austere, secretive Vulcans and the fiery, militaristic Imperial Guard of Andoria. The two species sat on the brink of catastrophic warfare, separated by deep mutual paranoia, border disputes, and ideological enmity.

Humanity was unexpectedly dragged into the conflict in 2151 during a visit to the ancient Vulcan monastery at P'Jem. An Imperial Guard squad led by Commander Thy'lek Shran raided the sanctuary, believing the Vulcans were using it as a front for military espionage. Captain Archer accidentally uncovered the truth: hidden beneath the sacred catacombs was a massive, illegal Vulcan long-range sensor array spying directly on Andoria. Archer allowed Shran to expose the array to the galaxy,

shattering the moral high ground of the Vulcan High Command and earning the reluctant respect of the Andorians.

Tensions erupted into open military conflict in 2152 over Weytahn (named Paan Mokar by the Vulcans), a small disputed planetoid situated between their territories. When territorial negotiations collapsed into planetary skirmishes, Commander Shran requested Captain Archer act as an impartial mediator. Though Archer brokered a fragile ceasefire, hardliners within the Vulcan military attempted to sabotage the peace talks. The incident proved to both worlds that humanity was uniquely suited for interstellar diplomacy, a neutral bridge between irreconcilable enemies.

Crucible of Fire: The Xindi Threat (2153-2154)

The greatest existential crisis in human history arrived in March 2153 without warning. A deadly energy weapon launched by an alien coalition known as the Xindi carved a destructive swath across Earth from Florida to Venezuela, killing over one million civilians in seconds. Manipulated by trans-dimensional beings known as the "Sphere Builders", who claimed humanity would destroy the Xindi in the distant future, the six Xindi species set out to annihilate Earth completely.

In response, the *Enterprise* was refitted with military-grade photonic torpedoes and assigned a detachment of Military Assault Command Operations (MACO) soldiers. Captain Archer led his crew into the treacherous, anomaly-ridden Delphic Expanse on a high-stakes hunt for the weapon. Through a harrowing year of moral compromises and relentless combat, Archer eventually relied on diplomacy rather than brute force. By exposing the Sphere Builders' deception, he forged an alliance with the Xindi-Arboreals, Primates, and Aquatics, ultimately destroying the superweapon over Earth in 2154 just moments before it could detonate.

Flashpoints and Radical Reforms (2154-2155)

The aftermath of the Xindi Crisis left the regional powers of the Alpha Quadrant in severe political turmoil. Later in 2154, a bombing at the Earth embassy on Vulcan triggered a chain reaction that uncovered deep corruption within the Vulcan High Command. Administrator V'Las, operating under secretly aggressive motives, attempted to execute a preemptive full-scale invasion fleet against Andoria. Captain Archer helped the Syrrannite dissident T'Pau locate the *Kir'Shara*, the original, unadulterated writings of Surak. Exposing these sacred relics unseated V'Las and led to the abolishment of the High Command. This marked the beginning of pulling back Vulcan society from isolationism and militarism, which was driven forward prior by V’Las and his associates.

Simultaneously, the Klingon Empire faced its own crisis when scientists attempted to engineer super-soldiers using human Augment DNA. The experiment went catastrophically wrong, creating a mutated viral strain that threatened millions and would have brought the empire to its knees. Though Dr. Phlox helped synthesize a cure, the genetic modification stripped cranial ridges from generations of Klingons. This cure

created to visible classes in Klingon society: the HemQuch (unaltered Klingons) and the QuchHa’ (the ones who lost their cranial ridges. The QuchHa’ were initially mainly ousted from society by the HemQuch.

Recognizing humanity's growing influence, the secretive Romulan Star Empire moved to destabilize the sector in 2155. Deploying telepathically piloted drone ships capable of holographic camouflage, the Romulans attempted to trick Vulcans, Andorians, and Tellarites into destroying one another. Instead of starting a war, the crisis backfired: Captain Archer united these fierce historical rivals to track down and destroy the threat, demonstrating for the first time the strength of mutual cooperation. With the formation of the Coalition of Planets, the Romulans were backed against a wall. Initially wanting to pick up weakened enemies one by one, they had to fight a war with a united enemy.

The Romulans attacked the alpha quadrant in 2156, marking the beginning of the Romulan War, which would result in the establishment of the Romulan Neutral Zone and the formation of the United Federation of Planets in 2161.

CHAPTER 4: MAJOR FACTIONS

United Earth

"We didn't leave our world to conquer, to subjugate, or to enforce our will upon the stars. We came out here to learn what lies beyond the horizon, and we will fight to protect that dream."

Overview & Early History

United Earth is the unified global government of humanity, headquartered in San Francisco and Paris on Earth. Following the devastating third World War in the mid-21st century and Zefram Cochrane's historic first warp flight in 2063, humanity underwent a rapid global renaissance, eliminating poverty, disease, war, and social factionalism within a century.

By 2151, United Earth took its first ambitious steps onto the interstellar stage with the launch of the ***Enterprise* NX-01**, Earth's first Warp 5-capable deep-space vessel under the command of Captain Jonathan Archer. Throughout the 2150s, Earth rapidly transitioned from a sheltered, junior species overseen by the protective (and often restrictive) Vulcan High Council into a pivotal, courageous diplomatic and military power in the Alpha and Beta Quadrants.

Government & Key Institutions

- **United Earth Government:** A democratic global federation led by the **Prime Minister** and the United Earth Parliament. Handles global administration, interplanetary trade, colony development (such as Terra Nova, Vega IX, and Alpha Centauri), and foreign diplomacy.
- **Earth Starfleet:** The primary exploratory, scientific, and defensive service of United Earth, operating out of **Starfleet Command** in San Francisco. While fundamentally dedicated to peaceful exploration and peaceful contact, Starfleet serves as Earth's de facto navy when military threats arise.
- **The Military Assault Command Operations (MACO):** United Earth's elite, specialized military ground force. Highly trained in tactical planetary operations, boarding actions, and orbital assault, MACO detachments were integrated aboard Starfleet vessels beginning in 2153 during the Xindi Crisis.
- **The Earth Cargo Service (ECS):** The civilian maritime and interstellar logistics arm operating sub-warp and low-warp freighters (*J-class* and *Y-class* freighters) that form the backbone of early human interstellar trade.

Major Events of Earth (Original Timeline)

The Eugenics Wars (1990s):

The darkest prelude to Earth's unification began with the creation of genetically engineered "Augments", selectively bred selective-trait superhumans meant to lead humanity into a new age. Instead, these Augments, led by figures like Khan Noonien Singh, seized power across major regions of Earth, establishing brutal authoritarian

regimes. The resulting global conflict saw humanity rise up to overthrow the Augments at a cost of over 30 million lives, leaving deep, lasting societal scars and cultural taboos regarding human genetic engineering that persist well into the 22nd century.

A time of Chaos and the Bell riots (2000 - 2026)

In the decades following the Eugenics Wars, social fragmentation, economic instability, and technological overreach fractured Earth's nation-states. Widespread civil unrest, extreme socio-economic disparity (symbolized by the infamous "Sanctuary Districts" in major American cities), and regional skirmishes eroded global stability. The Bell riots led to the second American civil war and plunged many more nations into a state of chaos and upheveal.

World War III (2026-2053)

After the bell riots and a short phase of unrests, civil wars and utter chaos, it culminated in World War III. Lasting nearly three decades, the conflict resulted in the deaths of over 600 million people, the collapse of any major governments, and the destruction of Earth’s primary industrial and ecological centers. By 2053, large swaths of the planet were reduced to radioactive post-atomic horror, leaving humanity teetering on the edge of extinction.

The Temporal Displacement of Eugenics Wars and the Augments

Older Starfleet histories, compiled from fragmentary records and from testimony given in the 23rd century, placed the Eugenics Wars in the 1990s and treated World War III as a later, separate conflict. Temporal factions spent generations trying to prevent the rise of Khan Noonien Singh and the Augments, believing that if that tyranny never occurred, the Federation would never be born. Events that “were supposed to happen in 1992,” as one Romulan agent later complained, reinserted themselves three decades later (or by other factions which used time travel technology). The wars did not vanish. They slid forward into the mid-21st century and transitioned into a shorter, but much more brutal World War III.

First Contact did not move. Zefram Cochrane still flew on 5 April 2063. What changed was the road that led to the launch site.

The Sanctuary Years and the Bell Riots (2020s)

After decades of economic fracture, climate stress, and the habit of treating poverty as an administrative problem, the United States and other states walled the unemployed and the unhoused into Sanctuary Districts. San Francisco’s District A became the infamous example: a city inside the city, officially temporary, in practice a prison without a sentence.

In September 2024 the Bell Riots erupted there. They were named for Gabriel Bell, who tried to keep hostages alive while the district burned and the government prepared an assault. Hundreds died. The riots did not repair the republic. They

announced that the old civic order had already failed, and that the failure would no longer stay behind the walls.

The Second American Civil War

The riots were a spark, not the war. What followed in the United States, and, in echo, in other failing states, was remembered first as the **Second American Civil War**: a fight over rights, resources, and who counted as a citizen. Sanctuary policy, genetic research, and the remaining arsenals of the nation-state era all became weapons. Historians of the 23rd century would later say that Earth did not fight three wars in this period. It fought one war that changed its name as it grew.

The Rise of the Augments and the Eugenics Wars (c. 2022-2056)

Into that wreckage stepped the project that earlier centuries had tried and failed to bury. Genetically engineered Humans, Augments, bred and edited for strength, intellect and command, ceased to be a laboratory secret and became a political fact. Khan Noonien Singh, whose childhood had been hidden in ordinary cities while temporal agents hunted him, emerged as the most famous of the warlords. Augment regimes seized whole regions. They promised an end to Human weakness. They delivered authoritarian states run by people who had been designed not to doubt themselves.

The conflict that followed is the **Eugenics Wars**: Augment rule, Augment rivalry, and the uprising of unmodified Humanity against both. Tens of millions died. The cultural scar outlived the regimes. Genetic engineering of Humans became, for the next two centuries, not a research question but a taboo written in graves. Khan and a cadre of followers escaped the end of their empire aboard the sleeper ship *S.S. Botany Bay*. The rest of their kind were hunted down or erased from polite memory.

Because temporal interference had shoved this history forward, the Eugenics Wars no longer sat neatly before World War III. They opened inside it, fed it, and gave it its most recognizable monsters.

World War III (into 2056, and the shadow after)

What began as civil war and Augment conquest became a planetary war in the old sense: nuclear exchanges, ideological blocs, leftover genetic policy fought out with city-killing weapons. Colonel Green's campaigns, eco-terror, and the collapse of major governments belong to this phase. World War III didn't last long. By 2056 the primary exchanges had burned out. Six hundred million were dead in the accounting United Earth later taught its children. Capitals were gone. Industrial belts were radioactive. Pike's century would say that a third of Earth's population had been lost when all the renaming was finished. The Augments had perished in the Eugenics Wars and World War III. Only Khan's inner circle and his most devout followers escaped the fires of the wars and purges. And a stash of human augment embryos.

The fighting did not stop on a single afternoon. Residual wars, warlords, and poisoned ground continued into the years when Cochrane was already scavenging

missiles for a warp engine. The post-atomic horror was not a metaphor. It was the landscape First Contact occurred on.

Continuation of the original timeline (2063 and onwoards)

First Contact (April 5, 2063)

Out of the ruins of the post-atomic age, scientist Dr. Zefram Cochrane launched the *Phoenix*, a converted Titan II nuclear missile fitted with an experimental warp drive, from Bozeman, Montana. The ship's warp signature attracted a passing Vulcan survey vessel, the *T'Plana-Hath*. The subsequent meeting between Cochrane and the Vulcan crew marked humanity's First Contact with an extraterrestrial species, instantly reshaping human perception of the cosmos.

The Age of Reconstruction (2064 - 2140)

Inspired by the knowledge that humanity was not alone, the surviving nations put aside national rivalries to rebuild. Over the next several decades, poverty, disease, environmental damage, and political division were systematically eradicated. The United Earth government was formally established to coordinate global rehabilitation and oversee interstellar policy.

The Vulcan Oversight

While the Vulcans offered medical aid, scientific guidance, and diplomatic stability, their approach to human advancement was deeply cautious. Viewing humanity as volatile, emotionally driven, and dangerously close to self-destruction (reminiscent of the Vulcans' own violent past), the Vulcan High Council deliberately withheld high-warp physics and advanced technology, enforcing a slow, highly regulated developmental leash that frustrated human scientists and explorers for nearly a century.

The NX-Program (2140s - 2150)

Determined to break free from Vulcan dependency, United Earth and Starfleet established the Warp Barrier Project at the Warp Fleet Capabilities Facility in 2143. Led by visionaries like Commodore Maxwell Forrest and engine designers Henry Archer (father of Jonathan Archer) and A.G. Robinson, the goal was singular: break the "Warp 2 Barrier" and build an engine capable of deep-space exploration.

The program faced intense friction, both internally and from the Vulcan High Council. Following the destruction of the experimental *NX-Alpha* test ship piloted by A.G. Robinson, the Vulcans attempted to cancel the project entirely, citing human impatience. However, Commander Jonathan Archer and Robinson illegally launched the *NX-Beta* to prove the design's viability, demonstrating that human warp dynamics were sound.

Over the next seven years, human engineers worked tirelessly to scale the theoretical framework into a full-scale starship. The engine design evolved into the Warp 5 Engine, a technological masterpiece capable of pushing a starship across light-years at speeds previously thought impossible for Earth engineering.

By early 2150, construction of the *Enterprise* NX-01 was finalized in orbital drydock above Earth. The NX-Program was no longer just an engineering trial; it had become

the symbol of humanity's independence, scientific resilience, and readiness to claim its place among the stars.

The Launch of Enterprise NX-01 (2151)
Earth broke free of Vulcan diplomatic guardianship by launching the NX-01 to return the wounded Klingon courier Klaang to Qo'noS. This mission marked the true beginning of deep-space human exploration and Earth's direct exposure to interstellar politics.

The Xindi Crisis (2153-2154)
In March 2153, a surprise orbital strike by a Xindi probe carved a swath of destruction from Florida to Venezuela, killing over seven million Humans. Captain Archer and the *Enterprise* were dispatched into the treacherous **Delphic Expanse**. Over a harrowing year-long campaign, Earth forces uncovered that the Xindi were being manipulated by trans-dimensional beings (the Sphere-Builders). Through diplomacy and tactical intervention, Archer convinced the majority of the Xindi Council of the deception, destroying the main Xindi super-weapon before it could obliterate Earth.

The Babel Conference & Coalition of Planets (2154-2155)
Following the resolution of the Xindi Crisis and the prevention of a Romulan drone-ship plot designed to incite regional war, Earth hosted the historic **Babel Conference**. Captain Archer and Earth diplomats successfully united traditional rivals, including Vulcans, Andorians, Tellarites, and Coridanites, into a cooperative defense and trade alliance known as the **Coalition of Planets** (2155), the direct precursor to the United Federation of Planets.

Technology & Military Capabilities

- **Ship Classes:**
  - ***NX-Class* Starship:** Earth's flagship class (*Enterprise* NX-01, *Columbia* NX-02). Equipped with the Warp 5 engine, polarized hull plating, spatial/photonic torpedoes, and phase cannons.
  - ***NV-Class* (Intrepid-type):** Mid-range defense vessels used for system defense, escort duties, and border security.
  - ***Daedalus*-**Class Vessels: Earth's first true starship design. Built for various tasks and scientific exploration. Deemed to be outdated in the 2150s.
  - ***J-Class* & *Y-Class* Cargo Freighters:** Sturdy, low-warp civilian haulers operated by ECS family crews.
- ***T*actical Systems:** Early Starfleet ships rely on **polarized hull plating** rather than force shields, **phase cannons** (developed to replace primitive plasma emitters), and spatial torpedoes, which replacement with **photonic torpedoes** began in 2153.
- **Warp Capability:** Earth technology achieved **Warp 5.0** in 2151 with the NX-01's engine designed by Henry Archer and Charles Tucker II, eventually pushing toward **Warp 5.2+** during the war years.

Gamemaster Hooks & Campaign Integration

- **Frontier Escort:** The Player Characters' vessel is assigned to escort a convoy of vulnerable Earth Cargo Service freighters through borderland space where pirate raiders or hostile regional powers are seeking to disrupt Earth's trade lines.
- **MACO Tactical Infiltration:** A Starfleet ship is tasked with inserting a MACO strike team onto an uncharted planet to neutralize a hidden enemy listening post before it can broadcast sensitive Fleet movements to Romulan forces.
- **Diplomatic Trailblazing:** Representing United Earth, the PCs are sent to negotiate a strategic basing agreement or trade pact with an unaligned regional species (such as the Paraagans, Tesnians, or Xarantines) while navigating local customs and interference from rival regional empires.

Confederacy of Vulcan

"Logic is the foundation of function; peace is the prerequisite of survival. Yet peace without vigilance is merely an invitation to chaos."

Overview & 22nd-Century Context

In the mid-22nd century (the 2150s), the **Vulcan Confederacy** stands as the preeminent diplomatic, scientific, and military power of the local Alpha and Beta Quadrant sectors.

While Earth's United Earth Starfleet is taking its first tentative warp-5 steps into deep space, Vulcan is an ancient, deeply entrenched interstellar empire. However, beneath its polished facade of serene stoicism and absolute logic lies a culture caught in a quiet, dangerous ideological crisis: a military government gradually corrupted by paranoia, covert manipulation, and rigid dogma.

The Ideological Crisis: The High Command vs. The Syrrannites

By 2150, the governing body of Vulcan, the **High Command**, has strayed far from the original peaceful teachings of **Surak**. Under the iron grip of Administrator **V'Las**, the High Command has become increasingly militaristic, autocratic, and xenophobic.

- **The Stagnation of Logic:** Logic has been weaponized into dogmatic orthodoxy. Deviations from sanctioned thought are deemed "emotional instability." The *V'tosh ka'tur* ("Vulcans without logic") and peaceful reformist sects are actively hunted and exiled.
- **The Syrrannites:** A growing underground movement of true followers of Surak, led by the mystic Syrran (and later T'Pau). They seek the **Kir'Shara**, the lost katric ark containing Surak's original, uncorrupted writings, to overthrow the High Command's militarism and restore genuine peace and emotional clarity to Vulcan society.
- **The Romulan Shadow:** Unknown to the galaxy at large, high-ranking elements within the High Command (including V'Las himself) are influenced or manipulated by covert **Romulan agents** (such as Major Talok). The Romulan

Star Empire seeks to foster Vulcan aggression to prevent a peaceful unification of local powers, paving the way for eventual Romulan dominion.

Interspecies & Regional Dynamics

The Andorian Empire: The Powder Keg

The defining conflict of the 22nd-century Vulcan Confederacy is its bitter, century-long cold war with the **Andorian Empire**.

- **The Border Zone:** Fought over disputed strategic worlds like Weytahn (named *Paan Mokar* by Vulcans), the conflict is driven by mutual suspicion.
- **The P'Jem Incident (2151):** The discovery of a massive, illegal High Command long-range sensor array hidden beneath the ancient spiritual sanctuary of **P'Jem**, exposed by Starfleet's Captain Jonathan Archer and the Andorian Imperial Guard under Commander Shran, shattered Vulcan's moral high ground and nearly ignited full-scale war.

United Earth: The Frustrated Protege

Vulcan established official contact with Earth following Zefram Cochrane’s first warp flight in 2063. For nearly a century, the High Command acted as Earth’s self-appointed chaperone, deliberately withholding advanced warp dynamics, sensor tech, and defense designs to keep Humanity "contained."

- Vulcans view Humans as volatile, emotionally driven, and reckless, dangerously similar to the pre-reform Vulcans who nearly annihilated their own world during the Time of the Awakening.
- Human diplomats and Starfleet officers view Vulcan oversight as paternalistic, arrogant, and stifling.

The Coridan Protectorate

Rich in vital **dilithium ore**, Coridan is a major theater of covert Vulcan influence. The High Command supports the corrupt ruling government of Coridan to secure dilithium supplies, while Andoria covertly backs rebel factions fighting to overthrow the regime.

Military Doctrine & Technology

The Vulcan Starfleet of the 22nd century does not seek conquest, but it enforces its territorial borders with overwhelming, precise force.

- **D'Kyr-Class Combat Cruisers:** The backbone of the Vulcan fleet. Featuring distinctive ring-shaped warp nacelle drives, these 600-meter vessels possess immense firepower, long-range sensor suites, and powerful tractor envelopes. They easily outmatch Earth and Andorian vessels of the early 22nd century in one-on-one engagements.
- **Suurok-Class Science Vessels / Combat Cruisers:** Versatile, sleek combat-capable ships utilized for deep-space cartography, diplomatic escort, and border interdiction.

- **V'Shar (Vulcan Intelligence):** The covert intelligence agency of the High Command. Operating with cold, ruthless efficiency, the V'Shar conducts espionage, political sabotage, and covert surveillance across Andorian, Coridan, and Human sectors.

Gamemaster Hooks & Campaign Integration

The Kir'Shara Schism: The PCs become caught in the crossfire between V'Shar strike teams and Syrrannite dissidents smuggling ancient artifacts through the Forge (the dangerous, irradiated desert of Vulcan). Protecting a Syrrannite courier could alter the political future of the entire Quadrant.

Shadows over Paan Mokar: A sudden skirmish erupts in disputed space between a Vulcan *D'Kyr*-class cruiser and an Andorian warship. The PCs must investigate the wreckage, only to discover that the targeting telemetry was manipulated by a third, unidentified third party using prototype cloak-capable technology.

The Dilithium Embargo: The High Command threatens to embargo dilithium exports to Earth Starfleet following a diplomatic incident, forcing the player characters to negotiate a delicate tripartite treaty between Vulcan logic-brokers, Coridan rebels, and United Earth diplomats.

Andorian Empire

"The Vulcans say logic keeps the peace. We say an armed starship keeps the peace. Guess which one lasts longer when the plasma hits the hull?"

Overview & 22nd-Century Context

In the mid-22nd century (the 2150s), the **Andorian Empire**, governed by the militaristic **Andorian Chancellery** from the frozen homeworld of **Andoria** (or *Andor*), is a fierce, highly organized interstellar power.

Where the Vulcan Confederacy relies on diplomatic intrigue, cautious containment, and cold calculation, the Andorians operate on passionate honor, collective solidarity, and overwhelming military readiness. Driven by a deep-seated distrust of Vulcan expansionism, the Empire maintains a state of perpetual mobilization, viewing its borders not as lines on a map, but as a wall paid for in blood.

Culture, Biology & The Warrior Ethos

To understand Andorian politics, one must understand the brutal environment that forged them. Andoria is an icy moon orbiting a gas giant, where surface temperatures rarely rise above freezing and cities are carved deep into subterranean ice caverns heated by geothermal vents.

- **Passionate Loyalty:** Unlike Vulcans, who suppress emotion, Andorians feel deeply and intensely. However, they govern these emotions through a strict martial code of duty, brotherhood, and personal integrity.

- **Keth (Clan Structure):** Andorian society is organized into *Kethrail* (clans or houses). Family bonds and military lineage are paramount; an insult to an individual's *Keth* is an insult to their entire bloodline.
- **The Ushaan:** The sacred Andorian code of duel and honor. Fought with the *ushaan-tor* (an ice-miner's ice-axe) and *ka'thyra*, the *Ushaan* is used to settle disputes of honor, rank, or personal grievance. It features 290 right-of-substitutions, allowing designated champions to fight in place of another.
- **Antennae & Physiology:** Higher metabolic rates, blue skin due to copper-based hemocyanin blood, and mobile cranial antennae that provide heightened spatial awareness and auditory perception. Damage to an antenna severely disrupts balance and orientation, though it can regenerate over time.

The Foreign Policy: Cold War & Steel

The Vulcan Cold War: The Unyielding Stand

The central focus of Andorian military strategy in the 22nd century is the containment of the Vulcan High Command.

- **Paan Mokar / Weytahn:** A class-M planetoid located on the border between Vulcan and Andorian space. Disputed for over a century, it has been terraformed, colonized, bombarded, and reclaimed multiple times by both powers.
- **The P'Jem Disruption (2151):** Commander **Thy'lek Shran** of the Imperial Guard led an assault on the Vulcan monastery at P'Jem, suspecting it hid a long-range surveillance array aimed directly at the Andorian homeworld. With the unexpected assistance of Captain Jonathan Archer and Starfleet, the covert array was exposed, shattering Vulcan's moral superiority and forever changing Andorian-Human relations.

United Earth: From "Pink-Skins" to Brothers-in-Arms

Initially, Andorians viewed Humans with intense suspicion, suspecting them of being mere puppet vassals or proxies of the Vulcan High Command.

- **The Turning Point:** After Archer proved Earth's independence and personal honor at P'Jem and during the *Paan Mokar* hostage negotiations, Shran and the Imperial Guard formed a profound respect for United Earth Starfleet.
- **The Xindi Crisis (2153-2154):** When Earth was threatened by the Xindi superweapon, Shran brought the battlecruiser *Kumari* into the Delphic Expanse to assist Starfleet, proving that Andoria stood by its debts of honor regardless of the political cost.

The Aenar: The Hidden Sister Race

Living in the remote, frozen Northern Wastes of Andoria are the **Aenar**, a blind, telepathic sub-species of Andorians. Pacifist and reclusive, the Aenar reject the Empire's martial culture. The Chancellery strictly protects their isolation, though their incredible

telepathic abilities occasionally pull them into interstellar conflicts (such as the Romulan drone-ship crisis).

Military Doctrine & Imperial Technology

The **Andorian Imperial Guard** is both the standing military force and the driving engine of Andorian exploration.

- **Kumari-Class Battlecruisers:** Sleek, blue-hulled, hyper-agile warships designed specifically to out-maneuver and overpower Vulcan *Suurok*-class vessels. Equipped with heavy particle cannon banks and rapid-fire torpedo launchers, they are built for decisive, close-quarters engagements.
- **Combat Philosophy:** Andorian starship tactics emphasize aggressive vector control, high-speed flank maneuvers, and point-blank shield breaching. An Andorian captain will willingly ram or board an enemy vessel if honor or mission success demands it.
- **Personal Ordnance:** The **Plasma Rifle** and **Particle Plasma Carbine** are standard infantry weapons, delivering raw, high-thermal damage capable of burning through heavy body armor.

Gamemaster Hooks & Campaign Integration

- **An Honor Debt at Paan Mokar:** An Andorian *Keth* leader calls in a personal debt (*Ushaan-feud*) with the player characters. They must serve as neutral adjudicators or champions in an *Ushaan* duel on the surface of Paan Mokar before rogue Vulcan agents sabotage the proceedings to reignite the border war.
- **The Ghost Cruiser:** A decommissioned *Kumari*-class cruiser goes missing from an orbital shipyard, equipped with experimental sub-space sensor dampeners. The PCs are hired by the Imperial Guard to track down the stolen vessel before it conducts a false-flag attack on a Vulcan border outpost.
- **Aenar Telepathic Interference:** Strange sub-space psionic echoes are disrupting Starfleet navigation near the Andorian sector. The PCs must travel to the ice caves of the Northern Wastes to enlist the help of an Aenar elder, uncovering a covert Romulan signal array embedded deep beneath the ice.

United Planets of Tellar

"An unexamined argument is like an unmined mountain, a complete waste of perfectly good rock. If you cannot defend your position against a good shouting, your position isn't worth holding."

Overview & 22nd-Century Context

In the mid-22nd century (the 2150s), the **United Planets of Tellar** , governed by the **Tellarite Congress of Technocrats** from their resource-rich, heavily industrial homeworld of **Tellar Prime**, stands as one of the four foundational regional powers of the local sector.

While Vulcan relies on stoic logic and Andoria on martial honor, Tellar built its interstellar strength on **unflinching pragmatism, aggressive litigation, and industrial dominance**. As early pioneers of warp technology in the sector, the Tellarites maintain an extensive trade network, a formidable merchant navy, and an unmatched reputation as the most stubborn negotiators in the known galaxy.

Culture, Biology & The Art of Argument

Tellarites are stout, porcine humanoids with dense bone structures, deep-set eyes, and thick dermal hides adapted to Tellar Prime's humid, mud-rich river basins and mineral-dense terrain.

- **Argument as Respect:** To a Tellarite, polite agreement is considered insulting, patronizing, or a sign of deceit. True respect is demonstrated through ferocious, razor-sharp verbal sparring. If a Tellarite yells at you, insults your logic, and demands you defend your credentials, they are paying you a compliment.
- **Pragmatic Technocracy:** Tellarite society is ruled not by military dictators or hereditary monarchs, but by trade guilds, engineers, and legal scholars. Appointments to the Congress of Technocrats are earned through proven economic output and public debate tournaments.
- **The Law of Claims:** Tellarite legal code is legendary for its complexity. Property rights, resource claims, and trade contracts are treated with near-religious devotion. A Tellarite delegate will gladly spend three months debating the exact placement of a comma in a sector mining boundary treaty.

Foreign Policy: Trade, Disputes & Pragmatism

The Andorian Trade Wars & Resource Feuds

The primary point of friction for the United Planets of Tellar in the 22nd century is their volatile relationship with the **Andorian Empire**.

- **Resource Rivalry:** Both powers are expansive industrial empires competing for mineral-rich asteroids and gas giants along their shared border.
- **The Border Disputes:** Tellarites view Andorians as hot-headed military thugs who resort to weapons when they lose a legal argument. Andorians view Tellarites as greedy, abrasive merchants who use contracts to steal what they cannot conquer.

The Vulcan Paradox

Tellarites maintain active trade relations with the **Vulcan Confederacy**, though the two species find each other deeply frustrating.

- Tellarites view Vulcan logic as rigid, arrogant, and stiflingly pedantic.
- Vulcans view Tellarite debate tactics as loud, emotionally disruptive, and unnecessarily antagonistic. However, Vulcan trade brokers respect Tellarite adherence to binding contracts once signed.

United Earth: The Unexpected Business Partners

Initial contact between Earth and Tellar Prime was rocky, as Human diplomats routinely took Tellarite bluntness and verbal hostility as personal insults.

- **The Turning Point:** Human negotiators (notably Captain Jonathan Archer and Ambassador Jonathan Harris) quickly learned that the fastest way to earn a Tellarite's trust was to shove their insults right back in their faces and out-argue them on contract terms.
- **Babel Crisis (2154):** When a covert Romulan drone-ship attempted to ignite a full-scale war between Tellar and Andoria by attacking Tellarite delegate **Gral**, Starfleet's mediation exposed the plot, paving the way for the historic **Babel Conference** and the precursor to the Coalition of Planets.

Fleet Doctrine & Technology

The Tellarite Navy is an extension of their industrial ethos: practical, heavily armored, and built to protect valuable trade convoys.

- **Heavy Utility Cruisers:** Tellarite vessels feature boxy, efficient designs built from thick composite metals. Rather than sleek curves, Tellarite ships prioritize cargo volume, heavy hull plating, and redundant power grids.
- **Defensive Ordnance:** Tellarite starships are equipped with high-yield plasma cannons, directional tractor arrays, and specialized particle-beam mining emitters re-tuned for ship-to-ship tactical defense. They excel at holding choke points and defending orbital installations.
- **Industrial Output:** What the Tellarite fleet lacks in speed or maneuverability, it makes up for in sheer logisitical endurance. Tellarite shipyards can repair damage and churn out replacement hulls at a rate that causes both Vulcan and Andorian strategists deep concern.

Gamemaster Hooks & Campaign Integration

- **The Arbitration of Sector 412:** The PCs are assigned by Starfleet as neutral observers to a high-stakes mining arbitration between a Tellarite Trade Guild and an Andorian Mining Clan. When a sabotage attempt threatens to destroy the station, the PCs must uncover the true culprit before the two sides turn their debate into an orbital artillery battle.
- **A Verbal Duel:** To gain access to a vital Tellarite industrial blueprint or trade corridor, the crew's leader must stand before the Congress of Technocrats and win a formal Tellarite public debate, where backing down or apologizing results in instant failure.
- **The Phantom Freighter:** A Tellarite heavy freighter carrying prototype warp-coil components goes silent inside a dense nebula near Cardassian space. The PCs are hired to salvage the cargo, only to discover the ship was boarded by mercenaries using experimental weapons technology.

Klingon Empire

"Conquest is not merely the taking of land; it is the absolute assertion of will over chaos. Qo'noS demands blood, glory, and duty, and the galaxy will bow or burn."

Overview & Early History

The **Klingon Empire** (*tlhIngan wo'*), centered on the homeworld of **Qo'noS** in the Beta Quadrant, is one of the oldest, most formidable, and relentlessly expansionist interstellar powers in regional space. Founded over a millennium ago by **Kahless the Unforgettable**, who slew the tyrant Molor and united the warring clans under a single warrior code (*Qapla'*), the Empire transformed from a feudal planetary alliance into a sweeping interstellar domain.

By the early 22nd century, the Empire is a dominant regional major power, enforcing its authority over dozens of subjugated vassal worlds, resource colonies, and borderland sectors. However, the mid-22nd century is also an era of profound internal friction, political corruption, and cultural upheaval for the Klingon people.

Internal Politics & The Decline of the Warrior Caste

In the decades leading up to 2155, Klingon society underwent a critical structural shift. Historically, the Empire balanced its warrior traditions with respected institutions of law, medicine, scholarship, and agriculture. By the 2150s, however, the **warrior caste** gained overwhelming control over the **High Council** and the judiciary, marginalizing all other social classes.

- **Corruption of the Judiciary:** Legal trials became theater for military dominance rather than justice. Lawyers were forced to act as advocates for "honor" rather than truth, and conviction often served merely to satisfy the political ambitions of powerful Great Houses.
- **The Chancellor & Great Houses:** The Empire is ruled by the **Chancellor of the High Council**, sitting in the Great Hall of First City on Qo'noS. Power is heavily decentralized among rival **Great Houses** (*tuq*), each maintaining its own private fleet, troops, and feudal estates. Feuds, honor-duels, and covert assassinations between rival houses are common, often threatening to plunge the Empire into civil war.

Major Events of the 2150s

First Contact with United Earth (2151)

In 2151, a courier named **Klaang** was shot down in Broken Bow, Oklahoma, while carrying vital intelligence regarding a plot by the **Suliban Cabal** to incite civil war between the Great Houses. Captain Jonathan Archer and the *Enterprise* NX-01 returned Klaang to Qo'noS, preventing political collapse and earning Earth its first, extremely volatile introduction to the High Council and Chancellor **K'Vagh**.

Regional Aggression & Territorial Disputes

Throughout the 2150s, Klingon battle cruisers (*D5 and Raptor-Class Scout Vessels*) aggressively patrolled border regions near Orion, Xarantine, and Arkonian space. Outposts belonging to smaller species were routinely raided for supplies, fuel, and honor, reinforcing the Empire's reputation as a ruthless apex predator.

The Augment Virus Crisis (2154)

In 2154, Klingon scientists retrieved genetic material from Human Augments (genetically engineered embryos from Earth's Eugenics Wars) in a desperate attempt to create Klingon super-soldiers to counter perceived Starfleet advancement. The experiment went catastrophically wrong: a mutated, airborne strain of the Augment virus spread rapidly through the Empire.

- **Biological Mutation:** The virus altered Klingon DNA, stripping infected individuals of their cranial ridges, smoothing their foreheads, and altering their neural pathways to resemble Humans.
- **Dr. Phlox's Intervention:** Facing a plan by the High Council to incinerate infected colonies to halt the spread, Captain Archer and Dr. Phlox intervened. Phlox synthesized a cure that stopped the lethal neural degeneration, but left millions of Klingons, and their descendants, permanently smooth-foreheaded for generations.

Military & Fleet Capabilities

The Klingon Imperial Fleet (KIF) relies on heavily armored, aggressively weaponized starships built for direct line-of-battle engagement and planetary orbital bombardment. Main weaponry are Disruptor cannons and Photon Torpedoes.

Starship Classes:

- ***Raptor*-Class Scout:** Utilitarian, heavily armored vessels used for border patrols, planetary surveys, and raiding ops.
- ***D5*-Class Battle Cruiser:** The backbone of the imperial fleet in the mid-22nd century, armed with heavy disruptor banks, plasma torpedo launchers, and grapple arrays.
- ***Vo'n'talk class Bird-of-Prey*:** Early iterations equipped with high-yield disruptor cannons and torpedo launcher designed for rapid attack.
- Battlecruiser Prototype (Vorok's Battlecruiser): An attempt for a new and more powerful design of battlecruisers.
- **Warp Capability:** Klingon warships operate between **Warp 4.5 and Warp 5.2**, prioritizing engine output for deflector shields and disruptor recharge rates over sustained long-range exploratory warp.

Gamemaster Hooks & Campaign Integration

- **The Disgraced House:** A low-ranking Klingon commander infected with the Augment virus in 2154 seeks to restore his family's honor by capturing a

Starfleet vessel or securing an unmapped dilithium deposit near the Romulan neutral border before his rivals in the High Council execute his clan.

- **Borderland Raid:** The Player Characters respond to a distress signal from a neutral trade outpost that has been seized by a rogue Klingon D5-class battle cruiser. The PCs must navigate tense negotiations or ship-to-ship tactical maneuvers without sparking an all-out border war between Earth and Qo'noS.
- **The Augment Cure Heist:** A rogue faction within the Klingon Defense Force attempts to steal classified medical logs from Dr. Phlox's research files, believing a complete genetic reversal is possible, and the PCs are caught in the crossfire of a covert strike team operating in Starfleet space.

Orion Syndicate

"The Federation deals in treaties; the Klingons deal in honor; the Vulcans deal in logic. We deal in the only currency that outlasts all three: demand."

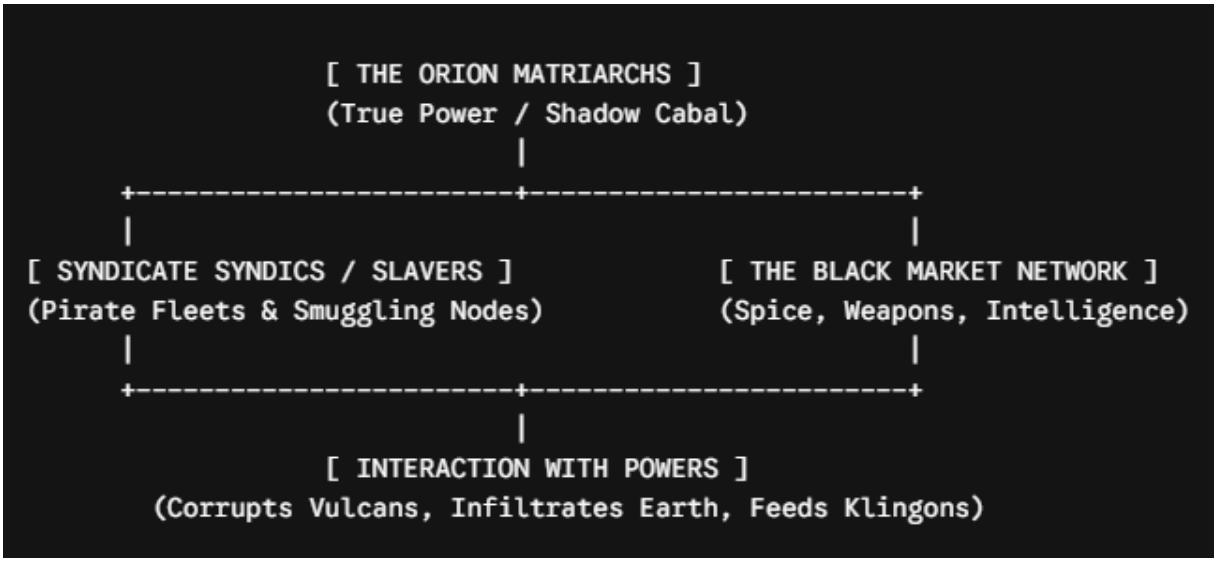
Overview & 22nd-Century Context

In the mid-22nd century (the 2150s), the **Orion Syndicate** is not a sovereign government or a recognized planetary state, but a vast, deeply entrenched interstellar criminal cartel. Operating from the shadow world of **Orion Prime** and sprawling across the lawless border regions of the Alpha and Beta Quadrants, the Syndicate functions as an shadow superpower.

While the Vulcan Confederacy, the Andorian Empire, and the United Planets of Tellar enforce their borders through starfleets and diplomacy, the Orion Syndicate operates anywhere there is profit to be made, exploiting border disputes, smuggling illicit materials, running black-market trade hubs, and trafficking in sentient beings.

Structure, Culture & The Matriarchy

To outsiders, Orion society appears to be a male-dominated hierarchy of ruthless crime lords, pirate captains, and slave traders. This misperception is one of the Syndicate's most effective weapons.



Pheromones & Pheromonal Control: Orion females produce potent, subconscious pheromones capable of overwhelming the neurochemistry of most humanoid males, inducing euphoria, compliance, and heightened suggestibility while causing severe physical disorientation in humanoid females.

The True Rulers: While Orion males (*Syndics*, *Freebooters*, and *Slave Lords*) act as the public faces of syndicate operations, true authority rests with the **Orion Matriarchs**. Operating from luxury compounds on Orion Prime and private pleasure barges, the Matriarchs manipulate cartel leaders, starbase commanders, and foreign diplomats like chess pieces.

The Syndicate Oath: Joining the Syndicate is a permanent contract. Its law is absolute silence and absolute obedience. Failure or betrayal is punished not merely by death, but by the total liquidation of a member's family, property, and legacy.

Operations: The Economy of Vice

The Syndicate's reach in the 22nd century extends into every corner of known space:

The Syndicate Slavers

Trafficking in sentient beings is the most notorious and lucrative branch of Orion operations. Operating heavily in the unregulated spaces near the Border Dogs, the Badlands, and the fringes of Klingon space, Orion slavers raid isolated colonies, independent freighters, and unaligned worlds.

- **Commodity Markets:** Slaves are sold across the quadrant as manual labor for dangerous deep-crust mining operations, administrative servants, or gladiator fighters in illegal arenas.

The Black Market & Contraband Trade

The Syndicate acts as the primary distributor of illegal goods across the regional powers:

- **Orion Blue Spice:** A highly addictive, controlled narcotic refined on Orion outposts.
- **Unregistered Dilithium & Heavy Ordnance:** Smuggled directly from Coridan and independent mining rigs to bypass Vulcan and Andorian customs embargoes.
- **High-Value Intelligence:** The Syndicate maintains a massive network of informants, selling Starfleet flight plans, Vulcan sensor codes, and Klingon defense patrol routes to the highest bidder.

Corruption of the Major Powers

- **The Vulcan Connection:** Even the stoic Vulcan High Command is not immune; Syndicate operatives routinely bribe corrupt regional administrators on border worlds like Coridan to look the other way during illicit mining operations.

- **United Earth:** As Starfleet expands, human freighters and isolated outposts become prime targets for Orion raiders. However, corrupt Earth cargo cartels secretly deal with Syndicate brokers to secure cheap, untaxed dilithium and raw materials.
- **Mazarites:** Several sources claim, that the Syndicate has infiltrated both the Mazarite government and its military.

Fleet Doctrine & Technology

Orion Syndicate ships are designed for rapid ambush, boarding operations, and swift escapes rather than sustained fleet engagements.

- **Interceptors & Corsairs:** Fast, high-maneuverability raiders equipped with overpowered impulse drives, heavy tractor arrays, and high-yield plasma cannons built to disable a target's engines without destroying the valuable cargo inside.
- **Pheromonal & Bio-Chemical Weapons:** In addition to standard particle ordnance, Orion boarding vessels frequently deploy paralyzing nerve gases and aerosolized pheromonal agents to render defender crews helpless during boarding actions.
- **Stealth & Decoys:** Syndicate vessels make heavy use of fake transponder codes, sensor-ghost generators, and hidden cargo compartments built into asteroid habitats or innocent-looking transport hulls.

Gamemaster Hooks & Campaign Integration

- **The Coridan Ring:** A Starfleet freighter disappears near the Coridan sector carrying advanced prototype warp coils. The PCs trace the stolen shipment to an Orion-operated black-market auction inside an abandoned mining station, where they must out-bid or out-maneuver Klingon warlords, Vulcan corporate agents, and Orion Syndicate enforcers.
- **The Shadow Bargain:** A high-ranking Federation or Vulcan diplomat’s child is captured by an Orion raiding party. The PCs are dispatched on a covert off-the-books extraction mission to an Orion pleasure barge, where they must navigate dense pheromonal manipulation, deadly intrigue, and lethal security systems without triggering a sector-wide diplomatic crisis.
- **Infiltration at Freecloud:** The player characters must go undercover inside an Orion-controlled freeport to identify a Syndicate mole who has been leaking Starfleet patrol routes to pirate clans along the trade corridors.

Romulan Star Empire

"My countrymen, do not mistake restraint for weakness, or silence for ignorance. The galaxy is a stage of predators and prey. We are neither, we are the architects who build the cage."

Overview & 22nd-Century Context

In the mid-22nd century (the 2150s), the **Romulan Star Empire** is the ultimate shadow power of the Alpha and Beta Quadrants. To the Vulcans, Andorians, Tellarites, and Humans, the Romulans are a complete enigma, an unseen threat operating from behind a veil of absolute secrecy beyond the uncharted Neutral Zone.

Unlike the territorial disputes between Vulcan and Andoria, the Empire does not merely seek borders; it seeks absolute galactic hegemony. Recognizing that a unified alliance of local powers would pose an existential threat to Romulan expansion, the Senate and the covert **Tal Shiar** employ destabilization, covert infiltration, and false-flag warfare to keep their neighbors locked in perpetual distrust.

Origin, Culture & The Imperial Philosophy

The Romulans are the biological descendants of the **Sundered**, those Vulcans who rejected Surak's philosophy of emotional suppression during the violent *Time of the Awakening* in the 4th century. Led by **S'Tora** (or *Rihannsu* tradition figures like S'task), they abandoned Vulcan aboard primitive generation ships, eventually settling the twin homeworlds of **Romulus** and **Remus** (*Ch'Rihan* and *Ch'Havran*).

- **Passion Bound by State:** Romulans did not extinguish their fiery emotions; instead, they funneled them into intense patriotism, martial discipline, and an absolute devotion to the Empire.
- **The Reman Subjugation:** Romulus rapidly industrialized by enslaving the indigenous, telepathic, nocturnal population of Remus. Remans are forced into brutal deep-core dilithium mining operations and utilized as frontline shock troops (*Reman Bodyguards/Troopers*) in high-fatality ground wars.
- **Honor Through Dominance:** Romulan honor (*ri'ha*) is fundamentally different from Andorian or Klingon honor. It is not derived from fair combat, but from cunning, strategic superiority, and total victory achieved without unnecessary loss of Romulan blood.

Foreign Policy: Shadow Warfare & The Babel Crisis

The 22nd century marks the era where the Empire's isolationism transitions into aggressive, covert interdiction:

The Vulcan Infiltration & Subversion

Because of their shared ancestry, Romulan operatives easily pass for Vulcans. For decades, agents like Major Talok operated inside the Vulcan High Command, manipulating Administrator V'Las to encourage aggressive, paranoid policies against Andoria and suppress reformist movements like the Syrrannites.

The Drone-Ship Crisis (2154)

To prevent the formation of a permanent alliance between Earth, Vulcan, Andoria, and Tellar, the Romulan Senate deployed experimental **telepresence-operated drone ships**.

- **Tactical Shapeshifting:** Equipped with holographic multi-spectral emitters, these ships could disguise their visual and sensor signatures to mimic Vulcan, Andorian, or Tellarite vessels, firing on trade ships to ignite an all-out interspecies war.
- **The Unification Effect:** The plot backfired when Captain Jonathan Archer, Commander Shran, and Ambassador Gral saw through the deception, using a network of tri-planetary ships to trap the drone, unexpectedly laying the groundwork for the **Coalition of Planets**.

Fleet Doctrine & Prototype Technology

22nd-century Romulan military technology is built around stealth, deception, ambush and hit-and run tactics with overwhelming strike power.

- **Experimental Cloaking Devices:** Decades before the famous Klingon-Romulan tech exchanges, early Romulan prototypes feature rudimentary optical and sensor-dampening cloaking fields, demanding massive energy draw that prevents firing while cloaked.
- **Telepresence Drone Ships:** A highly experimental prototypes. Only 2 were built. The drone ships are highly modified warbirds, that were rebuilt with experimental technology. The ships were operated via neural interface rigs on Romulus (using captured Aenar).
- **Warbirds & Bird-of-Prey:** Featuring sleek, predatory hulls painted with distinctive green-and-red raptor motifs, Romulan warships rely on disruptor weapon technology.

Gamemaster Hooks & Campaign Integration

- **The Face of the Enemy:** The PCs intercept a damaged, unflagged scout ship on the edge of the sector. Inside the wreckage, they discover a dying officer who looks completely Vulcan, carrying secret operational orders written in an unknown ancient dialect, pulling the crew into a covert race against Tal Shiar assassins.
- **Ghost in the System:** Starfleet outposts along the border report friendly-fire incidents between local freighters. The PCs must track down a rogue Romulan drone prototype before it triggers a local war, utilizing experimental sensor arrays to penetrate its holographic camouflage.
- **The Reman Defector:** A Reman mining foreman escapes a Romulan penal transport inside an asteroid field, offering critical military intelligence regarding Romulan fleet movements in exchange for political asylum, forcing the PCs to navigate ethical protocols, pursuit fleets, and Federation diplomatic fear.

The Suliban Cabal

"History is written by those who control the future. We are not mere mercenaries; we are the vanguard of a timeline transformed."

Overview & History

The Suliban are a humanoid species originating from Sector 3641. By the mid-22nd century, their homeworld had become uninhabitable, dispersing the population into nomadic caravans, refugee enclaves, and sovereign starships across the Alpha and Beta Quadrants. While many Suliban exist as peaceful, unaligned nomads, a major faction coalesced into a fanatical, highly dangerous military organization known as the **Suliban Cabal**.

In the 2140s, the Cabal forged a sinister alliance with a mysterious, shadowy entity from the 28th century, known to Starfleet as the "Future Guy", who offered the Cabal advanced genetic enhancements, stealth technology, and temporal intelligence in exchange for executing covert operations across the 22nd century. Serving as key proxies in the **Temporal Cold War**, the Cabal actively subverted regional stability by orchestrating civil unrest within the Klingon Empire, framing United Earth for the destruction of the Paraagan II colony, and staging stealth strikes against Vulcan and Andorian targets.

Culture & Society

Suliban culture is defined by a deep rift between the militarized Cabal and nomadic civilian enclaves.

- **Appearance:** Suliban are humanoids characterized by hairless, yellow-tinted, heavily textured skin covered in intricate pockmarks and sensory papillae. Cabal operatives are physically augmented with modified internal organs, biosynthetic implants, and subcutaneous cellular matrices.
- **Genetic Modification:** Unlike species that reject genetic engineering, Cabal members embrace radical bio-enhancements granted by their future benefactor. Operatives possess chameleon-like skin optical camouflage, bio-wall climbing capabilities, enhanced reflexes, extended sub-aquatic respiration, and the ability to contort their skeletal structure to navigate tight crawlspaces.
- **Ideology & Desperation:** The Cabal’s fanatical loyalty stems from a mixture of survivalist desperation and political promises. Driven by the loss of their homeworld and historic persecution by powers like the Tandarans (who interned thousands of innocent Suliban civilians in prison camps), Cabal members view their temporal mission as the only path to securing a permanent, prosperous future for their people.

Government & Faction Dynamics

The Cabal operates as a covert, highly disciplined military hierarchy rather than a traditional civilian government.

Command Hierarchy: Led by high-ranking military commanders, most notably **Silik**, who report directly to their mysterious 28th-century benefactor via temporal communication chambers.

Civilian Detachment: The Cabal holds no jurisdiction over peaceful Suliban refugee caravans, though their violent actions frequently provoke tragic retaliatory persecution against innocent, unaugmented Suliban populations across the quadrant.

Foreign Relations:

- **United Earth / Starfleet:** Hostile. Captain Jonathan Archer and the *Enterprise* NX-01 repeatedly clashed with Silik and the Cabal, frustrating their attempts to destabilize the Alpha Quadrant.
- **Klingon Empire:** Hostile. Cabal operatives covertly incited factional warfare among Klingon Great Houses, earning the permanent enmity of the High Council.
- **Tandaran Empire:** Hostile. The Tandarans wage an uncompromising war against the Cabal, maintaining brutal internment camps for any Suliban within their borders.

Cabal Technology & Starships

Driven by 28th-century temporal technology and bio-engineering, Cabal hardware is among the most elusive and tactically dangerous in the mid-22nd century.

- **Cellular Stealth Ships & Helix Stations:** Cabal starships, ranging from agile single-pilot stealth landers to heavy cruisers, utilize modular, interlocking "cell" architecture. Multiple small craft can dock together to form massive, multi-pod battle stations known as **Helixes**.
- **Cloaking Technology:** Decades ahead of contemporary 22nd-century powers, Cabal vessels are equipped with advanced particle cloaking devices, allowing them to track, shadow, and attack enemy starships while completely invisible to sensors.
- **Warp Capability:** Cabal vessels operate comfortably between **Warp 5.0 and Warp 6.5**, utilizing temporal navigation data and advanced plasma propulsion to outpace most contemporary Alpha Quadrant starships.

Gamemaster Hooks & Campaign Integration

- **The Temporal Incursion:** The Player Characters detect a series of unexplained subspace chroniton particles surrounding a routine diplomatic summit. Upon investigating, they discover a team of genetically augmented Cabal infiltrators using optical camouflage to sabotage the peace talks on behalf of their future benefactor.
- **Interference at the Camp:** The crew encounters a heavily guarded Tandaran internment camp holding hundreds of unaugmented Suliban refugees. When a Cabal strike team arrives to break out select prisoners for genetic

experiments, the PCs are caught in the crossfire between Tandaran wardens and Cabal shock troops.
- **The Ghost Helix:** While exploring a dense, uncharted nebula, the ship stumbles upon a dormant, cloaked Suliban Helix station. The crew must board the mysterious structure to retrieve vital cartographic data while avoiding automated bio-security traps and stealth sentries.

The Xindi

The Xindi are a unique, multi-species civilization originating from the Delphic Expanse. Formed from five distinct sentient species that survived the total destruction of their homeworld, the Xindi were transformed by tragedy and manipulation into one of the most deadly existential threats United Earth ever faced.

Overview & History

Originally, six distinct intelligent species evolved concurrently on the planet Xindi Prime: the **Arboreals**, **Aquatics**, **Insectoids**, **Primates**, **Reptilians**, and **Avians**. Rather than fostering harmony, the presence of six distinct species on one world led to centuries of competition, territorial disputes, and escalating conflict over resources.

The tension culminated in the **Xindi Civil War**, a devastating century-long global conflict. Near the end of the war in the late 21st century, the aggressive Reptilians and Insectoids detonated grid-aligned seismic charges beneath the planet's crust. This action completely shattered Xindi Prime around the Earth year 2077.

The catastrophic destruction of their homeworld drove the extinct **Xindi-Avians** into total annihilation, while the remaining five species fled into the Delphic Expanse. Operating as nomadic refugees, they established colonies inside the anomaly-ridden region.

The Sphere Builders & The Earth Crisis (2153-2154)

The Xindi were driven to attack Earth not by inherent malice, but by insidious manipulation. Trans-dimensional beings known to the Xindi as the "Guardians", and to Starfleet as the **Sphere Builders**, had been constructing massive, cloaked artificial spheres across the Delphic Expanse. These spheres altered spatial physics, slowly transforming the region into trans-dimensional space suitable for colonization by the Guardians.

To eliminate future resistance, the Sphere Builders provided the Xindi Council with false temporal intelligence, convincing them that humanity would completely destroy the Xindi homeworlds in the 26th century. Driven by existential fear, the Council authorized a preemptive strike against United Earth:

- **The Probe Attack (March 2153):** A prototype weapon was dispatched to Earth, carving a destructive beam from Florida to Venezuela and killing over 1.1 million civilians before self-destructing.

- **The Expanse Campaign:** In response, Captain Jonathan Archer and the *Enterprise* NX-01 were deployed into the Delphic Expanse with MACO troops to locate and destroy the superweapon.
- **The Fracturing of the Council (2154):** As the superweapon neared completion, Captain Archer uncovered the true nature of the Spheres. Through painstaking diplomacy, he convinced the Arboreals, Primates, and Aquatics that the Guardians were using them. Desperate to complete their mission, the fanatic Reptilians and Insectoids hijacked the weapon with Sphere Builder aid.
- **Destruction of the Weapon:** A joint alliance of Starfleet, MACOs, Xindi-Primates, Arboreals, Aquatics, and Commander Shran's Andorian Imperial Guard intercepted the superweapon at Earth, destroying it from within and collapsing the trans-dimensional spheres in the Expanse.

Culture & Society

Xindi culture is defined by species identity, survival instinct, and the shared tragedy of their destroyed homeworld. While each species possesses its own distinct biology and behavioral traits, they all share a deep reverence for the memory of Xindi Prime and a collective trauma regarding extinction.

Species	Physical & Behavioral Characteristics	Cultural Role & Social Philosophy
Xindi-Arboreals	Sloth-like humanoids covered in thick fur. Calm, deliberate, and highly risk-averse.	Primary agriculturalists and resource managers. They value patience, environmental balance, and peaceful coexistence.
Xindi-Aquatics	Massive, cetacean-like underwater beings communicating via complex sonar frequencies.	Master strategists, scholars, and mathematicians. They view reality through long-term probabilities and deliberate extensively before taking action.
Xindi-Insectoids	Hexapedal insectoids with short lifespans (approx. 12 years) and asexual reproduction via egg clutches.	Highly impulsive, fiercely protective of offspring, and aggressive. They operate on collective instinct and individual self-sacrifice for the swarm.
Xindi-Primates	Physically similar to humans. Highly intellectual, analytical, and pragmatic.	Scientists, engineers, and primary administrators. They favor logic, structured planning, and diplomatic resolution.
Xindi-Reptilians	Cold-blooded, scaled humanoids with ruthless martial instincts and high resistance to toxins.	Primary military force and enforcers. They possess a strict hierarchical culture that views strength, dominance, and preemptive action as essential for survival.

Government & Faction Dynamics

Following the destruction of Xindi Prime, the five surviving species established the **Xindi Council** to govern their scattered colonies and prevent another catastrophic civil war.

The Xindi Council

The Council served as a joint ruling body operating out of a hidden station within the Delphic Expanse. It was composed of ten members, two representatives from each of the five surviving species:

- **Primate & Arboreal Block:** Tended to advocate for diplomatic solutions, careful scientific verification, and measured responses.
- **Aquatic Neutrality:** Acted as the decisive swing vote, refusing to commit their formidable naval power without absolute consensus or mathematical certainty.
- **Reptilian & Insectoid Alliance:** Formed a militant bloc that consistently pushed for aggressive expansion, preemptive strikes, and military dominance over neighboring sectors.

Post-War Political Realignment

Following the defeat of the Sphere Builders and the destruction of the superweapon in 2154, the Xindi Council collapsed. The Reptilians and Insectoids, humiliated and stripped of their military dominance, fractured into isolated paramilitary factions.

The Primates, Arboreals, and Aquatics took control of the re-established civilian government, founding a new unified homeworld. Over the following decades, trade relations with United Earth stabilized the sector. By the 23rd century, the Xindi evolved from mortal enemies into valued trading partners and eventually full member worlds of the United Federation of Planets.

Xindi Technology & Starships

Xindi technology varies wildly by species, reflecting their unique environments and physiological needs, but it is unified by advanced engineering capable of operating within the volatile spatial anomalies of the Delphic Expanse.

Key Technological Developments

- **Subspace Vortices:** Rather than relying purely on standard warp drives, Xindi starships utilize subspace vortex generators to travel through interstellar space at velocities significantly faster than Starfleet's Warp 5 engines.
- **Bio-Weapons & Organic Engineering:** Xindi-Reptilians excel in genetic engineering, bio-toxins, and adaptive viral weapons, while Insectoids employ organic bio-technology in ship construction and hatcheries.
- **The Xindi Superweapon:** Designed primarily by Xindi-Primate scientists and powered by sub-space particle acceleration, this planet-killing platform possessed an energy beam capable of igniting planetary cores.

Starship Classes

- **Reptilian Warships:** Heavily armored, aggressive assault vessels equipped with particle beam weaponry, thermal cannons, and regenerative hull plating capable of withstanding severe environmental hazards.
- **Insectoid Patrol Ships & Swarmers:** Highly agile, blade-shaped attack vessels designed for rapid maneuvers, boarding actions, and overwhelming group tactics.

- **Aquatic Dreadnoughts:** Massive, water-filled leviathans featuring thick defensive shields, immense hull integrity, and heavy spatial torpedo banks. They serve as mobile command bases capable of devastating entire fleets.
- **Primate & Arboreal Vessels:** Balanced, multipurpose cruisers used for scientific research, cargo transport, and sector defense, relying on long-range sensors and defensive shielding.

Gamemaster Hooks & Campaign Integration

The Xindi provide a versatile range of campaign scenarios across different points in the 22nd-century timeline:

Campaign Hooks

- **Delphic Expanse Reconnaissance (2153-2154):** The Player Characters are assigned to a covert Starfleet or MACO scout vessel dispatched into the Expanse ahead of or alongside the *Enterprise* NX-01. Their objective: gather intelligence on Xindi weapon test facilities, sabotage supply lines, or rescue captured Starfleet personnel.
- **Reptilian Rogue Factions (2154-2156):** In the immediate aftermath of the Earth Crisis, renegade Reptilian commanders refuse to accept the peace brokered by the Council. The players must defend Earth cargo routes or border colonies from guerilla raids launched by Xindi warlords operating from hidden asteroid bases.
- **The Lost Avian Legacy:** An archaeological expedition on shattered fragments of Xindi Prime uncovers clues to an intact Avian sanctuary or advanced pre-war technology. The players must race against Orion pirates or mercenary scavengers to secure the site before it falls into hostile hands.
- **Diplomatic Escort & First Contact (2158-2161):** During the buildup to the founding of the Federation, the Player Characters are tasked with escorting the first official Xindi-Primate and Arboreal diplomatic delegations to Earth, protecting them from anti-alien human extremist groups like Terra Prime.

CHAPTER 5: MINOR FACTIONS

The Antaran Coalition

"Four wars have taught us that peace is merely the interval between battles. We do not forget the dead, nor do we forgive those who brought fire to our sky."

Overview & History

The Antarans are a proud, deeply traditional, and historically militaristic warp-capable species originating from the Alpha Quadrant. For over two centuries, Antaran history and culture have been profoundly shaped by their bitter, bloody feud with their galactic neighbors, the Denobulans. Between the late 19th and mid-21st centuries, the two species fought four major interplanetary wars, resulting in massive casualties, planetary devastation, and deeply entrenched multi-generational hatred on both sides.

During the final conflict (around 1850), a Denobulan military campaign resulted in the deaths of over 20 million Antarans. This traumatic event solidified a profound cultural prejudice against Denobulans, embedding the conflict into Antaran folklore, art, and child-rearing. In 2153, this historic enmity reached a critical personal juncture aboard the *Enterprise* NX-01 when an injured Antaran freighter captain, Hudak, required life-saving surgery. Hudak initially refused treatment from Chief Medical Officer Dr. Phlox purely because Phlox was Denobulan, preferring death over receiving aid from his sworn enemy. Through patient diplomacy and ethical restraint, Dr. Phlox succeeded in treating Hudak, cracking the foundation of a two-century-old hatred and proving that reconciliation between the two species was possible.

Culture & Society

Antaran society is defined by historical memory, familial honor, stoicism, and a deep-seated cultural grief tied to their wartime losses.

Appearance: Antarans are humanoids characterized by distinct, vertical facial ridges running down the center of their forehead, bridge of the nose, and chin, framed by subtle cheek contours and dark, expressive eyes.

Demonization of the Denobulans: For generations, Antaran children were raised on military histories, songs, and morality tales depicting Denobulans as cold, deceptive monsters. Uncompromising hatred toward Denobulans became a cultural badge of loyalty to the fallen.

Honor & Medical Ethics: Antarans maintain a strict code of personal integrity and physical pride. Seeking medical help from an enemy is viewed as a shameful surrender. However, when an Antaran witnesses genuine honor or moral conviction from an adversary, it challenges their rigid worldview, forcing them to reckon with their prejudice.

Art & Commemoration: Antaran culture places immense emphasis on memorial art, architectural monuments, and epic historical recitations dedicated to honoring ancestral lineages and war veterans.

Government & Interstellar Standing

The Antaran homeworld is governed by the **Antaran Coalition**, a military-civilian council that oversees planetary defense, sector trade, and veteran affairs.

The Security Directorate: Maintains heavily fortified sector boundaries, long-range orbital defense networks, and automated warning grids to prevent surprise incursions from Denobulan or unaligned starships.

Foreign Relations:

- **Denobulans:** Cold, tense, and hostile, though formal hostilities ceased after the fourth war. Direct contact is extremely rare and usually results in immediate diplomatic standoffs or withdrawal.
- **United Earth / Starfleet:** Guarded but approachable. Following the 2153 incident involving Dr. Phlox and Captain Hudak, the Antaran government began viewing Earth as a rare, neutral party capable of mediating regional disputes.
- **Vulcan High Council:** Cool and formal. Antarans respect Vulcan non-interference policies, though they remain wary of Vulcan diplomatic maneuvering in the sector.

Antaran Technology & Starships

Antaran engineering is pragmatic, heavily fortified, and built for durability, reflecting a society conditioned by centuries of existential war.

Freighters & Escort Warships: Antaran starships feature broad, sweeping hull profiles with heavily reinforced forward shielding, redundant life-support arrays, and heavy armor plating. They are equipped with high-yield plasma cannons and defensive spatial torpedo launchers.

Medical & Defensive Systems: Antaran medical technology is sophisticated, though distinct from Denobulan practices, focusing on rapid physical stabilization, cellular regeneration, and defensive bio-hazard containment fields.

Warp Capability: Antaran vessels operate comfortably between **Warp 4.2 and Warp 4.3**, focusing engine power on shield output, structural integrity, and defensive firepower rather than deep-space exploration speeds.

Gamemaster Hooks & Campaign Integration

The Historical Relic: Player Characters investigating a derelict starship or battle site from the Fourth Denobulan-Antaran War discover classified military data or a sacred ancestral artifact. They must decide whether to return it to the Antaran Coalition, risking an angry Denobulan diplomatic counter-claim.

Border Incident: A joint Starfleet-Denobulan scientific survey vessel suffers a propulsion failure and drifts into Antaran territorial space. The PCs must intervene as neutral mediators to prevent a paranoid Antaran defense patrol from opening fire on what they perceive as an invasion force.

Winds of Change: Inspired by Captain Hudak's story, a young Antaran diplomat or medical officer seeks out a dialogue with Denobulan representatives at a neutral trade station. The PCs are hired to provide security against hardline Antaran extremists intent on assassinating the "traitor" before peace talks can begin.

The Arin'sen League

"Space is vast and unforgiving, but no void is insurmountable to those who walk with purpose, patience, and honor."

Overview & History

The Arin'sen are an enigmatic, highly specialized warp-capable humanoid species operating in the borderlands between the Alpha and Beta Quadrants in the mid-22nd century. Recognized among regional species for their deep-space endurance and refined navigational methodologies, the Arin'sen have long maintained a presence along vital interstellar trade lanes and unexplored sector frontiers.

Unlike expansive military empires, the Arin'sen operate as a coalition of nomadic trade guilds, deep-space cartographers, and sovereign sector stations. In the mid-22nd century, as major regional powers, including the Vulcans, Andorians, and early Starfleet, expand their borders, the Arin'sen serve as essential neutral intermediaries, guide-pilots, and logistical coordinators for vessels navigating hazardous nebulae, asteroid corridors, and uncharted spatial phenomena.

Culture & Society

Arin'sen culture is deeply bound to spatial stewardship, community duty, and a philosophy of physical and mental harmony with the vacuum of deep space.

Appearance: Arin'sen are slender, elegant humanoids characterized by subtle, iridescent skin undertones, sharp facial structures, and distinct, delicate ridge or crest contours along their temples and jawlines. Their eyes possess specialized membranes adapted to high-contrast and low-light shipboard environments.

Philosophical Outlook: Arin'sen culture views starships not merely as machines, but as living extensions of the crew. They emphasize emotional discipline without suppressing passion, striving for balance in high-stress deep-space operations.

Guild & Station Structure: Individual loyalty is tied to Guild Alliances and primary Deep-Space Hubs. Social standing is earned through successful exploratory voyages, stellar cartography contributions, and peaceful mediation of regional conflicts.

Government & Faction Dynamics

The **Arin'sen League** functions as a cooperative assembly of Guild Masters, Station Overseers, and Expedition Leaders rather than a centralized, autocratic government.

The Navigators' Guild: Oversees deep-space cartography, sector guiding services, and stellar hazard monitoring.

The Sovereign Trade Hubs: Independent orbital stations that act as free ports, repair depots, and neutral meeting grounds for foreign starships.

Foreign Relations:

- **United Earth / Starfleet:** Highly favorable. Arin'sen shipmasters appreciate Starfleet’s open exploratory ethos and frequently trade spatial cartography logs with Human captains.
- **Vulcan High Council:** Peaceful and respectful. Vulcans value Arin'sen environmental discipline and predictable, structured trade practices.
- **Orions & Pirates:** Intolerant. Arin'sen trade fleets employ specialized defensive escorts and electronic countermeasure arrays to protect their supply convoys from raiders.

Arin'sen Technology & Starships

Arin'sen starships are renowned for their sleek, fluid hull geometries, long-range endurance, and superior sensor integration.

Exploration Cruisers & Long-Range Transports: Arin'sen vessels feature sweeping, aerodynamic hull contours built with reinforced composite alloys. They are equipped with high-resolution long-range sensor suites, multi-phase deflector shielding, and specialized stellar navigation computers.

Defensive Capability: While non-aggressive, Arin'sen ships carry high-yield focused energy arrays and plasma cannons capable of repelling hostile boarding craft or commerce raiders.

Warp Capability: Arin'sen vessels cruise comfortably between **Warp 4.8 and Warp 5.0**, allowing them to maintain pace with contemporary regional cruisers.

Gamemaster Hooks & Campaign Integration

The Lost Cartographer: An Arin'sen survey vessel disappears inside a hazardous, anomaly-dense nebula while mapping a new warp corridor. The Player Characters are hired or requested by the Navigators' Guild to lead a search-and-rescue mission before rival scavengers reach the vessel.

The Neutral Haven: While pursuing a fugitive Orion smuggler or fleeing a hostile fleet, the PCs take refuge at an Arin'sen Trade Hub. The crew must navigate strict station neutrality laws and diplomatic decorum while preventing their adversaries from starting a shootout on the promenade.

Charts of the Ancients: An Arin'sen Guild Master offers the crew an ancient stellar chart detailing forgotten subspace passages through a heavily contested border zone, but extracting the data requires assisting the Arin'sen in resolving a tense territorial standoff with a local warlord.

The Arkonian Totality

"Survival in a harsh galaxy requires discipline, absolute vigilance, and total self-reliance. We do not ask for help, and we do not grant second chances to those who trespass in our sky."

Overview & History

The Arkonians are a proud, militaristic, and deeply suspicious warp-capable humanoid species originating from the Alpha Quadrant. By the mid-22nd century, the Arkonian Republic maintains a strong regional military presence, defined by strict territorial sovereignty and a deep-seated distrust of foreign powers.

This xenophobic posture was forged through decades of bitter conflict with their neighbors, the Vulcans. In the mid-21st century, early contact between the Arkonians and Vulcans degraded into open hostility due to ideological clashes and mutual paranoia, sparking a century-long cold war characterized by border skirmishes, espionage, and proxy standoffs over unaligned worlds like Takara.

By 2152, this historic enmity nearly led to full-scale military escalation when an Arkonian battle cruiser downed a Vulcan shuttlecraft. Starfleet's *Enterprise* NX-01 intervened to assist in the rescue operation. Commander Charles Tucker III was forced to survive alongside an injured Arkonian officer, Sub-Commander Zho'Kaan, on a desert planetoid. Their shared ordeal, and Tucker's willingness to provide life-saving medical aid using Arkonian physiological needs, marked a historic turning point, proving to the Arkonian High Command that non-Vulcan aliens could act with honor and empathy.

Culture & Society

Arkonian society is stoic, martial, and highly practical. Physical endurance, duty to the Republic, and uncompromising loyalty to one's command structure are central cultural pillars.

Appearance: Arkonians are humanoids distinguished by reptilian-like features, including prominent double-brow ridges, textured facial skin, deep-set eyes, and pronounced nostril slits.

Physiology & Environment: Arkonians possess a unique metabolic and respiratory system. Their body chemistry requires high ambient temperatures to function efficiently; exposure to cold causes rapid physical debilitation and systemic organ failure. In emergency situations, Arkonians rely on specialized thermal-regulation compounds or hyper-thermic therapy to stabilize their physiology.

Xenophobia & Honor: While inherently wary of strangers, viewing foreign motives as hidden threats, Arkonians adhere to a strict personal and military honor code. An act of genuine, unselfish assistance creates a heavy moral obligation (*'ka'kar'*), which an Arkonian officer will move mountains to repay.

Government & Military Structure

Arkonian space is governed by the **Arkonian Totality**, a centralized state where civilian administration is closely integrated with the Arkonian Armed Forces.

The Military High Command: Exercises supreme authority over sector defense, territorial patrols, and foreign relations. Arkonian commanders are granted broad tactical autonomy to protect Republic borders.

Foreign Relations:

- **The Vulcan High Council:** Deeply hostile and distrustful. Arkonians view Vulcans as arrogant, manipulative imperialists who use "logic" as a cover for galactic expansion.
- **United Earth / Starfleet:** Guarded respect. Following the 2152 desert survival incident, the Arkonian military views Earth with cautious optimism, recognizing Starfleet as an independent entity not subject to Vulcan control.
- **Regional Neighbors:** Arkonians maintain heavily armed, strictly monitored borders, treating any unscheduled entry into their sector as an act of war.

Arkonian Technology & Starships

Arkonian military technology in the 22nd century is rugged, formidable, and optimized for medium-range combat and heavy planetary defense.

Destroyers & Patrol Ships: Arkonian warships feature aggressive, wedge-shaped hull designs with reinforced forward armor plating. They are armed with high-yield plasma cannons, spatial torpedo banks, and powerful target-acquisition sensors capable of cutting through basic environmental jamming.

Warp Capability: Arkonian warships cruise between **Warp 4.5 and Warp 4.75**, making them fully capable of matching early Starfleet and Vulcan patrol vessels in tactical maneuvers.

Environmental Systems: Due to their thermal requirements, Arkonian ship interiors are kept at noticeably higher temperatures and lower humidity levels than standard Human or Vulcan environmental baselines.

Gamemaster Hooks & Campaign Integration

Cold Blood: An Arkonian patrol vessel suffers a critical life-support failure in a cold sector, freezing its propulsion systems and threatening the crew with lethal hypothermia. The Player Characters must render emergency aid and re-warm the ship without triggering the panicked Arkonian captain's defensive protocols.

The Takara Incident: Tensions flare in a disputed border system when an Arkonian garrison detects a Vulcan intelligence array. The crew is called in as neutral third-party arbitrators by Starfleet Command to dismantle the array before a full fleet engagement breaks out.

Debt of Honor: An Arkonian Destroyer intercepts the Player Characters' ship while under attack by Orion raiders or Nausicaan mercenaries. The Arkonian commander intervenes to save the crew, revealing they are fulfilling an ancient personal debt owed to Earth or a specific PC's family line.

The Axanar Republic

"We do not build empires, nor do we wage wars for territory. Our duty is to the Great Transit, ensuring the stars remain open, trade remains fluid, and the void remains clear of those who would disrupt the flow of life."

Overview & History

The Axanar are an ancient, warp-capable species operating throughout the Alpha and Beta Quadrant border regions in the mid-22nd century. Distinguished by their exceptionally long lifespans, often exceeding four hundred years, the Axanar are renowned across the sector as master interstellar navigators, traders, and stewards of deep-space trade corridors.

Unlike aggressive expanding powers, the Axanar maintaining a network of trade outposts, logistics hubs, and repair facilities centered around their home system, Axanar. In 2151, Starfleet made first contact with the species under tragic circumstances when the *Enterprise* NX-01 discovered an Axanar cargo vessel drifting in deep space, its crew slaughtered by unknown alien scavengers who were harvesting their unique biochemistry for organic compounds. Captain Jonathan Archer and his crew defended the surviving vessel and returned the bodies to an Axanar patrol ship, establishing a foundation of deep respect and enduring diplomatic goodwill between Earth and the Axanar.

Culture & Society

Axanar society is built around stewardship, patience, and communal longevity. Because an individual Axanar lives for centuries, their culture views short-term political gains or immediate territorial expansion as fleeting and shortsighted.

Appearance: Axanar are tall, slender humanoids with distinct reptilian and avian traits. They feature greenish-brown, textured skin, prominent facial ridges extending over the brow and cheeks, and expressive eyes adapted for low-light shipboard environments.

Biochemistry: Axanar physiology produces specialized organic compounds, including a unique triglobulin-based fluid vital to their respiratory and cellular functions. This unique physiology, unfortunately, makes them target subjects for ruthless deep-space scavengers and bio-prospectors.

The Long View: Axanar culture places immense value on historical recording, long-term trade agreements, and environmental preservation of space lanes. They view younger, short-lived species like Humans and Andorians with a mixture of quiet fascination and gentle paternal concern.

Government & Fleet Operations

The Axanar governs their holdings through the **Axanar Republic**, a peaceful coalition overseen by the Senior Council of Navigators, an assembly composed of the species' most experienced shipmasters, trade administrators, and diplomats.

Trade Alliances: The Republic maintains active, peaceful commercial ties with the Vulcan High Council, the Denobulan Planetary Union, and United Earth. They prefer neutral diplomatic mediation over military intervention in regional disputes.

Territorial Defense: While non-aggressive, the Axanar are fiercely protective of their home sector and commercial shipping lanes. They do not maintain massive battle fleets, but their sector defense craft are highly effective and disciplined.

Foreign Relations:

- **United Earth / Starfleet:** Deeply friendly. Starfleet's honorable actions during first contact earned Humans a standing invitation to Axanar trade ports and repair stations.
- **Vulcans:** Respectful and formal. Vulcans appreciate Axanar emotional restraint, longevity, and predictable, law-abiding trade policies.
- **Scavengers & Pirates:** Utterly unforgiving. The Axanar show zero tolerance toward Orion syndicates, Nausicaan raiders, or rogue automated vessels that threaten trade routes or harvest deep-space wrecks.

Axanar Technology & Starships

Axanar technology focuses heavily on propulsion, long-range sensor integration, hull durability, and life-support efficiency designed for extended multi-year voyages.

Cargo Freighters & Escort Ships: Axanar vessels feature distinct, curved hull geometries with reinforced bow sections and integrated sensor arrays. Their freighters are modular, built to transport massive quantities of raw materials, food stores, and medical supplies across quadrant borders.

Defense Systems: Axanar patrol ships carry heavy spatial torpedo tubes, targeted particle beam arrays, and high-capacity deflector shielding tuned to withstand hazardous environmental conditions inside nebulae and asteroid belts.

Warp Capability: Axanar ships operate comfortably between **Warp 4.0 and Warp 4.8**, prioritizing fuel efficiency, engine longevity, and reactor stability over raw tactical speed.

Gamemaster Hooks & Campaign Integration

The Silent Vessel: The Player Characters discover a derelict Axanar freighter inside a uncharted nebula. They must determine whether the ship succumbed to natural phenomena or if a predatory scavenger vessel is stalking the system to harvest its crew and cargo.

The Four-Hundred-Year Treaty: A diplomatic crisis erupts over an ancient territorial contract signed by an Axanar captain three centuries ago. The Player Characters are assigned to mediate the dispute before regional warlords use the loophole to seize a vital trade corridor.

Sanctuary at Axanar: Pursued by hostile Tandaran cruisers or Orion raiders, the crew's damaged starship seeks refuge inside Axanar territorial space. The Player Characters must navigate strict Axanar neutrality protocols to secure repairs and defensive escort.

The Borothan Ecclesiastic Council

"Faith is not the absence of knowledge, it is the lens through which the universe reveals its true geometry. Those who look only at stars miss the purpose that moves them."

Overview & History

The Borothans are a deeply spiritual, warp-capable humanoid species originating from the Alpha Quadrant. In the mid-22nd century, the Borothan primary domain occupies a quiet, isolated sector known for its proximity to dense stellar nebulae and ancient religious pilgrimage routes.

While relatively unknown to early United Earth exploration, the Borothans maintain a modest, highly stable interstellar civilization built around spiritual preservation rather than territorial expansion. In 2151, the Borothans made brief contact with Starfleet when a Borothan pilgrim transport crossed paths with the *Enterprise* NX-01 near a sacred spatial anomaly. Borothans are often noted by regional neighbors for their ancient monastic traditions and deep historical connections to early interstellar pilgrimage networks across the Alpha Quadrant.

Culture & Society

Borothan culture is contemplative, ritualistic, and structured around sacred lineages and monastic orders.

Appearance: Borothans are humanoids characterized by prominent, sharp bone ridges framing their brows and temples, as well as distinct small bone projections running along the chin line and lower jaw.

Spiritual Tradition: Borothan society is organized around spiritual guilds and monastic leagues. Pilgrimage to sacred spatial sites, stellar anomalies, and ancient planetary shrines is considered an essential rite of passage for every adult citizen.

Ethics & Temperament: Borothans are polite, calm, and deliberate in their interactions with foreign species. They view aggressive territorialism and rapid industrialization as spiritual distractions. However, they are fiercely protective of their sacred sites and pilgrimage corridors, treating any desecration or unauthorized survey of holy space with stern, uncompromising resistance.

Government & Faction Dynamics

Borothan space is overseen by the **Borothan Ecclesiastic Council**, an assembly of Monastic Overseers and Guild Masters that balances regional administration with religious law.

The Ministry of Sacred Transit: Manages pilgrim transports, temple outposts, and border clearances for foreign vessels transiting near Borothan holy sites.

The Keeper Orders: Monastic caretakers who guard ancient relics, cartographic archives, and sacred astronomical observatories throughout the sector.

Foreign Relations:

- **United Earth / Starfleet:** Viewed with mild curiosity. Borothans find Humans surprisingly enthusiastic, though culturally unrefined and overly eager to analyze phenomena that should be revered.
- **The Vulcan High Council:** High mutual respect. Vulcans appreciate Borothan discipline and non-aggressive border policies, maintaining peaceful diplomatic channels.
- **Orion Syndicates & Raiders:** Strictly hostile. Borothans maintain armed temple guards and sector escorts to defend pilgrim convoys from raiders seeking sacred artifacts or relic metal.

Borothan Technology & Starships

Borothan technology is elegant, durable, and optimized for long-duration deep-space transit and sanctuary preservation.

Pilgrim Transports & Sanctuary Cruisers: Borothan starships feature smooth, rounded hull geometries with soft metallic finishes and integrated meditation sanctuaries. They are equipped with heavy deflector shielding, long-range sensor arrays, and defensive energy cannons.

Aegis Systems: Borothan vessels utilize specialized environmental dampeners and radiation shields designed to navigate the turbulent interiors of stellar nebulae and high-radiation spatial anomalies.

Warp Capability: Borothan vessels operate between **Warp 4.2 and Warp 4.8**, prioritizing reactor stability, hull longevity, and life-support comfort over high tactical speed.

Gamemaster Hooks & Campaign Integration

The Lost Pilgrim: A Borothan pilgrim vessel goes missing inside a volatile, radiation-heavy nebula while en route to a sacred spatial anomaly. The Player Characters are requested by the Borothan Council to navigate the dangerous environmental hazards and rescue the surviving crew.

Desecrated Sanctuary: The PCs arrive at an isolated trading post or moon, only to find a team of Orion scavengers or rogue prospectors looting an ancient Borothan shrine. The crew must intervene before a nearby Borothan warship arrives and executes an immediate blockade of the sector.

Relic of the Ancients: A Borothan monk approaches the Player Characters asking for passage through a disputed border sector to return a sacred historical artifact to their homeworld before rival regional warlords can seize it for its exotic power source.

The Denobulan Unity

"In the grand tapestry of nature, life thrives through connection, adaptability, and an open mind. To isolate oneself out of fear or pride is to refuse to grow."

Overview & History

The Denobulans are an exceptionally gregarious, highly intelligent, and technologically advanced warp-capable species originating from the densely populated world of Denobula Triaxa in the Denobula system. By the mid-22nd century, Denobulans are active participants in interstellar commerce, deep-space scientific exploration, and medical research throughout the Alpha Quadrant.

Unlike many of their regional neighbors who expanded through military conquest, Denobulans expanded into space out of sheer intellectual curiosity and a need to manage their world's massive population density. Their modern history was heavily shaped by a series of four devastating wars fought against the neighboring Antarans between the late 19th and mid-21st centuries. While the trauma of those conflicts left deep historical scars, resulting in generational prejudices that persisted for centuries, the Denobulans generally evolved into a warm, open, and deeply peaceful society.

Denobulans maintain close, friendly relations with United Earth. This alliance was cemented through the Interspecies Medical Exchange, which famously brought Dr. Phlox aboard the *Enterprise* NX-01 in 2151 as the ship’s Chief Medical Officer, playing a pivotal role in early Human deep-space exploration.

Culture & Society

Denobulan culture is vibrant, highly communal, and defined by complex social structures designed to foster harmony among billions of citizens living in close quarters.

Appearance: Denobulans are humanoids characterized by a prominent facial ridge running down the center of the forehead to the bridge of the nose, facial enlarged brow structures, and a unique physiological defense mechanism: when threatened,

they can rapidly inflate their face and neck to intimidate predators or aggressors. They also possess elongated, rapidly growing toenails and require only one week of hibernating sleep per year.

Polyamorous Family Structures: Denobulan family units are elaborate and expansive. Individuals typically have up to three spouses, each of whom may also have up to three spouses of their own, creating massive, interconnected family networks spanning hundreds of relatives.

Social Demeanor: Highly gregarious, optimistic, and talkative, Denobulans find personal physical intimacy perfectly natural while considering public displays of conflict or rigid prudishness counterproductive. They view personal solitude with mild concern, preferring bustling, multi-cultural environments.

Ethics & Science: Denobulans hold life and scientific inquiry in supreme regard. Their bio-medical science is among the most sophisticated in the quadrant, though their medical ethics strictly prohibit genetic engineering aimed at enhancement (a lesson learned from their own historical genetic experiments).

Government & Interspecies Relations

Denobula Triaxa is governed by the **Denobulan Unity**, a democratic meritocracy heavily guided by scientific councils, medical boards, and regional trade syndicates.

Interspecies Medical Exchange: A premier interstellar institution organized by Denobula to share advanced medical knowledge, research, and personnel with younger warp-capable species, including Humans.

Foreign Relations:

- **United Earth / Starfleet:** Exceptionally warm and collaborative. Denobulans view Humans as enthusiastic, promising young explorers and actively support Starfleet's missions.
- **The Antaran Coalition:** Cold and historically tense. While formal military conflict ended in the 19th century, deep-seated cultural mistrust lingers, though modern Denobulans generally express regret over past wartime atrocities.
- **Vulcan High Council & Andorian Empire:** Highly respected. Denobulans maintain active trade and scientific exchanges with Vulcans, though their warm, expressive nature often contrasts sharply with Vulcan emotional restraint.

Denobulan Technology & Starships

Denobulan technology is advanced, highly efficient, and built with a heavy emphasis on life sciences, environmental sustainability, and long-range transport.

Scientific Vessels & Transports: Denobulan starships feature rounded, organic hull contours with smooth, polished surfaces. They are equipped with state-of-the-art bio-

laboratories, medical bays, advanced sensor suites, and high-efficiency deflector shields.

Medical Science: Denobulan bio-technology excels in cellular regeneration, exotic pathogen synthesis/cure, and non-invasive surgical techniques. Their diagnostic scanners far exceed mid-22nd century Starfleet medical gear.

Warp Capability: Denobulan starships easily cruise between **Warp 5.75 and Warp 6.5**, making them noticeably faster and more efficient than early Earth Starfleet vessels like the NX-class.

Gamemaster Hooks & Campaign Integration

Medical Outbreak: The Player Characters' ship or a border colony is stricken by a lethal alien virus. The crew must rendezvous with a Denobulan Medical Exchange vessel, only to discover the Denobulan researchers need exotic biological samples from a dangerous, uncharted world to synthesize the cure.

The Extended Family: A high-ranking Denobulan scientist or diplomat traveling with the crew invites them to a family gathering at a starbase, thrusting the Player Characters into a hilarious, overwhelming maze of dozens of spouses, step-relatives, and intricate social etiquette.

Antaran Reconciliation: The crew is tasked with escorting a joint Denobulan-Antaran trade delegation. When a crisis strikes the station, the PCs must help a Denobulan officer and an Antaran representative set aside two centuries of inherited hatred to save their combined crews.

The Enolian Authority

"The Enolians project an image of orderly mercantilism and strict planetary law, but beneath their bureaucratic proceduralism lies a ruthless judicial apparatus that feeds a sprawling penal labor system."

Overview & History

The Enolians are an interstellar, warp-capable species operating in the regions surrounding Sector 001 and the Alpha/Beta Quadrant borderlands in the mid-22nd century. Situated near major trade routes, the Enolian Planetary Coalition has established itself as an administrative and commercial hub. Rather than expanding through military conquest, the Enolians maintain influence by offering secure trade stations, strict maritime oversight, and standardized dispute resolution.

In 2152, the Enolians gained notoriety among early Starfleet crews following an incident involving the *Enterprise* NX-01. Commander Charles Tucker III and Ensign Travis Mayweather were unjustly detained on an Enolian cargo vessel for minor, unintentional infractions while assisting local merchants. Unbeknownst to Starfleet at the time, the Enolian judicial system relies on a draconian policy of immediate,

unyielding incarceration, funneling minor offenders directly into penal transport networks bound for remote labor camps like Canamar.

Culture & Society

Enolian culture revolves around hierarchy, rigid legalism, and strict adherence to protocol.

Appearance: Enolians are humanoid, distinguished by prominent ridges or distinct spotted patterns along their foreheads, temples, and hair lines, along with sharp, angular facial features.

Legalism & Bureaucracy: Enolian society views law not as a framework for justice, but as an absolute instrument of social order. Offenses that other species would dismiss as minor misunderstandings, such as procedural errors, invalid customs declarations, or lingering in restricted trade zones, are treated with severe criminal penalties.

The Penal System: A defining pillar of Enolian infrastructure is its penal industry. Convicts are routinely transported in high-security prisoner transports to off-world penal colonies, where they serve hard labor sentences to subsidize the Coalition's economy and resource extraction operations.

Government & Faction Dynamics

The **Enolian Authority** is governed by an administrative council of Chief Magistrates, Regional Overseers, and Tribunal Judges.

The Ministry of Maritime Commerce & Security: Oversees trade routes, customs checkpoints, and orbital stations. They hold absolute jurisdiction over vessels transiting Enolian-controlled space.

The Penal Transport Network: A specialized branch of the Enolian security apparatus tasked with maintaining secure holding facilities, prisoner transports, and penal colonies like Canamar.

Foreign Relations:

United Earth / Starfleet: Strained by diplomatic friction over the harsh treatment of Human travelers, though formal trade agreements persist.

Klingon Empire & Regional Powers: The Enolians maintain cautious neutrality with aggressive neighbors, preferring to rely on strict station security and defensive patrols rather than offensive fleet projection.

Enolian Technology & Starships

Enolian starships are industrial, utilitarian, and designed heavily around maritime law enforcement, cargo hauling, and prison transport.

Penal Transports & Patrol Vessels: Enolian prisoner vessels are heavily armored, featuring internal dampening fields, automatic containment systems, and heavy tractor beams to lock down hostile or non-compliant ships.

Warp Capability: Enolian vessels generally operate in the **Warp 4.2 to Warp 4.75** range, allowing efficient transit across their commercial shipping lanes.

Stationary Defense: Enolian trade outposts and repair depots are heavily armed with multi-directional plasma batteries to deter pirates and enforce local space regulations.

The Eska Hunting Guilds

"The thrill is not in the kill, but in the tracking, in matching your instincts against a worthy adversary in an unfamiliar wild."

Overview & History

The Eska are a technologically advanced, warp-capable humanoid species originating from the Alpha Quadrant. By the mid-22nd century, the Eska are widely known across regional space as a deeply pragmatic, nomadic, and highly disciplined culture of master hunters, trackers, and survivalists.

Rather than building a sprawling territorial empire or engaging in heavy industrial colonization, the Eska structure their interstellar presence around seasonal hunting expeditions across unaligned and rogue planetary systems. In 2151, United Earth made first contact with the Eska when the *Enterprise* NX-01 discovered an uncharted rogue planet drifting in deep space. Captain Jonathan Archer and his crew initially shared a friendly, hunter-to-hunter camaraderie with an Eska hunting party led by a veteran named Damrus. However, relations deteriorated sharply when Dr. Phlox and T'Pol discovered that the Eska's primary prey, a shapeshifting, intelligent species known as the **Wraiths**, were sentient beings possessing telepathic communication. When Captain Archer intervened by using *Enterprise*'s sensor arrays to mask the Wraiths' chemical signatures from the Eska's tracking hounds, the Eska abandoned the planet in frustration, leaving behind a legacy of tense, wary relations with Starfleet.

Culture & Society

Eska culture is built almost entirely around the philosophy, art, and discipline of the hunt. Every aspect of their social hierarchy, personal reputation, and rites of passage is tied to tracking skill, tactical adaptability, and physical endurance.

Appearance: The Eska are humanoids characterized by prominent, sculpted bone ridges extending across their foreheads, temples, and cheekbones, often accompanied by strong jawlines and earthy skin tones. They typically wear rugged, utilitarian leather-and-composite hunting garments fitted with integrated survival gear and dampening harnesses.

The Code of the Hunt: To the Eska, hunting is not a simple means of sustenance, but a sacred, highly regulated ritual of martial skill. They take immense pride in entering harsh, unfamiliar biomes, such as rogue planets without starlight, and pitting their technology and senses against dangerous game.

Ethics Toward Prey: The Eska do not view themselves as bloodthirsty butchers, but as apex predators fulfilling a natural order. However, their strict cultural focus on game management makes them stubbornly blind to the sentience of non-humanoid or exotic lifeforms. If a creature does not build starships or speak a recognizable syntax, the Eska default to classifying it as game.

Government & Fleet Operations

The Eska do not maintain a rigid, centralized bureaucratic government. Instead, their society functions as the **Eska Hunting Guilds**, a cooperative network of sovereign shipmasters, clan leaders, and master trackers.

The Guild Council: An assembly of senior clan elders who designate protected hunting preserves, regulate seasonal game quotas, and settle disputes between rival hunting parties.

Foreign Relations:

- **United Earth / Starfleet:** Guarded and annoyed. Starfleet's moral intervention on the Rogue Planet earned Humans a reputation among the Eska as sentimental, meddlesome outsiders who do not respect traditional frontier customs.
- **Vulcan High Council:** Cool and formal. Vulcans view the Eska's hunting traditions as primitive and illogical, while the Eska view Vulcans as rigid and overly detached.
- **Free Traders & Mercenaries:** Practical and transaction-oriented. The Eska frequently trade exotic game hides, rare meats, and survival gear at neutral outposts like Rigel X or deep-space trade stations.

Eska Technology & Starships

Eska technology is specialized, durable, and engineered specifically for planetary tracking, stealth insertion, and long-range survival in hazardous environments.

Hunting Ships & Patrol Vessels: Eska starships feature boxy, rugged hull designs with dark, heat-absorbent armor plating. They are optimized for stealth atmospheric entry, silent orbital holding, and bio-signature scanning.

Sensors & Tracking Equipment: Eska vessels and landing parties utilize sophisticated bio-scanners, chemical trackers, and specialized hunting hounds equipped with bio-dampening collars to flush prey out of dense cover or subterranean caverns.

Weaponry & Traps: Their arsenal includes high-yield plasma rifles, neural-shock nets, micro-transponders, and chemical masking agents designed to neutralize exotic prey without destroying valuable hides or trophies.

Warp Capability: Eska ships operate comfortably between **Warp 4.0 and Warp 4.8**, focusing energy reserves on life support, sensor resolution, and atmospheric maneuverability rather than raw interstellar speed.

Gamemaster Hooks & Campaign Integration

The Blind Spot: While surveying an uncharted, forested moon, the Player Characters encounter an Eska hunting party pursuing a dangerous predator. The PCs soon realize the "predator" is actually an endangered, intelligent bio-luminescent species trying to communicate with the crew for protection.

Poachers in the Preserve: The crew is hired by a neutral planetary council or trade station to investigate an illegal hunting operation inside a protected ecological sanctuary. They must track down a rogue Eska clan using military-grade stealth technology to harvest rare biological organs for the Orion black market.

The Ultimate Game: A wealthy, eccentric Eska guild master challenges a PC renowned for their tactical or physical prowess to a non-lethal survival contest on a hazardous, storm-wracked death world, offering critical spatial cartography data as the winning prize.

The Illyrian Federation

"Genetics is not a sin; it is a tool for survival. We adapt ourselves to the cosmos so that our children may thrive where nature never intended us to tread."

Overview & History

The Illyrians are an ancient, warp-capable species operating throughout the Alpha Quadrant. By the mid-22nd century, Illyrian society is defined by their widespread, cultural practice of selective genetic engineering. Unlike Earth's dark experience during the Eugenics Wars, which resulted in aggressive super-soldiers, the Illyrians utilize genetic modification primarily for environmental adaptation, allowing their people to colonize harsh, uninhabitable worlds without terraforming them.

This reliance on genetic modification has made the Illyrians pariahs among several major interstellar powers, most notably the Vulcan High Council (and later, the United Federation of Planets), whose strict anti-augmentation laws treat Illyrians with deep suspicion and systemic prejudice. In 2154, United Earth came into desperate contact with an Illyrian starship in the Delphic Expanse. Captain Jonathan Archer, driven by the existential threat to Earth, made the agonizing decision to board the damaged Illyrian vessel and forcibly seize its warp coil, leaving the peaceful Illyrian crew stranded weeks from home, a tragic testament to the dark moral compromises forced by the Xindi crisis.

Culture & Society

Illyrian culture values adaptability, scientific ingenuity, resilience, and personal autonomy. They view genetic modification not as a pursuit of superiority, but as a harmonious method of integration with foreign environments.

Appearance: Illyrians are humanoids who physically resemble Humans, Vulcans, or other regional species, though their individual genetic modifications often grant them unique internal physiological traits, heightened immune systems, or specialized environmental tolerances.

Environmental Bio-Adaptation: Rather than spending generations altering a planet's atmosphere or magnetosphere, Illyrian geneticists modify their own genome across generations to survive extreme cold, high gravity, toxic atmospheres, or exotic radiation profiles.

Persecution & Secrecy: Because many regional species view genetic augmentation with horror and hostility, many Illyrians living outside their home sectors pass as unaugmented species (such as Humans or Denobulans). This constant threat of discovery has fostered a culture of tight-knit familial solidarity and cautious, guarded interactions with off-worlders.

Government & Interstellar Standing

Illyrian space is organized under the **Illyrian Federation**, a decentralized network of autonomous colony worlds, research enclaves, and deep-space habitats.

Colonial Governance Councils: Regional assemblies on adaptively colonized worlds that manage local bio-synthesis, environmental monitoring, and interstellar trade.

Foreign Relations:

- **United Earth / Starfleet:** Strained and complex. While individual Starfleet officers (such as Captain Archer) recognized the tragedy of their actions against the Illyrian ship, official Earth policy, and later early Federation law, strictly outlaws augmented individuals, forcing Illyrians into legal exile or hiding.
- **The Vulcan High Council:** Hostile and discriminatory. Vulcans refuse formal diplomatic integration with the Illyrians due to their biological modification practices.
- **Regional Independent Worlds:** Generally peaceful. Illyrians maintain active trade in bio-technological research, pharmaceuticals, and environmental filtration systems with unaligned border stations.

Illyrian Technology & Starships

Illyrian engineering is sophisticated, highly reliable, and heavily integrated with advanced bio-medical and environmental control systems.

Research Ships & Long-Range Transports: Illyrian starships feature sleek, streamlined hull designs built from advanced composite alloys. They are equipped with state-of-the-art bio-laboratories, medical bays, and modular life-support systems capable of replicating diverse planetary environments onboard.

Warp & Sub-space Systems: Illyrian starships generally cruise between **Warp 4.5 and Warp 5.2**, powered by stable, highly efficient warp cores with redundant plasma injectors.

Bio-Tech Integration: Their sensors and life-support networks are specifically tuned to analyze atmospheric chemistry, genetic structures, and exotic environmental hazards.

Gamemaster Hooks & Campaign Integration

The Stolen Coil: The Player Characters encounter a stranded Illyrian freighter or colony vessel attempting to rebuild its propulsion systems after a disastrous encounter with raiders or hostile sector patrols. The crew must choose whether to offer scarce Starfleet engine components to make amends for past historical grievances.

Passing Among the Stars: An elite Starfleet or civilian officer traveling with or serving alongside the PCs is revealed to be a secret Illyrian who modified their records to escape persecution. When an exotic virus or radiation exposure affects the ship, only the officer's modified physiology can synthesize a cure, risking their exposure and court-martial.

The Death World Colony: The PCs are sent to investigate a planet previously declared completely uninhabitable by Vulcan surveys, only to discover a thriving Illyrian colony that has genetically adapted to the world's extreme environment, forcing the crew to choose between reporting the "illegal" colony or protecting their sanctuary from aggressive sector authorities.

The Kriosian Kingdom

"To understand the Kriosian people is to understand a culture bound by ancient tradition, fiercely defended sovereignty, and an agonizing history of brother fighting brother across the stars."

Overview & History

The Kriosians are an ancient, warp-capable species originating from the world of Krios Prime in the Alpha Quadrant. In the mid-22nd century, the Kriosian Kingdom is a proudly traditional, feudal interstellar power navigating a period of profound political fracture. Centuries prior to Human spaceflight, Kriosian royal lineage split, leading to a bitter dynastic war with their genetic kin, the Valtese. This centuries-long conflict, centered over claims of royal legitimacy and territorial dominance, has defined Kriosian society, military doctrine, and interstellar diplomacy.

By the 2150s, the Kriosians are actively engaged in maintaining the sovereignty of their home system and various border colonies against both Valtese privateers and internal insurgencies. In 2152, Kriosian history crossed paths with United Earth when a rebel faction opposed to the ruling monarchy hijacked a Kriosian transport, taking its commander captive. Starfleet's *Enterprise* NX-01 intervened, rescuing the royal officer and thrusting Earth into the intricate, volatile web of Kriosian feudal politics and anti-monarchist rebellions.

Culture & Society

Kriosian culture is deeply rooted in ancestral heritage, courtly honor, dynastic loyalty, and strict social stratification.

Appearance: Kriosians are humanoids distinguished by a striking pattern of dark spots running down the sides of their temples, neck, back, and limbs, a feature physically similar to the Trill, though the two species are entirely unrelated.

Feudal Monarchy: Society is organized around noble houses, royal fiefdoms, and sworn allegiance to the Sovereign King or Queen of Krios Prime. Court intrigue, arranged political marriages, and honor-bound duels are standard practices among the ruling aristocracy.

Empathic Metamorphs: A rare and celebrated biological phenomenon within Kriosian physiology is the occurrence of empathic metamorphs, individuals (typically female) capable of sensing, adapting to, and bonding completely with the desires of a chosen partner. Metamorphs are treated with near-religious reverence, often playing pivotal roles in high-stakes political alliances and peace treaties.

Government & Royal Forces

The **Kriosian Kingdom** is governed directly by the Crown from the Royal Court on Krios Prime, supported by a council of High Nobles and planetary governors.

The Royal Sovereign Guard & Navy: The military branch of the Kingdom, charged with defending Kriosian space, protecting royal bloodlines, and suppressing anti-monarchist rebel cells operating in the outer colonies.

The Sovereign Opposition / Rebel Movements: Scattered insurgent groups operating in the sector who seek to dismantle the feudal monarchy in favor of planetary democracy or regional autonomy, often backed by covert Valtese funding.

Foreign Relations:

- **The Valtese:** Bitter, hereditary enemies. The two kingdoms exist in a state of cold war punctuated by bloody border skirmishes and proxy conflicts.
- **United Earth / Starfleet:** Viewed with cautious interest. While the Royal Court appreciates Starfleet's assistance against rebels, they view Earth's egalitarian values as potentially subversive to their feudal order.

- **Klingon Empire:** Highly tense. In later decades (the 22nd century border expansions), the Klingon Empire attempts to subjugate Kriosian colonies (such as Kriosian colony worlds like Krios), making the region a geopolitical flashpoint.

Kriosian Technology & Starships

Kriosian technology in the 22nd century is sophisticated, elegant, and geared toward defense, orbital bombardment containment, and royal transport.

Royal Warships & Escorts: Kriosian vessels favor swept, graceful hull geometries with reinforced bow sections. They carry high-output particle beam weapons, spatial torpedo arrays, and specialized targeting systems designed for close-range dogfighting against nimble rebel craft and Valtese raiders.

Warp Capability: Kriosian starships generally operate in the **Warp 4.2 to Warp 5.0** range, placing them on equal footing with contemporary regional powers like the Tandarans and Mazarites.

Personal Defense & Concealment: Kriosian nobility and military personnel utilize advanced personal dampening fields, localized cloaking/jamming technology for royal transports, and high-frequency force fields to protect royal estates.

Gamemaster Hooks & Campaign Integration

Royal Escort Duty: The Player Characters are requested by the Kriosian Court or Vulcan diplomatic corps to escort a Kriosian noble or diplomatic envoy through a sector plagued by Valtese raiders and Kriosian anti-monarchist rebels.

The Metamorph Catalyst: An undercover mission brings the crew into contact with a rare Kriosian metamorph being smuggled off-world by a rogue faction seeking to disrupt an upcoming peace treaty between two warring noble houses.

Colonial Uprising: The crew responds to a distress signal from a neutral trade station, only to find themselves caught in a three-way standoff between a Kriosian royal warship enforcing a blockade, a group of desperate colonial rebels, and an arriving Klingon scouting party looking to exploit the chaos.

The Kreetassan Chancellery

"To travel among the stars without respect for local custom is the mark of a barbarian. Protocol is not merely politeness, it is the bedrock of civilization itself."

Overview & History

The Kreetassans are an advanced, warp-capable humanoid civilization originating from the planet Kreetassa in the Alpha Quadrant. In the mid-22nd century, the Kreetassans represent an influential regional trade partner with extensive diplomatic connections across nearby star systems. They are widely recognized for their exquisite architecture, meticulously organized commercial hubs, and an unusually complex

web of societal etiquette that governs every aspect of daily life and interstellar diplomacy.

United Earth made first contact with the Kreetassans in 2151 when the *Enterprise* NX-01 visited their homeworld to secure vital plasma injectors. The initial meeting proved fraught with cultural friction; the Human crew unknowingly committed severe sacrilege by eating food in public, a act the Kreetassans view as deeply private, comparable to mating. In 2152, a second incident occurred on the Kreetassan homeworld when Captain Jonathan Archer's beagle, Porthos, urinated on a sacred tree near a ceremonial hall. To repair relations and secure needed technology, Archer was required to perform an elaborate, humbling ritual of apology involving precise chanting and tree-bark cutting, illustrating the Kreetassan insistence on rigid adherence to their cultural norms.

Culture & Society

Kreetassan culture revolves entirely around strict social rituals, precise protocol, and an overwhelming fear of giving or receiving offense.

Appearance: Kreetassans are humanoids easily distinguished by prominent, elaborate organic facial ridges that frame their noses, cheeks, and brows, along with complex skin patterns and formal, ornate robes.

Public Taboos: Kreetassans maintain intense taboos regarding bodily functions and public displays. Consuming food or drink in front of others is considered a gross, vulgar act. Meals are taken in strict privacy or behind decorative privacy screens.

Etiquette & Apology: Mistakes in protocol are taken with extreme gravity. However, Kreetassans are not inherently malicious; they do not seek war over minor insults, provided the offending party strictly performs the appropriate, traditional atonement rituals required to restore balance and honor.

Flora & Sanctity: Kreetassans hold certain natural elements, particularly ancient planetary flora and sacred trees, in deep spiritual reverence. Damaging or disrespecting these living monuments is treated as a major diplomatic offense.

Government & Diplomatic Relations

Kreetassan space is organized under the **Kreetassan Chancellery**, overseen by a Chancellor and a council of High Magistrates of Protocol.

The Ministry of Protocol & Commerce: Manages all off-world contact, trade negotiations, and customs enforcement. Foreign diplomats must undergo extensive briefings on Kreetassan customs before setting foot on their world or docking at their stations.

Foreign Relations:

- **United Earth / Starfleet:** Initially strained by repeated Human cultural blunders, but ultimately productive. The Kreetassans respect Starfleet's willingness to learn, adapt, and perform required atonement when blunders occur.
- **The Vulcan High Council:** Warm and respectful. Vulcans, with their logical composure and strict decorum, find Kreetassan emphasis on order and rule-bound behavior predictable and easy to navigate.
- **Trade Partners:** The Kreetassans maintain active commercial ties with numerous regional powers, functioning as an essential trading node for specialized ship components and industrial catalysts.

Kreetassan Technology & Starships

Kreetassan engineering reflects their culture: highly organized, symmetric, and impeccably maintained.

Warships & Cargo Cruisers: Kreetassan starships feature distinctive, boxy yet elegant hull designs with intricate geometric paneling. They are well-armed with heavy plasma cannons, defensive energy grids, and specialized tractor arrays.

Plasma Engineering: Kreetassans excel in advanced plasma dynamics and power distribution systems. Their plasma injectors and warp conduits are highly sought after by regional species for their reliability and output efficiency.

Warp Capability: Kreetassan vessels comfortably cruise between **Warp 4.5 and Warp 5.0**, making them fully competitive with contemporary Vulcan, Mazarite, and Starfleet ships.

Gamemaster Hooks & Campaign Integration

The Protocol Minefield: The Player Characters are assigned to negotiate an urgent trade agreement for rare dilithium or ship parts at a Kreetassan orbital station. Before negotiations can even begin, the crew must successfully navigate a gauntlet of hyper-specific social rituals without committing a catastrophic cultural blunder.

Ritual of Atonement: An NPC or Player Character accidentally violates a subtle Kreetassan taboo (e.g., wearing the wrong color during a sacred solstice, or bringing an unauthorized animal/item onto a landing pad). The crew must complete a complex, high-stakes ritual on the Kreetassan homeworld to prevent a trade embargo or ship impoundment.

Sabotaged Offerings: While the crew is attending a ceremonial diplomatic summit, a rival faction (such as Orion raiders or Nausicaan mercenaries) covertly desecrates a sacred Kreetassan monument and frames Starfleet, forcing the PCs to investigate the crime and find the real culprits before open hostilities break out.

The Ktarian Sovereignty

"True power is not exercised through open conquest or raw firepower, but through subtle influence, technological subtlety, and long-range political maneuver."

Overview & History

The Ktarians are an advanced, warp-capable humanoid species originating from the Alpha Quadrant. In the mid-22nd century, the Ktarians operate as a respectable, technologically sophisticated regional power. While outward-facing Ktarian vessels participate in regional commerce and diplomatic exchanges, Ktarian intelligence networks are widely known among neighboring worlds for their covert gathering of tactical cartography and political espionage.

During the 22nd century, the Ktarians maintain a cautious posture toward the expanding influence of the Vulcan High Council and the fledgling Coalition of Planets movement led by United Earth. Ktarian strategic doctrine prioritizes subtlety, psychological manipulation, and technological subversion over direct fleet engagements. This philosophy would persist into later centuries, most famously manifesting in the late 24th century when the Ktarian government attempted to covertly conquer Starfleet using mind-altering optical gaming devices. In the 22nd century, however, the Ktarians focus their efforts on establishing covert outposts, mapping subspace corridors, and monitoring trade routes throughout the Alpha and Beta Quadrant borderlands.

Culture & Society

Ktarian society is structured, highly analytical, and places immense value on discretion, intellectual patience, and personal self-control.

- **Appearance:** Ktarians are humanoids physically distinguished by prominent, elegant bifurcated forehead ridges that form a distinct "V" pattern extending upward into the hairline, along with pronounced, sweeping cheekbone contours and light to olive complexions.
- **Reproduction & Physiology:** Ktarian biology is notable for its unique reproductive traits. Ktarian pregnancies last significantly longer than those of Humans (often lasting around 18 months), resulting in deep familial bonds and an intense cultural devotion to lineage protection and child rearing.
- **Subtle Manipulation:** In Ktarian philosophy, achieving an objective through overt force is viewed as a clumsy failure of intellect. True mastery is demonstrated when an opponent is guided into making decisions that serve Ktarian interests without ever realizing they have been influenced.

Government & Faction Dynamics

The Ktarian homeworld and its colonial interests are governed by the **Ktarian Sovereignty**, overseen by a council of Sector Administrators and High Strategists.

- **The Directorate of External Affairs:** Handles official diplomatic relations, commercial treaties, and sector border monitoring.
- **Ktarian Intelligence & Subversion Bureau:** A covert apparatus tasked with infiltration, signals intelligence, and long-range tactical planning along foreign borders.
- **Foreign Relations:**
    - **United Earth / Starfleet:** Viewed with calculating curiosity. Ktarians monitor Starfleet's rapid expansion with caution, assessing whether Humans represent a useful buffer state or a long-term threat to Ktarian sector dominance.
    - **The Vulcan High Council:** Tense and competitive. Ktarians view Vulcan logic as rigid and predictable, frequently testing Vulcan sensor boundaries with stealth reconnaissance craft.
    - **Orion Syndicate & Mercenaries:** Practical and distant. Ktarians occasionally employ third-party Orion or Nausicaan brokers to conduct covert operations while maintaining absolute plausible deniability.

Ktarian Technology & Starships

Ktarian technology is sleek, highly refined, and heavily optimized for stealth, long-range scanning, and psychological or technological countermeasures.

Survey Cruisers & Stealth Escorts: Ktarian starships feature swept, aerodynamic hull geometries with smooth, metallic finishes. They are equipped with high-resolution long-range sensor arrays, defensive phase-disruptors, and specialized sensor-dampening hull coatings to avoid early detection.

Sub-space Interference & Neural Tech: Ktarian engineers excel in sub-space communications jamming, localized sensor deception, and experimental bio-neural interface systems.

Warp Capability: Ktarian starships operate comfortably between **Warp 4.8 and Warp 5.0**, allowing them to match the tactical speed and range of contemporary Vulcan, Andorian, and early Starfleet vessels.

Gamemaster Hooks & Campaign Integration

The Silent Observer: While surveying an uncharted system or investigating a subspace anomaly, the Player Characters detect a stealthy Ktarian reconnaissance ship monitoring their movements. When questioned, the Ktarian captain claims to be conducting routine cartography, but the PCs discover the ship is mapping Starfleet emergency rendezvous codes.

Mind Games: A civilian trade station or Starfleet outpost experiences a sudden wave of irrational behavior, memory loss, or technical sabotage. The PCs must investigate

the colony and uncover a covert Ktarian operative using experimental bio-neural dampeners to manipulate local leadership.

The Infiltration Vector: The crew is tasked with escorting a Ktarian diplomatic delegation to a neutral peace summit. During the voyage, the PCs discover one of the delegates is an undercover intelligence officer attempting to plant a sophisticated listening device inside the station's primary communications relay.

The Lorillian Matriarchal Council

"Space is vast and cold, but a mother's embrace is warmer than any star. Protect the young, honor the bond, and no darkness in the galaxy can overcome you."

Overview & History

The Lorillians are a warp-capable humanoid species native to the Alpha Quadrant. By the mid-22nd century, Lorillian space encompasses a modest territory of peaceful trading outposts, agrarian colonies, and deep-space transport routes.

Lorillians are renowned among regional warp-faring cultures for their exceptional longevity, deeply nurturant familial bonds, and specialized biological adaptations related to child rearing. First contact between United Earth and the Lorillians occurred during the mid-22nd century, when Starfleet vessels transiting the Alpha Quadrant encountered Lorillian long-range freighters operating along established interstellar commerce lanes near Vulcan and Denobulan space.

Culture & Society

Lorillian society is peaceful, communal, and organized around clan lineages, storytelling traditions, and maternal authority.

Appearance: Lorillians are humanoids who physically resemble Humans or Betazoids, with smooth features and expressive eyes.

Infrasound Communication & Nursing: The defining physiological trait of the Lorillians is their unique infant care and developmental biology. Lorillian mothers nurse their infants inside specialized, protective biological pouches until early childhood. Furthermore, Lorillian mothers and young communicate using high-frequency infrasound and specialized respiratory cues that are completely imperceptible to most other humanoid species.

Cultural Ethics: Lorillians place supreme value on non-violence, family preservation, and emotional harmony. Conflict is viewed as a failure of patience. When forced into hazardous situations, Lorillians prioritize the protection of the young and elderly above all else.

Government & Interstellar Standing

Lorillian territory is governed by the **Lorillian Matriarchal Council**, an assembly of senior clan mothers and trade representatives.

The Preservation Guilds: Administrative bodies that oversee colony agricultural distribution, interstellar transport safety, and pediatric health science across Lorillian space.

Foreign Relations:

- **United Earth / Starfleet:** Warm and friendly. Lorillians appreciate Humans' empathetic nature and respect Starfleet's open, scientific mission parameters.
- **Denobulan Planetary Union:** Excellent relations. Lorillians frequently participate in the Interspecies Medical Exchange, sharing pediatric bio-data and cellular development research with Denobulan physicians.
- **The Vulcan High Council:** Peaceful, formal diplomatic ties. Vulcans view Lorillian societal stability and non-aggressive policies as a welcome presence in the sector.

Lorillian Technology & Starships

Lorillian technology emphasizes life-support comfort, biological safety, and efficient long-distance freight transit rather than heavy militarization.

Transport Ships & Family Freighters: Lorillian starships are designed with soft, curved interior architectures, modular living bays, and advanced environmental regulation systems specifically calibrated for multi-generational crews and young children.

Defensive Capability: Lorillian vessels rely on multi-phase deflector shields, automated engine dampeners, and long-range sensor arrays to detect and avoid spatial hazards or commerce raiders well before an engagement occurs.

Warp Capability: Lorillian transports operate between **Warp 4.0 and Warp 4.6**, focusing power output on reactor longevity and life-support stability rather than high warp speeds.

Gamemaster Hooks & Campaign Integration

Silent Signal: While investigating a distress call from an abandoned orbital station or damaged transport, the Player Characters' sensors fail to detect any verbal transmissions. However, a crew member or sensor sweep picks up strange, high-frequency acoustic vibrations, discovering a Lorillian mother and child communicating silently in hiding to avoid hostile scavengers.

Medical Exchange: Dr. Phlox or a Starfleet medical officer requests the PCs' assistance in escorting a Lorillian medical team carrying sensitive biological culture samples through a sector plagued by Orion pirates.

The Sanctuary Haven: The crew's ship is damaged near a Lorillian trade sanctuary. To secure docking privileges and repair facilities, the PCs must agree to non-military station protocols and assist the station's caretaker with an environmental life-support emergency.

The Malurian Union

"Where others see pristine worlds or fragile ecosystems, the Malurian mining cartels see raw tonnage, unrefined isotopes, and profit margins waiting to be extracted."

Overview & History

The Malurians are a technologically advanced, warp-capable humanoid civilization operating across the Alpha and Beta Quadrants in the 22nd century. Primarily an industrial and mercantile culture, Malurian society is dominated by resource acquisition, heavy mining cartels, and deep-space prospecting. They are infamous throughout the sector for their environmentally destructive mining operations and complete disregard for pre-warp civilizations or indigenous biospheres standing between them and valuable mineral deposits.

In 2151, the Malurians established a covert, illegal mining installation on the inhabited planet Akaali. To refine the rare isotope *neodymium*, the Malurian mining crew deployed a heavily shielded subterranean reactor that dangerously contaminated the local water supply, causing a lethal plague among the pre-warp Akaali population. Captain Jonathan Archer and the crew of the *Enterprise* NX-01 intervened, destroying the refining facility and driving the Malurians off the planet. This confrontation exposed the ruthless lengths to which Malurian cartels will go to secure industrial resources away from the watchful eyes of regional space authorities.

(Note for Gamemasters: In the late 23rd century, the Malurian homeworld and its population of four billion were tragically eradicated by the rogue space probe Nomad. In the 22nd century, however, the Malurians are at the height of their industrial expansion.)

Culture & Society

Malurian culture is pragmatically capitalistic, unsentimental, and aggressively industrial. Environmental conservation is a alien concept to Malurian planners, who view planetary bodies purely as collections of exploitable materials.

Appearance: Malurians are distinct humanoids characterized by prominent, bumpy ridge structures covering their foreheads, temples, and cheekbones, often accompanied by dark or earth-toned complexions and sharp facial features.

Corporate Dominance: Individual loyalty among Malurians is pledged to mining guilds, resource syndicates, and trade conglomerates rather than broad ideological states. Social advancement depends entirely on resource yield, operational efficiency, and profit delivery.

Ethics & Exploration: The Malurians do not explore space out of curiosity or scientific interest; every deep-space expedition is a prospecting mission. They view pre-warp civilizations not with hostility, but with cold indifference, treating native populations as minor logistical obstacles or collateral damage.

Government & Cartel Structure

The Malurian homeworld and its colonial interests are overseen by the **Malurian Union**, an oligarchy composed of directors from the largest mining syndicates.

Mining Operations Divisions: Highly autonomous corporate units equipped with heavy industrial starships, orbital survey platforms, and mobile refining reactors.

Security & Enforcement: Cartels employ private mercenary units and armed overseers to protect claims, enforce labor discipline, and eliminate competing prospectors or local native resistance.

Foreign Relations:

- **United Earth / Starfleet:** Hostile and distrustful following the Akaali incident. Malurians view Starfleet officers as idealistic, meddlesome morality police who interfere with legitimate commerce.
- **Orion Syndicate & Nausicaans:** Regular business partners. Malurians frequently hire Nausicaan mercenaries for site security and sell unrefined ores through Orion black-market brokers.
- **Vulcan High Council:** Cautious respect. Malurians avoid operating openly within Vulcan-patrolled sectors, preferring isolated or unaligned star systems to conduct high-risk extraction.

Malurian Technology & Starships

Malurian technology is heavy, durable, and heavily customized for industrial earth-moving, deep-crust drilling, and mineral processing.

Industrial Transports & Survey Ships: Malurian vessels are boxy, heavily armored, and function as combined warships and mobile refining stations. They feature powerful tractor beams, industrial-grade plasma cutters, and heavy particle cannons capable of double-duty as mining blasters and ship-to-ship weapons.

Subterranean & Environmental Shielding: Malurian mining technology utilizes high-output subterranean force fields and radiation dampeners designed to hide illegal surface operations from orbital sensor scans.

Warp Capability: Malurian industrial freighters cruise between **Warp 4.0 and Warp 4.6**, designed to transport thousands of tons of dense ore rather than achieve high tactical speeds.

Gamemaster Hooks & Campaign Integration

The Silent Poison: The Player Characters arrive at an unaligned or pre-warp world to conduct survey work, only to discover the population dying from a mysterious illness. Investigation reveals a hidden, heavily armed Malurian drill site leaching radioactive isotopes into the planetary crust.

Claim Jumpers: A civilian freighter crew or independent colony hires the Player Characters to defend their asteroid mining claim from an aggressive Malurian cartel attempting to seize the system through intimidation and illegal orbital blockades.

Black-Market Isotope: A high-ranking Malurian syndicate director offers to trade restricted warp-core catalysts or rare dilithium matrices to the Player Characters in exchange for classified Starfleet cartographic data on unexplored, resource-rich sectors.

The Mazarite Republic

"The Mazarite government presents a polished, diplomatic face to the Quadrant, but beneath that refined veneer lies a web of institutional corruption and fiercely protected state secrets."

Overview & History

The Mazarites are a warp-capable humanoid civilization originating from the planet Mazar. In the mid-22nd century, the Mazarite Republic maintains a respectable regional standing, known for its formal diplomatic protocol and disciplined military. However, their society struggles with deep-seated institution corruption within the government and military. Even the highest ranks are infiltrated by a large criminal organization.

In 2152, the political instability came to a head, when Mazarite officials and even the Magistrate, quietly requested assistance from the Vulcan High Command to root out a powerful criminal syndicate operating at the highest levels of their government. Vulcan Ambassador V'Lar conducted a covert investigation, uncovering evidence that implicated high-ranking Mazarite officials and military people. To safely extract V'Lar before the syndicate coul assassinate her, a false criminal expulsion was staged, relying on Starfleet's Enterprise NX-01 for transport. Corrupted Mazarite naval commanders dispatched warships to intercept the Enterprise, demonstrating both the reach of their corruption and their willingness to engage in aggressive interspecies skirmishes to preserve state secrets.

Culture & Society

Mazarites value order, propriety, and hierarchical authority. To outside observers, Mazarite society appears immaculate, highly structured, and governed by strict civil decorum.

Appearance: Distinct facial features include prominent dark-pigmented skin flaps running along the temples from eyebrow to ear. Males traditionally wear their dark hair pulled back into tight ponytails, punctuated by two distinct silver-white streaks along the sides.

Social Structure: Status on Mazar is tied to political lineage and bureaucratic placement. Public reputation is paramount, making backroom deals, blackmail, and political maneuvering common tools among the ruling elite.

Attitude Toward Outsiders: While polite and formal during diplomatic encounters, Mazarites are inherently suspicious of foreign interference. They prefer strict bilateral treaties over broad regional alliances like those championed by early Starfleet.

Government & Interstellar Relations

Officially, Mazar is governed by the Mazarite High Council, an elected parliamentary body that oversees legislative policy, planetary defense, and foreign affairs. In practice, large factions of the High Council and its executive ministries are thoroughly infiltrated by a powerful criminal syndicate operating within the highest tiers of government. This shadow cartel utilizes state assets to manage black-market trade lanes, extortion rackets, and illegal technology transfers across the sector.

In interstellar politics, the Mazarite Republic maintains formal diplomatic channels with several prominent Alpha Quadrant powers:

The Vulcan High Command: Mazar enjoys active trade agreements and diplomatic relations with Vulcan. However, Vulcan intelligence maintains a wary eye on Mazarite political stability. In 2152, this relationship was put to the test when Vulcan Ambassador T'Pol assisted in the covert extraction of V'Lar, a veteran Mazarite criminal investigator who uncovered widespread treason in the government. Corrupt Mazarite officials deployed warships to intercept the *Enterprise* NX-01 and assassinate V'Lar before she could testify in front of the High Council.

United Earth & Starfleet: To Earth, Mazar represents one of many regional powers encountered during humanity's early voyages. While initial contacts were cordial, Mazarite law enforcement and naval captains view Starfleet's idealism with disdain, seeing human vessels as easy targets or unwanted meddlers in regional affairs.

Criminal Cartels & Border Factions: Off the books, corrupt Mazarite officials maintain lucrative partnerships with the Orion Syndicate, mercenary outfits, and rogue trade consortiums, using them as proxies to execute off-world operations without implicating the state.

Mazarite Technology & Starships

Mazarite technology in the 22nd century is comparable to contemporary regional powers, though slightly inferior to advanced Vulcan design.

Starships: Mazarite ships feature sleek, elongated hulls equipped with directed energy weapons and defensive shielding. They are optimized for swift intercept operations within home sector space.

Warp Capability: Mazarite vessels typically cruise between **Warp 4.5 and Warp 5.2**, making them faster than early Starfleet designs, but outmatched by Vulcan combat cruisers like the *Suurok*-class.

Gamemaster Hooks & Campaign Integration

The Whistleblower: Gamemasters can have Player Characters requested to transport a Mazarite official holding evidence against a local syndicate, forcing the crew to evade ruthless Mazarite patrol ships pursuing under false "extradition" warrants.

Smuggling Corridors: Player characters investigating Orion or Nausicaan piracy in the sector may trace black-market supply lines directly back to corrupt Mazarite planetary magistrates.

Border Disputes: Mazarite warships strictly enforce claim zones; a Starfleet or Cargo Authority vessel drifting near Mazarite territory might face aggressive boarding actions or extortion by rogue naval captains.

The Nausicaan Tribes

"Talk is for the weak. In the borderlands, force is the only currency that never devalues, and power belongs to those with the grip to hold it."

Overview & History

The Nausicaans are a notoriously aggressive, large-framed, warp-capable humanoid species originating from Nausicaa in the Alpha Quadrant. By the mid-22nd century, Nausicaans are universally recognized across regional space as volatile heavy shock troops, mercenaries, space pirates, and lawless enforcers for powerful criminal syndicates like the Orions.

Lacking a unified, peaceful diplomatic presence on the galactic stage, Nausicaans thrive in lawless frontier sectors, asteroid belts, and unaligned trade lanes. First contact between Humans and Nausicaans predates Starfleet’s exploration era, as Human freighter crews on the Vega and Alpha Centauri runs frequently fought off Nausicaan raiding parties. In 2151, the *Enterprise* NX-01 intervened when Nausicaan pirates ambushed the Earth freighter *Fortunate*, exposing the ongoing threat Nausicaan commerce raiders posed to cargo shipping before the formation of the Coalition of Planets.

Culture & Society

Nausicaan culture is anarchic, brutal, tribal, and governed strictly by physical dominance, intimidation, and raw martial skill.

Appearance: Nausicaans are tall, heavily built humanoids standing well over two meters. They are easily distinguished by pale or greyish textured skin, prominent tusks protruding from their lower jaws, facial bone ridges, and deep-set eyes beneath heavy brows.

Might Makes Right: Social hierarchy among Nausicaan bands is determined by combat prowess. A leader retains command only as long as they can physically

defeat any challenger. Softness, negotiation, or showing mercy is viewed as severe personal weakness.

Pastimes & Honor: Nausicaans take intense pleasure in competitive violence, gambling, and dangerous blood sports. Their idea of fun often involves severe physical injury to outsiders, and they hold zero respect for unarmed diplomats or pacifists.

Government & Faction Dynamics

The Nausicaan homeworld maintains little centralized governance, operating instead as a loose, chaotic network of warring warlords, pirate clans, and mercenary syndicates.

Mercenary Bands & Pirate Fleets: Independent Nausicaan captains control heavily armed boarding vessels, operating as privateers for hire. They sell their services as heavy infantry, enforcers, or bodyguards to the highest bidder, most notably the Orion Syndicate.

Foreign Relations:

- **United Earth / Starfleet:** Hostile. Nausicaans view Starfleet freighters and early exploration ships as prime targets for looting, hijacking, and extortion.
- **The Orion Syndicate:** Close, practical alliance. Nausicaans serve as the muscle for Orion slave operations, smuggling rings, and illegal auction houses.
- **The Vulcan High Council:** Tense avoidance. Nausicaan raiders generally avoid well-armed Vulcan battle cruisers, preferring to prey on weaker, isolated freighters.

Nausicaan Technology & Starships

Nausicaan engineering is utilitarian, heavily armored, and built specifically for intimidation, shipboarding, and brutal short-range fire support.

Raiders & Boarding Vessels: Nausicaan warships feature dark, asymmetric, angular hull designs bristling with forward armor, magnetic boarding clamps, and plasma weaponry.

Tactical Arsenal: Nausicaan ships carry high-yield particle cannons, pulse disruptors, and specialized engine-dampening torpedoes designed to disable a freighter's impulse engines without destroying the cargo hold.

Warp Capability: Nausicaan raiders operate between **Warp 2.0 and Warp 3.5**, prioritizing high sub-light acceleration, heavy shields, and rapid impulse maneuvers over deep-space exploration speeds.

Gamemaster Hooks & Campaign Integration

Ambush at the Belt: While escorting an unarmored civilian freighter through a remote asteroid field, the Player Characters' starship is ambushed by a pack of Nausicaan raiders using disabled distress beacons to lure prey into a choke point.

The Mercenary Escort: To navigate a dangerous sector controlled by Orion pirates, the PCs are forced to hire a team of crude Nausicaan mercenaries for security, and must keep them from mutinying or terrorizing the ship's crew during the passage.

Station Brawl: While docked at a neutral trade hub like Rigel X, a group of rowdy Nausicaan enforcers takes over the local promenade tavern and takes hostages. The PCs must resolve the situation without escalating it into a station-wide firefight.

The Osaarian Trade Federation

"Space does not belong to those who build empires, but to those who know how to hide in its shadows. Every derelict, every discarded hull, is a key to our survival."

Overview & History

The Osaarians are a spacefaring species and merchant civilization whose history was profoundly altered by their encounter with the Delphic Expanse. Before entering the Expanse, the Osaarians were known to the Vulcans primarily as merchants rather than pirates. Their transformation into a predatory raiding culture was therefore not an inherent characteristic of the species, but a consequence of their experiences within the dangerous region of space.

By 2153, several Osaarian vessels had become trapped inside the Expanse. According to the Osaarian pirate Orgoth, their ships initially attempted to leave after encountering the Expanse's spatial distortions. However, the surrounding thermobaric clouds prevented them from escaping. At least one Osaarian vessel was destroyed during their attempts to survive.

The Osaarians subsequently discovered that trellium-D could protect their vessels against the spatial anomalies. Once they had adapted their ships to the conditions of the Expanse, previously dangerous regions became hunting grounds. Ships damaged or immobilized by the anomalies became easy targets for Osaarian raiders.

Their methods became increasingly ruthless. Orgoth acknowledged that the Osaarians had initially avoided killing their victims, but eventually began killing without remorse. By the time Enterprise NX-01 encountered them in 2153, Osaarian raiders had become an established predatory force within the Expanse.

Their transformation placed them in direct conflict with Enterprise during the Xindi mission. After an Osaarian raiding party attacked Enterprise while the ship was disabled by a spatial anomaly, the pirates stole large quantities of antimatter and other supplies. They had also previously attacked a Xindi-Arboreal vessel and stolen its database, providing Enterprise with some of its earliest substantial intelligence concerning the Xindi.

Culture & Society

Osaarian society is pragmatic, evasive, and structured around survivalist clans and scavenging crews.

- **Appearance:** Osaarians are humanoids characterized by distinct, vertical facial ridges running down the center of their foreheads and nose bridges, accompanied by mottled skin tones, dark hair, and sharp, expressive eyes. They traditionally wear dark, multi-layered utilitarian leather gear fitted with concealed tools, scanning devices, and sidearms.
- **Merchant Origins:** The Osaarians were traditionally associated with commerce and merchant shipping. Their transformation into pirates represents a major historical development rather than an established cultural constant.
- **Scavenger Ethos:** Osaarians view open space as a dangerous wasteland where self-reliance is paramount. They do not view piracy as an inherent virtue, but as a necessary means of securing vital ship parts, dilithium, and life-support technology in a hostile galaxy.
- **Secrecy & Concealment:** Having lived under the constant threat of larger regional predators, Osaarians are masters of camouflage. They construct covert hideouts inside hollowed-out asteroids, dense spatial nebulae, and debris fields, using specialized sensor-dampening fields to keep their communities hidden.

Government & Interstellar Relations

The Osaarians are organized into a **Trade Federation**, a political and economic union that coordinates the interests of Osaarian merchants, commercial organizations, and member worlds. The Federation's government is closely intertwined with commerce, with political influence largely derived from control of trade routes, shipping interests, and access to valuable resources.

The Trade Federation is not necessarily a centralized military power. Much of its authority is exercised through commercial regulation, diplomatic agreements, tariffs, shipping rights, and the protection of Osaarian trade interests. Individual merchants and captains retain considerable autonomy, allowing Osaarian commercial vessels to operate throughout a large region of space without requiring direct governmental supervision.

Foreign Relations:

- **United Earth / Starfleet:** Hostile to cautious. While initial encounters involved piracy and boarding actions, the intelligence provided by Kessick established a tenuous historical connection between Earth and the Osaarians.
- **The Xindi & Sphere-Builders:** Fearful and submissive. In the Delphic Expanse, Osaarians were routinely coerced into serving as proxy scouts or raiders for superior Expanse factions.
- **Orions & Nausicaans:** Tense rivals. Osaarians frequently compete with Orion slavers and Nausicaan raiders for salvage rights over derelict starships and vulnerable trade lanes.

Osaarian Technology & Starships

Osaarian technology is sufficiently advanced to support **interstellar commerce, transporter operations, warp travel, energy weapons, and sophisticated starship systems**. Their ships are capable of operating independently for extended periods and possess the equipment necessary for both merchant activity and piracy.

Gamemaster Hooks & Campaign Integration

- **The Merchant's Return:** A legitimate Osaarian merchant vessel emerges from the Delphic Expanse and requests assistance from Starfleet. Its crew claims that they have no connection to the pirates. The player characters must determine whether they are dealing with legitimate merchants, former pirates seeking redemption, or a carefully constructed deception.
- **The Scavenger's Cache:** The Player Characters detect a faint Osaarian distress beacon emitting from deep inside a hazardous asteroid belt. Upon investigating, they find a hidden Osaarian depot housing salvaged technology from an extinct civilization, along with an automated defense system set to detonate if breached.
- **The Traitor's Intelligence:** An Osaarian captain approaches Starfleet offering classified sector charts and tactical routes through Orion-controlled space in exchange for asylum and emergency repairs to their vessel, drawing the wrath of pursuing Orion enforcers.
- **Ghost Ship Ambush:** While investigating a derelict freighter in an uncharted sector, the PCs discover too late that the ship is an Osaarian trap designed to lure rescue vessels into range of sub-space dampeners and boarding parties.

The Paraagan Executive Council

"A single spark, a single misstep, and an entire atmosphere burns. Caution is not merely our law; it is the thin boundary between life and ash."

Overview & History

The Paraagans are a peaceful, highly ceremonial warp-capable humanoid species native to the Alpha Quadrant. By the mid-22nd century, the Paraagans are best known across regional space for their major gas-mining and processing colony established on **Paraagan II**, a planet whose atmosphere is densely saturated with highly volatile, flammable tetrametric gas.

In 2152, the Paraagan colony on Paraagan II became the site of one of the most tragic and pivotal catastrophes in early Starfleet history. While attempting a routine atmospheric entry to land a shuttlecraft, the *Enterprise* NX-01's plasma exhaust inadvertently ignited the tetrametric gas in the upper atmosphere. The resulting firestorm incinerated the Paraagan mining settlement, killing all 3,600 colonists instantly. Devastated and wracked with guilt, Captain Jonathan Archer nearly faced the cancellation of Starfleet's entire deep-space exploration program. However, a temporal

investigation led by Captain Archer and Agent Daniels revealed that the catastrophe was actually a sabotage operation conducted by the **Suliban Cabal** using a covert plasma device, successfully clearing Earth and the Paraagans of accidental negligence.

Culture & Society

Paraagan society is reserved, deeply ceremonial, and governed by strict protocols of environmental safety, physical discipline, and community responsibility.

- **Appearance:** Paraagans are humanoids characterized by distinct, prominent cranial ridges and sweeping bone contours along their foreheads and temples, accompanied by soft, expressive features and formal attire.
- **Social Evolution & Male Rights:** Historically, Paraagan society functioned as a strict matriarchy. However, during the 2140s, Paraagan males made significant cultural and political strides toward equal rights, reshaping their legal frameworks and leadership councils into a more egalitarian structure just prior to Earth's first contact with them.
- **Funeral Customs & Ceremonies:** The Paraagans are a deeply ceremonial race with rich spiritual traditions regarding death and mourning. Crucially, their sacred funeral customs strictly depend on the existence of physical remains. This made the tragedy at Paraagan II especially devastating for Paraagan culture, as the catastrophic firestorm vaporized the entire population, leaving no physical remains for their families to perform traditional burial rites.

Government & Interstellar Standing

Paraagan territory is governed by the **Paraagan Executive Council**, a administrative body composed of Sector Directors, Mining Overseers, and Safety Commissioners representing both male and female civic leaders.

- **The Industrial Directorate:** Manages deep-space mining installations, atmospheric processing stations, and gas-refining trade routes throughout Paraagan space.
- **Foreign Relations:**
    - **United Earth / Starfleet:** Tense initially, but restored. While the destruction of Paraagan II strained relations to the breaking point, the revelation of Suliban sabotage exonerated Starfleet, allowing for quiet diplomatic and economic reconciliation.
    - **The Vulcan High Council:** Respectful and formal. Vulcans appreciate Paraagan procedural discipline and have historically assisted them with industrial safety audits and atmospheric monitoring.

    - **Klingon Empire & Raiders:** Guarded. Paraagan gas-refining platforms are frequent targets for regional pirates and Klingon raiders seeking raw energy catalysts.

Paraagan Technology & Starships

Paraagan technology is engineered for high stability, hazardous-environment processing, and non-igniting propulsion systems.

- **Atmospheric Transports & Mining Ships:** Paraagan vessels feature rounded, durable hull profiles designed to withstand high atmospheric pressures and corrosive gas environments. They utilize specialized intake dampeners, sealed magnetic shielding, and cold-reaction thrusters to prevent sparking in volatile atmospheres.
- **Refining Stations:** Paraagan industrial stations are massive, heavily compartmentalized platforms equipped with automated fire-suppression fields and blast-containment bulkheads.
- **Warp Capability:** Paraagan starships operate between **Warp 4.0 and Warp 4.6**, focusing power reserves on life support, thermal shielding, and hazardous cargo containment.

Gamemaster Hooks & Campaign Integration

- **The Void of Mourning:** A Paraagan delegation requests Starfleet's assistance using high-resolution sensor arrays to scan the site of a disaster or destroyed ship. The PCs realize the Paraagans aren't looking for black box data, but are desperately searching for microscopic organic traces so they can fulfill their ceremonial funeral rites for lost loved ones.
- **The Sabotaged Refinery:** While docked at a Paraagan atmospheric processing station to trade for dilithium catalysts, the Player Characters uncover a covert plot by a mercenary faction to detonate the station's gas collectors and frame a rival regional power.
- **Reform and Reaction:** The PCs are tasked with escorting a Paraagan diplomatic mission involving newly appointed male council members to a trade summit. They must navigate tension from traditionalist Paraagan factions who oppose the recent social reforms toward equality.

The Rigellian Trade Commission

"Rigel is not a world, it is an engine of commerce. On these planets, everything has a price, every contract is sacred, and morality is defined by market stability."

Overview & History

The Rigellian complex, centered around the massive star Rigel (Beta Orionis), is one of the most populous, economically vital, and multi-species star systems in known

space. In the mid-22nd century, the Rigel system serves as the undisputed commercial crossroads of the Alpha and Beta Quadrants.

Rather than a single unified species, "Rigellian" often refers to the dominant, warp-capable species originating from the system, particularly the **Rigellians of Rigel X**, as well as the diverse multi-species coalition operating under the broad umbrella of the Rigellian Trade Trade Federation. In 2151, Starfleet made first contact with the system when the *Enterprise* NX-01 tracked a wounded Suliban operative to the bustling trade hub on Rigel X. Captain Jonathan Archer and his crew discovered an overwhelming, multi-layered urban landscape filled with open-air bazaars, exotic spice dens, syndicate brokers, and interspecies shipyards, exposing Earth to the raw, unregulated frontier of interstellar commerce.

Culture & Society

Rigellian society is unapologetically mercantile, pragmatic, and stratified around wealth, guild standing, and trade networks.

- **Appearance:** The dominant Rigellian species are humanoids characterized by prominent, sculpted facial bone structures running across the cheeks, brow, and temples, often accompanied by pale or yellow-tinted complexions and formal, multi-layered robes adorned with trade seals.
- **Multi-Species Hegemony:** The Rigel system encompasses multiple inhabited worlds (ranging from Rigel IV to Rigel X), inhabited by distinct species including the reptilian Rigelian chelons, humanoid traders, and various resident populations of Orions, Nausicaans, and independent merchants.
- **The Law of the Exchange:** Rigellians view free trade as the ultimate civilizing force. Business contracts are enforced with ruthless efficiency by corporate tribunals. Ethics are viewed through the lens of transactional integrity: breaking a written contract is treated as a severe crime, whereas aggressive price gouging or cutthroat competition is admired.

Government & Faction Dynamics

The Rigel system is governed by the **Rigellian Trade Commission**, an assembly of Guild Masters, Syndicate Barons, and Planetary Trade Administrators.

- **The Planetary Trade Guilds:** Autonomous corporate bodies that control shipyards, dilithium exchanges, orbital docks, and agricultural production across the system.
- **Security & Law Enforcement:** System defense is handled by private corporate navies and mercenary escorts rather than a single standing military. Security forces prioritize protecting trade corridors, cargo vaults, and station promenades from piracy.
- **Foreign Relations:**

- **The Orion Syndicate:** Intimately connected. While the Rigellian government maintains an official veneer of legal commerce, Orion syndicates operate freely throughout Rigel's orbital markets, running black-market auctions and slave trades in lower levels.
- **United Earth / Starfleet:** Viewed as prospective trading partners with naive legal standards. Rigellians welcome Human trade ships but strictly enforce docking fees, port taxes, and clearance permits.
- **Vulcan High Council:** Regular trade partners. Vulcans maintain diplomatic outposts in the Rigel system to monitor commercial stability and contain Orion syndicate expansion.

Rigellian Technology & Starships

Rigellian starship design emphasizes massive cargo capacity, heavy defensive shielding, and long-range endurance over sleek military aesthetics.

- **Commercial Transports & Freighter Cruisers:** Rigellian starships feature heavy, modular hull frames with prominent cargo pods and reinforced bow bulkheads. They are equipped with heavy tractor beam arrays, high-capacity deflector shields, and multi-phase energy cannons to deter commerce raiders.
- **Warp Capability:** Rigellian trade vessels operate comfortably between **Warp 4.5 and Warp 5.2**, focusing reactor output on structural dampening and subspace cargo stabilization for heavy freight loads.

Gamemaster Hooks & Campaign Integration

- **The Black-Market Auction:** While docked at the sprawling trade metropolis on Rigel X to procure specialized warp catalysts, the Player Characters uncover a covert auction selling stolen Starfleet technology or classified cartographic data.
- **Contract Enforcement:** A high-ranking Rigellian guild master hires the PCs as an impartial escort to deliver a valuable trade cargo through a sector plagued by Nausicaan raiders, only for the crew to discover the cargo holds a controversial political refugee or contraband item.
- **Corporate Sabotage:** Two competing Rigellian trade syndicates drag the crew into a web of industrial espionage aboard a deep-space repair station, forcing the PCs to navigate strict station laws to prevent a full-blown corporate war.

The Risian Hedony

Overview & History

Risa is a Class M world in the Beta Quadrant, home to the Risian people and one of the most famous pleasure destinations known to the interstellar powers of the early 22nd century. Risa was not naturally the tropical paradise for which it would later

become famous. Its native environment was plagued by violent weather and geological instability, but the Risians transformed their world through sophisticated weather-control and seismic-regulation technology. By the 22nd century, these systems had turned large portions of the planet into carefully maintained tropical resorts, beaches, gardens, and recreational areas.

By 2150, Risa had already developed a reputation among established spacefaring civilizations as a destination for relaxation and entertainment. Its reputation extended well beyond the Risian population, with visitors from numerous species travelling to the planet. Humans, however, were still largely unfamiliar with Risa. In 2152, the Enterprise NX-01 became the first known Human starship to visit the planet, giving its crew two days of shore leave. The visit demonstrated just how cosmopolitan Risa already was, while also introducing many Enterprise crew members to the opportunities and dangers of interstellar tourism.

Culture & Society

Risian society places considerable importance on personal freedom, pleasure, hospitality, and the pursuit of individual happiness. Their social customs are notably open by Human standards, particularly concerning romance and sexuality. The Risians' reputation for openness is expressed through the horga'hn, a traditional symbol associated with the practice of jamaharon and an invitation to intimate companionship.

Despite its reputation as a pleasure world, Risa should not be portrayed as a society without substance or responsibility. Its sophisticated environmental infrastructure, extensive hospitality industry, and ability to accommodate visitors from numerous worlds require considerable organization and technical expertise. Risians have consequently developed a culture in which providing visitors with memorable experiences is regarded as an important part of their society.

Government & Economy

Risa is governed by the **Risian Hedony**, a native planetary government whose primary concern is maintaining the stability and prosperity of the world. Tourism is the foundation of the Risian economy, with resorts, entertainment, recreation, hospitality, and associated services catering to visitors from across the known regions of space.

Risa's prosperity also makes it attractive to less reputable elements. Large numbers of wealthy visitors, transient populations, and relatively relaxed social customs provide opportunities for thieves, confidence artists, smugglers, and other criminals. The events surrounding the Enterprise's 2152 visit demonstrate that even a sophisticated and apparently idyllic tourist destination is not free from crime.

Technology & Infrastructure

Risa possesses technological capabilities considerably beyond those required merely to survive on a Class M world. Its most remarkable achievement is its planetary environmental-control network. Weather-control systems regulate the planet's climate,

while seismic regulators mitigate the geological instability that historically made large areas of Risa dangerous to inhabit.

Much of the resort infrastructure is highly automated, allowing the planet to accommodate large numbers of visitors while maintaining the appearance of an effortless paradise. This technological mastery is one of the reasons Risa can transform its natural environment into a controlled recreational landscape without completely abandoning its tropical character.

Risa in 2150–2155

During the Enterprise era, Risa represents a very different kind of destination from the frontier worlds normally encountered by Human explorers. It is neither an unexplored planet nor a major military power, but a mature interstellar society already participating in a wider network of commerce and tourism.

The Enterprise's 2152 visit marks an important moment in Human contact with Risa. Captain Archer and his crew encounter a world where alien cultures, languages, customs, and criminal elements exist side by side, offering Humans an early glimpse of the increasingly interconnected society beyond their immediate sphere of influence. Risa therefore makes an excellent setting for adventures involving shore leave, diplomacy, cultural misunderstandings, espionage, crime, or simply the everyday complications of Humans encountering a truly cosmopolitan alien society for the first time.

Gamemaster Hooks & Campaign Integration

Risa is ideal for adventures that temporarily move away from exploration and military threats. A crew visiting the planet for shore leave might become involved in theft, deception, espionage, or encounters with unfamiliar social customs, while the planet's environmental-control systems provide opportunities for sabotage or technological intrigue. The Enterprise's own 2152 visit demonstrates that even a seemingly carefree vacation on Risa can quickly become an unexpected Starfleet adventure.

The Skagarans

"We came to the Expanse to build a paradise on the backs of others, only to learn that freedom is an tide no chain can forever hold."

Overview & History

The Skagarans are a humanoid, warp-capable species originating from the Alpha or Beta Quadrant. In the 19th century, the Skagarans were an aggressive, technologically dominant expansionist power that relied heavily on forced labor and chattel slavery to build their interstellar infrastructure.

Around the 1860s (Earth reckoning), a Skagaran vessel commanded by a captain named **Cooper** abducted roughly 6,000 Humans from the American Old West to serve as slave labor on a wilderness planet inside the Delphic Expanse. However, during the colony's establishment, a Human slave named **MacReady** led a successful, bloody uprising against their captors. MacReady executed Cooper, destroyed the

Skagaran starship, and dismantled the Skagaran administrative apparatus. Over the following century, the dynamic completely inverted: the freed Humans established total control over the world (known colloquially as the "North Water" or "Wild West" colony), subjecting the surviving Skagaran population to systemic oppression, legal segregation, and prohibition from receiving an education or holding property.

In 2153, the *Enterprise* NX-01 under Captain Jonathan Archer discovered the planet while searching for the Xindi. Disturbed by the severe human rights violations committed by the Human population against the Skagarans, Archer intervened, enforcing legal equality and compelling the Human leadership to allow Skagaran children into schools and dismantle their segregationist laws.

Culture & Society

Skagaran culture underwent a profound, traumatic transformation from a proud, slave-holding empire into an impoverished, subjugated minority working to rebuild its identity.

- **Appearance:** Skagarans are humanoids characterized by prominent, rounded cranial ridges sweeping up along their foreheads and temples, distinct facial bone structures around the eyes, and pale to olive complexions.
- **The Legacy of Slavery & Subjugation:** Old Skagaran culture celebrated dominion, industrial mastery, and strict social hierarchies. Following MacReady's rebellion, however, generations of Skagarans grew up under oppressive Human laws that forbade them from reading, attending school, or owning land. As a result, 22nd-century Skagarans are cautious, quiet, and deeply resilient, holding onto their history through secret oral traditions and hidden family heirlooms.
- **Coexistence & Reform:** Thanks to Starfleet's intervention in 2153, modern Skagaran society is in the delicate process of integrating with the Human colonial population, asserting their civil rights while trying to heal a century of mutual hatred and fear.

Government & Planetary Dynamics

The Skagarans do not possess a sovereign interstellar state or independent navy in the 22nd century; their political existence is tied entirely to the **Delphic Expanse Colony**.

The Colonial Sheriff & Council: The planet's governance was historically held by a Human assembly and enforced by a colonial Sheriff. Following Archer's visit, a joint council was established to grant Skagaran community leaders equal voting representation and legal standing.

Foreign Relations:

- **United Earth / Starfleet:** Viewed with deep gratitude and caution. Captain Archer is remembered by the Skagaran people as a savior who restored their

basic civil rights, though they remain wary of off-world Humans due to their historical captors.
- **The Xindi & Expanse Factions:** Isolated. The Skagaran-Human colony remained largely cut off from broader Expanse politics due to the surrounding spatial anomalies, surviving on agrarian trade and localized mining.

Skagaran Technology & Starships

While ancient Skagaran civilization possessed advanced warp technology and energy weaponry in the 19th century, their technological base was completely destroyed during MacReady's rebellion.

- **Historical Warships:** 19th-century Skagaran starships were robust, warp-capable troop transports and slaver vessels equipped with energy shields, tractor beams, and early particle cannons.
- **22nd-Century Colonial Era:** Having been denied access to advanced technology and education for a century, the Skagarans on the colony world were forced to live at a 19th-century frontier level of technology, utilizing steam power, horses, kinetic firearms, and basic agrarian tools alongside their Human neighbors.

Gamemaster Hooks & Campaign Integration

- **The Hidden Stash:** Skagaran laborers working a mine on the colony world unearth the buried, intact command module of Captain Cooper's original 19th-century starship. Old prejudices flare up as Human colonists fear the Skagarans will use the alien weapons to retaliate, and the Player Characters must mediate the crisis.
- **Off-World Kin:** A long-range survey vessel encounters a distant Skagaran trading outpost outside the Delphic Expanse that never knew what happened to Cooper's lost expedition. When they learn their distant kin were enslaved by Humans, the crew must prevent a fleet of Skagaran revanchists from launching a punitive strike against the frontier colony.
- **The Educational Exchange:** Dr. Phlox or a Starfleet science officer organizes an educational mission to supply the colony with medical technology and teachers. The PCs are assigned as security and must protect the integrated schoolhouse from radical Human or Skagaran insurgents seeking to undermine the fragile peace.

The Suukaalai Biosecurity Command (Tret's Species)

"We do not enforce this blockade out of malice, but out of absolute necessity. If that pathogen escapes this dead world, your species, and every species you know, will cease to exist."

Overview & History

Tret's species is a warp-capable, highly disciplined humanoid civilization operating in the regional sector near the Loque'eque homeworld in the Alpha/Beta Quadrant

borderlands. Extremely protective of regional biosecurity, their recent history is defined by their encounter with the **Loque'eque**, an ancient civilization that, faced with its own extinction, created a hyper-virulent mutagenic virus designed to rewrite the DNA of any infected host organism, forcibly transforming them into a member of the Loque'eque species.

Recognizing the existential threat the airborne virus posed to all organic life in the sector, Tret's species established an unyielding, permanent planetary blockade and orbital quarantine around the Loque'eque homeworld. In 2153, the *Enterprise* NX-01 landed an away team on the planet, where Captain Archer, Commander Reed, and Ensign Sato were infected and rapidly began mutating into Loque'eque. Commander Tret's quarantine warship intercepted *Enterprise*, demanding the immediate destruction of the infected away team to prevent the virus from spreading off-world. Only through Dr. Phlox's swift synthesis of an antiviral cure was Captain Archer able to reverse the mutation and convince Commander Tret to stand down his plasma weapons, proving that the infection could be neutralized without executing the hosts.

Culture & Society

The culture of Tret's species is pragmatic, militaristic, and deeply risk-averse regarding biological and environmental hazards.

- **Appearance:** Members of this species are humanoids physically distinguished by pale, mottled grey-brown skin textures, prominent brow and cheekbone ridges, and sharp, calculating facial features. Officers traditionally wear dark, high-collared armored uniforms equipped with bio-hazard seals and personal scanner interfaces.
- **Biosecurity Ethos:** Having witnessed the catastrophic potential of mutagenic weapons and artificial viruses, their society views containment as a sacred duty. Sentimental concerns or individual lives are secondary to preserving the biological integrity of whole star systems.
- **Pragmatic Command:** Officers like Commander Tret are calm, resolute, and uncompromising under pressure. They do not act out of cruelty or territorial ambition, but out of a strict, logical adherence to protocols designed to safeguard the galaxy from biogenic threats.

Government & Fleet Command

Their territory is administered by a centralized planetary security authority, operating primarily through the **Regional Biosecurity Command**.

- **The Quarantine Blockade:** A dedicated task force maintained continuously in orbit around hazardous worlds, dead colonies, and biological containment zones.
- **Foreign Relations:**

- **United Earth / Starfleet:** Tense, but respectful. While initial contact nearly led to a lethal engagement over the infected *Enterprise* crew, Dr. Phlox's medical victory earned Starfleet genuine respect from Tret's command.
- **The Vulcan High Council:** Cooperative. Vulcans respect the species' logical, uncompromising stance on biosecurity protocols and maintain formal diplomatic channels with them.
- **Independent Traders & Scavengers:** Hostile. Scavengers attempting to land on quarantined worlds to collect ancient Loque'eque artifacts are fired upon without warning.

Technology & Starships

The starships of Tret's species are heavily armed, durable, and equipped with advanced biological containment, scan-and-neutralize arrays, and incineration systems.

- **Quarantine Patrol Frigates:** Warships belonging to this species feature smooth, sweeping hull designs constructed from high-density heat-resistant alloys. They carry high-yield plasma cannons, heavy deflector shields, and long-range bio-sensors capable of detecting genetic mutations aboard foreign vessels from extreme distances.
- **Incineration & Decontamination Systems:** Ships are built with specialized plasma-charge banks designed to perform orbital sterilization sweeps or cleanse biological hazardous materials on a cellular level.
- **Warp Capability:** Their warships operate comfortably between **Warp 4.2 and Warp 4.8**, optimizing engine output for long-term orbital station-keeping and rapid sub-light intercept maneuvers.

Gamemaster Hooks & Campaign Integration

- **Breach of Protocol:** A rogue group of Nausicaan scavengers manages to bypass the orbital blockade and land on the Loque'eque homeworld, seeking ancient technology. Tret's warship detects the breach and prepares an orbital sterilization sweep, forcing the Player Characters to land and capture the scavengers before the entire zone is incinerated.
- **The Mutagenic Sample:** While inspecting a derelict trade freighter, the PCs discover a sealed bio-container containing a dormant sample of the Loque'eque virus intended for the black market. As the container begins to degrade, the crew must choose between seeking Dr. Phlox's cure research or contacting Tret's species for immediate containment assistance.
- **Secondary Containment Zone:** Tret's fleet discovers a second, forgotten world where an off-world colony was infected centuries ago. They ask Starfleet to provide scientific officers and medical specialists to evaluate whether the population can be cured or if strict quarantine protocols must be enforced.

The Tandaran Domain

"Security is the primary duty of the state. In times of war, liberty is a luxury we simply cannot afford."

Overview & History

The Tandarans are a disciplined, authoritarian humanoid civilization originating from Tandar Prime. In the mid-22nd century, the Tandarans are defined by their grinding, multi-year conflict against the Suliban Cabal, a war that began in 2144. Having suffered terror attacks, sabotage, and guerrilla strikes from genetically enhanced Cabal cell ships, the Tandaran government transformed into a hyper-militarized police state consumed by national security paranoia.

This existential fear manifested in draconian wartime measures. Fearing internal subversion, the military high command forcibly rounded up thousands of civilian, non-Cabal Suliban who had peacefully settled in Tandaran sectors for generations. Internees were placed in remote detention complexes, such as Detention Complex 26, where they faced indefinite imprisonment without trial. In 2152, Captain Jonathan Archer and Ensign Travis Mayweather were detained at one such complex after accidentally crossing into restricted military airspace, bringing Starfleet face-to-face with Tandaran military doctrine and the human cost of their security apparatus.

Culture & Society

Tandaran society is stoic, bureaucratic, and fiercely xenophobic when threatened. Order and obedience to military directives are viewed as supreme virtues.

- **Appearance:** Tandarans are humanoids characterized by dark hair, stern expressions, and a distinct ridge running along the bridge of the nose.
- **The Security Paradigm:** Due to the infiltration tactics of the Cabal, Tandaran culture has abandoned traditional civil liberties in favor of absolute state control. Paranoia is pervasive; every alien traveler, refugee, or civilian is viewed as a potential spy, saboteur, or Cabal operative until proven otherwise.
- **Judicial Procedure:** While the Tandarans maintain a formal legal system on paper (including magistrates and tribunals), military commanders in field camps exercise virtually unchecked authority. Due process is routinely suspended under military regulations.

Government & Military Structure

Tandaran space is governed directly by **Tandar Prime** through a centralized military administration.

- **The Tandaran High Command:** The central military authority directing border defense, counter-insurgency operations, and wartime resource allocation.
- **Detention & Intelligence Infrastructure:** A network of heavily guarded prison facilities and internment camps scattered across isolated moons and border

sectors. The Tandaran military relies heavily on signals intelligence, strict airspace surveillance, and harsh interrogations.

- **Foreign Relations:**
    - **Suliban Nomads:** Subjected to systematic persecution, military roundups, and internment within Tandaran space, regardless of whether they have ties to the Cabal.
    - **United Earth / Starfleet:** Highly suspicious. Tandarans view Starfleet as naive and meddlesome, particularly after *Enterprise* interfered with Detention Complex 26.
    - **The Temporal Cold War:** Unbeknownst to most Tandaran officers, their war with the Cabal is heavily manipulated by future factions. Intelligence officers like Colonel Grat actively seek information on temporal incursions to gain an edge against the Cabal.

Tandaran Technology & Starships

Tandaran technology is heavily geared toward defense, sector patrol, and counter-stealth operations.

- **Patrol Cruisers & Defense Vessels:** Tandaran warships feature rugged, swept-wing hulls equipped with plasma cannons, heavy disruptors, and targeting arrays designed to lock onto small, agile craft.
- **Warp Capability:** Operating in the **Warp 4.5 to Warp 5.0** range, Tandaran ships are capable of rapid sector interception within their home systems.
- **Detention Technology:** Tandaran installations utilize high-energy force fields, sensor-dampening mesh grids, and heavily fortified perimeter defenses specifically designed to contain enhanced Suliban inmates.

Gamemaster Hooks & Campaign Integration

- **Behind the Perimeter:** A Starfleet shuttlecraft or civilian cargo ship suffers engine failure and drifts into a Tandaran exclusion zone. The Player Characters must negotiate with a inflexible Tandaran Colonel to recover their crew before they are transferred to a permanent internment facility.
- **Cabal Infiltration:** A Tandaran officer approaches the Player Characters with covert intelligence, claiming that high-ranking members of the Tandaran High Command have been replaced or compromised by genetically modified Cabal infiltrators.
- **The Refugee Convoy:** The crew encounters a convoy of non-combatant Suliban families fleeing an impending Tandaran military sweep. The Player Characters must decide whether to assist the refugees across the border, risking an escalating military skirmish with pursuing Tandaran warships.

The Takret Militia

"Outsiders see space as a frontier of trade and diplomacy. We see a grid of defensive sectors that must be secured through absolute force and unwavering vigilance."

Overview & History

The Takrets are a disciplined, militaristic, and territorial warp-capable humanoid species originating from the Alpha Quadrant. By the mid-22nd century, Takret society is entirely dominated by its planetary defense apparatus, known collectively as the **Takret Militia**. Governed by martial law and deep operational paranoia, the Takrets view foreign starships transiting near their borders not as potential trade partners, but as immediate tactical threats.

In 2152, United Earth made first contact with the Takrets under tense, volatile circumstances. Starfleet's *Enterprise* NX-01 was undergoing critical hull repairs inside a dense plasma nebula when a Takret patrol ship approached. Rather than engaging in standard diplomatic greetings, rogue Takret mercenaries boarded *Enterprise* under the guise of official Militia officers, attempting to hijack the starship and salvage its advanced systems. Captain Jonathan Archer and his crew, assisted by Commander Charles Tucker III hiding within the ship's maintenance catwalks, neutralized the hijackers, exposing the treacherous opportunism that often lurks within rogue Takret splinter groups.

Culture & Society

Takret culture is defined by martial hierarchy, operational security, and a cold, pragmatic view of interstellar relations.

- **Appearance:** Takrets are humanoids distinguished by prominent, deeply grooved facial ridges running along their foreheads, cheeks, and jawlines, giving them a hardened, weathered appearance. They typically wear utilitarian, heavily armored military fatigues denoting rank and squad affiliation.
- **Martial Mentality:** Individual identity in Takret society is inextricably linked to military service and unit cohesion. Deception, tactical ambushes, and boarding actions are viewed not as dishonorable acts, but as valid, practical tools of warfare.
- **Mercenary Factions:** Due to the decentralized nature of the Militia, rogue Takret captains and mercenary bands frequently operate independently in deep space. These splinter groups use official Militia clearance codes and patrol routes to extort, board, or salvage civilian freighters and vulnerable exploration vessels.

Government & Militia Structure

Takret space is governed directly by the **Takret High Command**, an executive junta composed of Senior Field Marshals and Sector Commanders.

- **The Sector Militia:** The primary standing force tasked with border patrols, orbital defense, and enforcing strict flight corridors around Takret-claimed worlds.
- **Mercenaries & Privateers:** Unofficial, semi-sanctioned boarding crews that operate on the fringes of Takret space. High Command routinely turns a blind eye to their illegal salvage operations as long as a portion of the captured technology is returned to the state.
- **Foreign Relations:**
    - **United Earth / Starfleet:** Hostile to guarded. Takret officers view Starfleet's open exploration policies as tactical foolishness and view their ships as prime targets for technological intelligence harvesting.
    - **Orion Syndicate & Nausicaans:** Frequent trade partners in black-market starship components, weapons, and illicit spatial cartography.
    - **Regional Powers:** Takrets avoid direct military confrontation with superior fleets like the Vulcans or Andorians, preferring to target isolated freighters, independent colonies, or damaged exploration vessels.

Takret Technology & Starships

Takret technology is rugged, heavily armored, and optimized for close-range shipboarding, tactical ambushes, and electronic warfare.

- **Patrol Cruisers & Boarding Vessels:** Takret warships feature sweeping, dark-hulled designs with heavy forward armor and integrated boarding clamps. They are equipped with high-output plasma cannons, spatial torpedo banks, and specialized dampening fields designed to disable enemy engines before launching boarding parties.
- **Nebula Navigation & Stealth:** Takrets excel at hiding inside hazardous spatial phenomena, using plasma nebulae, asteroid fields, and ion storms to mask their energy signatures while stalking prey.
- **Warp Capability:** Takret patrol craft operate between **Warp 4.2 and Warp 4.8**, focusing power output on impulse maneuverability, shields, and weapon recharge rates rather than long-range warp transit.

Gamemaster Hooks & Campaign Integration

- **The Boarding Party:** While anchored inside a nebula or asteroid field for repairs or sensor scans, the Player Characters' starship is stealthily approached and boarded by a squad of Takret mercenaries posing as an official patrol inspecting "unauthorized territorial transit."
- **Rogue Signal:** The crew intercepts a distress beacon from an unaligned civilian freighter, only to discover a Takret patrol cruiser lurking nearby, using the signal as bait to lure unsuspecting rescue vessels into a tactical trap.

- **Military Defector:** A high-ranking Takret Militia officer flees toward Starfleet space carrying classified sector maps and intelligence on Orion smuggling routes. The Player Characters must protect the defector from pursuing Takret interceptors intent on executing the traitor.

The Tarkalean Trade Guilds

"A Tarkalean tea, brewed properly, requires patience and precision. The same can be said for trade, diplomacy, and survival in a turbulent galaxy."

Overview & History

The Tarkaleans are an advanced, warp-capable humanoid species native to the Alpha Quadrant. By the mid-22nd century, Tarkaleans are established interstellar merchants, traders, and tavern proprietors operating along major trade routes, neutral stations, and borderland outposts across regional space.

Known for their distinct cultural exports, most notably **Tarkalean tea** and **Tarkalean sheep**, they maintain a peaceful, non-aggressive presence focused primarily on commercial enterprise rather than military expansion. In 2153, United Earth made first contact with Tarkaleans under tragic circumstances in the Delphic Expanse. The *Enterprise* NX-01 encountered a Tarkalean freighter adrift after being attacked by the **Borg** (referred to at the time simply as unknown cybernetic beings). Two Tarkalean crew members were assimilated and transformed into cybernetic drones, forcing Captain Jonathan Archer and Dr. Phlox to neutralize them aboard *Enterprise* before the nanoprobes could spread to the ship's systems.

Culture & Society

Tarkalean culture is practical, hospitable, and highly value-driven, revolving around trade networks, agrarian heritage, and social gatherings.

- **Appearance:** Tarkaleans are humanoids easily identified by distinct, heavily textured, pouch-like or folded skin contours around their cheeks and lower jawlines, along with prominent brow ridges and wide, expressive facial features.
- **Cultural Exports & Cuisine:** Tarkaleans take immense pride in their domestic traditions. Tarkalean tea is widely renowned across the Alpha Quadrant as a popular, soothing beverage served in taverns and diplomatic lounges from Earth to Vulcan. They are also known for raising Tarkalean sheep, valued for their wool and livestock trade.
- **Mercantile Temperament:** Tarkaleans are generally friendly, talkative, and pragmatic negotiators. They prefer peaceful resolution of conflicts, viewing military escalation as bad for commerce and community stability.

Government & Interstellar Standing

Tarkalean space is governed by the **Tarkalean Trade Guilds**, a cooperative body of merchant captains, regional administrators, and trade representatives.

- **Merchant Fleets:** Rather than maintaining a large standing navy, the Tarkaleans rely on armed commercial freighters and defensive convoy arrangements.
- **Foreign Relations:**
    - **United Earth / Starfleet:** Friendly and cooperative. Tarkaleans view Humans as eager, reliable trading partners and frequently dock at Starfleet bases or civilian outposts.
    - **The Vulcan High Council & Denobulans:** Peaceful diplomatic ties. Tarkaleans maintain active trade agreements for raw materials and agricultural goods with neighboring warp powers.
    - **Orion Syndicate & Raiders:** Vulnerable target. Because Tarkalean vessels are primary freighters, they are frequent targets for Orion slavers and Nausicaan raiders operating in unaligned space.

Tarkalean Technology & Starships

Tarkalean engineering emphasizes large cargo capacity, comfortable long-duration crew quarters, and reliable impulse and warp drives over heavy tactical weaponry.

- **Freighters & Cargo Cruisers:** Tarkalean starships feature sturdy, multi-decked hull designs built to carry bulk goods, livestock, and raw ores. They are equipped with industrial tractor beams, standard deflector shielding, and defensive phase cannons to repel minor raiders.
- **Warp Capability:** Tarkalean freighters operate comfortably between **Warp 4.0 and Warp 4.5**, prioritizing warp-core fuel efficiency and long-range stability.

Gamemaster Hooks & Campaign Integration

- **Derelict Signals:** The Player Characters detect an automated distress signal from a Tarkalean freighter drifting near an uncharted asteroid field. Upon boarding, they must determine whether the ship fell victim to pirate raiders or something far more sinister, like bio-technological contamination.
- **The Smuggled Cargo:** A Tarkalean merchant approaches the crew at a neutral spaceport like Rigel X, begging for escort protection against Orion enforcers who claim his cargo hold contains illegal contraband rather than agricultural exports.
- **Diplomatic Hospitality:** During tense negotiations between two rival regional powers aboard a starbase, the PCs are tasked with keeping the peace, and discover that a neutral Tarkalean trader's lounge serves as the unexpected backdrop where secret peace talks must take place.

The Tesnian Environmental Directorate

"To breathe another world's air is to invite its chaos into your very lungs. Adaptation is not a choice for us, it is the price of stepping beyond our shores."

Overview & History

The Tesnians are an environmentally sensitive, warp-capable humanoid species native to the Alpha Quadrant. By the mid-22nd century, Tesnian civilization maintains a modest interstellar presence, operating small trading vessels, scientific transports, and environmental research stations.

Because of their unique, highly specialized respiratory physiology, Tesnians rarely establish open-air surface colonies on alien worlds. Instead, they operate out of hermetically sealed habitats and environmental life-support enclosures. First contact between United Earth and the Tesnians occurred in 2152 under high-stress circumstances when a Tesnian freighter carrying 34 passengers suffered a catastrophic engine failure and hull breach near the *Enterprise* NX-01. Captain Jonathan Archer and his crew successfully rescued the surviving passengers, including a Tesnian male named **Inaaro**, and brought them aboard *Enterprise*. However, the rescue created an immediate medical emergency: the ship's standard Earth-like environment was toxic to the Tesnians, forcing Dr. Phlox to rapidly reconfigure cargo bays and life-support systems to replicate the dense, specialized atmospheric mixture required for their survival.

Culture & Society

Tesnian culture is cautious, family-oriented, and deeply appreciative of environmental safety, engineering precision, and communal solidarity.

- **Appearance:** Tesnians are humanoids who physically resemble Humans, characterized by soft facial features and distinctive, subtle skin patterning around their temples and cheekbones.
- **Respiratory Biology & Environmental Dependence:** The defining biological trait of the Tesnians is their extreme environmental sensitivity. Tesnians require a very specific, complex atmospheric gas mixture containing trace gaseous compounds (including high concentrations of argon and specific nitrogen isotopes) that differ significantly from standard Class-M or Earth-nitrogen-oxygen environments. Exposure to standard Class-M atmospheres causes rapid respiratory distress, cellular hypoxia, and toxic shock within minutes.
- **Social Cohesion:** Because they must live and travel in tightly regulated environmental quarters, Tesnians have developed an exceptionally patient, polite, and low-conflict social etiquette. Close living spaces are managed through quiet diplomacy, shared domestic rituals, and high mutual respect for personal space.

Government & Interstellar Standing

Tesnian space is administered by the **Tesnian Environmental Directorate**, a governing body composed of life-support engineers, atmospheric scientists, and regional transport directors.

- **Life-Support Enclaves:** Tesnian orbital stations and planetary domes are renowned for their incredible environmental filtration systems and triple-redundant atmospheric sealings.
- **Foreign Relations:**
    - **United Earth / Starfleet:** Grateful and friendly. The successful rescue of the Tesnian freighter crew in 2152 by the *Enterprise* established strong goodwill between Tesnian authorities and Earth.
    - **Denobulan Planetary Union:** Excellent relations. Denobulan physicians frequently collaborate with Tesnian researchers on exotic respiratory medicine and bio-environmental filtration systems.
    - **The Vulcan High Council:** Formal and peaceful. Vulcans respect Tesnian engineering discipline and non-aggressive border policies.

Tesnian Technology & Starships

Tesnian starships and stations are built around hyper-advanced, heavily compartmentalized life-support architectures designed to prevent atmospheric cross-contamination.

- **Freighters & Modular Transports:** Tesnian vessels feature rounded, pressure-sealed hull designs with thick insulation and modular environmental bays. Each section of a Tesnian ship can be completely isolated in the event of a hull breach or atmospheric scrub failure.
- **Environmental Adaptors:** Tesnian suits and shuttlecraft feature multi-stage atmospheric scrubbers, high-density gas filtration tanks, and specialized pressure regulators.
- **Warp Capability:** Tesnian transports operate comfortably between **Warp 3.8 and Warp 4.4**, prioritizing reactor safety, life-support power allocation, and structural integrity over raw speed.

Gamemaster Hooks & Campaign Integration

- **Atmospheric Failure:** While escorting a Tesnian transport through a sector experiencing subspace turbulence, a sudden power surge disables the transport's primary gas scrubbers. The Player Characters must rush to transport the Tesnian crew into an isolated cargo bay on their own ship and reconfigure its life-support systems before toxic shock sets in.
- **The Sabotaged Habitat:** A diplomatic summit hosted at a sealed Tesnian orbital station is thrown into chaos when a mercenary group or rogue faction

sabotages the station's main atmospheric manifold, threatening to flood the habitat with standard Class-M air unless their demands are met.

- **Exotic Bio-Filter:** A Starfleet science team discovers an ancient alien relic emitting toxic airborne spores inside a derelict ship. The PCs must seek out a specialized Tesnian bio-engineer whose unique expertise in scrubbers and gas filtration holds the key to safely containing the anomaly.

The Divine Realm (The Triannons)

"This Expanse is not a wilderness of chaos, but the sacred canvas of the Makers. Every sphere is a holy monument, and every breath we draw is by Their divine grace."

Overview & History

The Triannons are a deeply religious, warp-capable humanoid civilization native to the treacherous region known in the mid-22nd century as the Delphic Expanse. Their entire worldview, history, and social structure are dictated by their absolute devotion to the "Makers", the ancient, enigmatic beings who constructed the massive, space-warping Spheres scattered throughout the Expanse.

By 2153, the Triannons had been locked in a devastating, century-long holy war against their genetic and regional neighbors, the Skagaran-influenced **Illyrians** and rival Triannon factional schisms, over fundamental theological interpretations of the Spheres' purpose. When Starfleet's Enterprise NX-01 entered the Expanse to locate the Xindi, Captain Jonathan Archer encountered a Triannon zealot named D'Jamat. D'Jamat hijacked the Enterprise, intending to use its weapons to destroy his religious enemies, viewing the ship's technology as a tool granted by the Makers. The resulting clash exposed the tragic reality of Triannon civilization: while D'Jamat preached divine victory, their homeworld had already been reduced to a desolate, ash-covered wasteland by decades of relentless religious warfare.

Culture & Society

Triannon culture is defined by fundamentalist religious dogma, ritualistic purity, and total obedience to religious leaders.

Appearance: Triannons are humanoids physically distinguished by subtle, elegant facial ridges along the bridge of the nose, extending toward the forehead, often accompanied by pale to olive skin tones and formal, high-collared attire.

The Cult of the Makers: Triannons worship the Sphere-Builders (whom they know only as the Makers) as omnipotent deities. They view the Delphic Expanse not as a dangerous spatial anomaly, but as a holy sanctuary being reshaped into a paradise. The spatial anomalies generated by the Spheres are revered as divine miracles.

Theological Dogma & Schism: Triannon scripture governs every aspect of life. Their long war was fought over seemingly minute theological disputes, specifically,

whether the Makers created the Expanse in nine days or ten days. Questioning scripture or showing mercy to "heretics" is punishable by death or exile.

Government & Faction Dynamics

Triannon society is organized as a strict **Theocracy**, governed by High Clerics and Zealot Commanders.

The Clerical Council: Religious leaders who interpret the sacred texts, declare holy decrees, and command military forces.

Zealot Militants: Fanatical soldiers and ship captains who view martyrdom in defense of the Spheres as the highest honor achievable in life.

Foreign Relations:

Off-worlders & Non-Believers: Treated with extreme hostility or viewed as potential converts/vessels to be requisitioned for the holy war.

United Earth / Starfleet: Viewed initially as ignorant blasphemers who violate holy space by mapping the Spheres without ritual purification.

Sphere-Builders: Worshipped blindly. The Triannons are completely unaware that their "Makers" are trans-dimensional entities terraforming the Expanse to eradicate all organic life in the local space continuum.

Triannon Technology & Starships

Triannon technology is functional and militarized, though severely strained by decades of resource depletion from their civil war.

Warships & Boarding Vessels: Triannon starships are angular, but rather poor armed, due to the limited development of Triannon technology.

Sub-space Communications & Jamming: Triannons possess sophisticated subspace jamming networks designed to cut off enemy vessels from fleet support within the chaotic environment of the Delphic Expanse.

Warp Capability: Operating between **Warp 1.5 and 1.8**, Triannon vessels are far less developed than other warp drives.

Gamemaster Hooks & Campaign Integration

The Relic Hunter: The Player Characters discover a derelict Triannon warship floating near a Delphic Sphere. Inside, they find sacred cartographic logs detailing hidden passageways through anomaly-heavy sectors, but retrieving the data means dealing with surviving religious zealots who view the logs as holy scripture.

False Prophets: A fanatical Triannon faction attempts to capture a Starfleet or civilian research vessel, believing its warp core or sensor array contains the "sacred voice" of the Makers. The crew must retake their ship without destroying the boarding party, which would trigger a suicide protocol onboard.

Echoes of a Dead World: Entering the Triannon homeworld system for emergency repairs or shelter, the PCs discover the tragic remnants of their planetary devastation. While exploring the ruins of a sacred temple-city, they uncover evidence detailing the true, destructive nature of the Sphere-Builders' terraforming network.

The Vissians Federation

"Knowledge is the highest pursuit of a life well-lived. To explore the cosmos is not merely to map the stars, but to understand the profound diversity of existence itself."

Overview & History

The Vissians are an exceptionally advanced, peaceful, and scientifically driven warp-capable humanoid species operating in the Alpha and Beta Quadrants. In the mid-22nd century, the Vissian Kingdom stands as one of the most technologically sophisticated civilizations in known space, possessing sub-space travel capabilities, stellar exploration technology, and organic science that far surpass United Earth, the Andorian Empire, and even rival the Vulcan High Council.

In 2153, Starfleet made first contact with the Vissians when the *Enterprise* NX-01 encountered a Vissian stratospheric research vessel studying a hypergiant star. The encounter was warmly celebrated by both species, characterized by shared scientific curiosity, cultural exchanges, and mutual admiration. However, deep-seated societal tensions were exposed when Commander Charles Tucker III befriended a *cogenitor*, a rare third gender vital to Vissian reproduction, and introduced them to Human concepts of literacy, autonomy, and individual rights. The resulting tragedy created a brief, poignant diplomatic strain, highlighting the profound ethical boundaries between Starfleet's values and ancient alien traditions.

Culture & Society

Vissian culture is distinguished by its intellectual sophistication, warm hospitality, refined arts, and complex social structure centered around reproduction.

- **Appearance:** Vissians are humanoids characterized by prominent, intricate organic ridge patterns and delicate scale-like textures covering their foreheads, temples, cheeks, and necks.
- **The Three Genders:** Vissian biology consists of three distinct genders: male, female, and **cogenitor**. While males and females provide the genetic material for offspring, a cogenitor is biologically essential to supply the necessary enzyme required for conception.
- **Social Stratification of Cogenitors:** Comprising only about 3% of the total population, cogenitors are treated with physical care but occupy a subjugated, non-person status within Vissian society. They are not provided formal education, names, or civil rights, living entirely under the household care of married couples to facilitate breeding. Vissians view this arrangement not as cruelty, but as a necessary, traditional biological necessity.

- **Ethos & Education:** Vissians value curiosity, culinary mastery, multi-spatial chess, and deep-space exploration. They approach foreign cultures with polite fascination rather than militaristic hostility.

Government & Fleet Operations

The Vissians are organized politically under the **Vissian Kingdom**, a progressive constitutional monarchy where scientific development and exploratory charters guide state policy.

- **The Scientific Exploration Directorate:** The primary branch responsible for long-range spatial mapping, stellar physics research, and deep-space expeditions.
- **Foreign Relations:**
    - **United Earth / Starfleet:** Generally warm, respectful, and friendly, though tinged with caution following the 2153 cogenitor incident. Vissian captains respect Starfleet's exploratory drive.
    - **The Vulcan High Council:** High mutual respect. Vulcans admire Vissian scientific achievement and emotional composure, maintaining peaceful diplomatic ties with the Kingdom.
    - **Regional Powers:** Peaceful and neutral. The Vissians prefer open scientific exchange over territorial expansion, relying on superior defense systems to deter aggression.

Vissian Technology & Starships

Vissian starships represent some of the most advanced engineering in the 22nd century, featuring sleek, organic hull contours and high-efficiency power networks.

- **Exploration Cruisers & Stratospheric Craft:** Vissian starships are elegant, highly durable vessels equipped with specialized multi-phase shielding capable of withstanding the immense heat and gravitational pressure inside solar coronas and planetary atmospheres.
- **Warp & Propulsion:** Vissian vessels easily cruise at speeds exceeding **Warp 6.0 to Warp 7.0**, making them significantly faster than Starfleet's NX-class (*Enterprise*) and fully capable of outrunning contemporary Vulcan or Andorian combat cruisers.
- **Advanced Systems:** Equipped with high-resolution long-range sensors, subspace transporters, micro-gravity research pods, and bio-organic laboratory bays.

Gamemaster Hooks & Campaign Integration

- **Stellar Phenomena:** The Player Characters' ship suffers a severe propulsion breakdown near a volatile stellar anomaly or hypergiant star. A passing Vissian research vessel intervenes to pull them to safety using advanced heat

shielding, offering a rich opportunity for first-contact roleplay and joint scientific problem-solving.

- **The Sanctuary Dilemma:** A runaway Vissian cogenitor or political dissident seeks asylum aboard the Player Characters' starship while docked at a neutral trade outpost. The crew must navigate a intense diplomatic crisis between Starfleet regulations, human ethics, and a high-tech Vissian warship demanding the return of their citizen.
- **Lost Expedition:** The crew is dispatched to investigate an ancient Vissian deep-space probe or lost research pod floating near the border of dangerous space (such as the Delphic Expanse or Orion territory), pitting the PCs against scavengers race to claim superior Vissian technology.

The Wisps (Non-Corporeal Beings of "The Crossing")

"We are homeless, drifting in the void without form or warmth. We do not wish to harm you, but your flesh is a vessel we must claim if our people are to survive."

Overview & History

The Wisps, as they were informally designated by United Earth officers, are an ancient, non-corporeal, energy-based species inhabiting a massive, sub-warp alien vessel drifting through the Alpha Quadrant. Possessing neither physical bodies nor a stable planetary homeworld, the Wisps exist as luminous, gaseous, incorporeal entities capable of possessing biological hosts and controlling starship systems.

In 2152, United Earth made first contact with the Wisps under terrifying circumstances during the *Enterprise* NX-01's transit through deep space. The *Enterprise* encountered a massive, derelict-looking alien ship over four kilometers in length. When the *Enterprise* entered the vessel's cavernous interior bay to investigate, the alien ship swallowed the Earth vessel and enveloped it in an energy field. Non-corporeal Wisps boarded *Enterprise*, passing directly through bulkheads and phase-pistol fire to possess members of the crew, including Commander Charles "Trip" Tucker, Sub-Commander T'Pol, and Captain Jonathan Archer. The Wisps revealed that their own vessel's life-support systems and containment cores were failing, leaving them desperate to permanently hijack *Enterprise* and transfer their consciousnesses into the physical bodies of the crew. Captain Archer ultimately thwarted the takeover by flooding the ship with dangerous, non-lethal organic vapor (catalyst gas) and disabling the life-support systems, forcing the incorporeal entities to flee back to their ship before releasing *Enterprise*.

Physiology & Incorporeal Nature

The Wisps represent a fundamentally alien form of sentient life, operating entirely outside standard humanoid physical parameters.

- **Appearance & Energy Form:** In their natural state, Wisps appear as glowing, translucent, swirling clouds of greenish-blue gaseous energy. They can drift

through solid matter, metallic bulkheads, and conventional energy shields with complete ease.

- **Possession & Consciousness Transfer:** A Wisp can forcibly enter a biological host's body through the respiratory system or nervous tissue. While inside a host, the Wisp gains full control of the body's motor functions, speech, and memories, while the host's original consciousness is temporarily displaced into a dream-like, floating state of incorporeal limbo.
- **Sensory Deprivation & Need for Physicality:** Lacking physical senses in their natural form, Wisps experience intense, addictive sensory input when occupying a physical body, feeling tactile sensations, taste, emotion, and physical warmth for the first time in centuries. This intense sensory experience fuels their overwhelming desire to claim biological hosts.

Government & Survival Doctrine

Lacking a traditional planetary state or political structure, the Wisps function as a desperate, collective survival enclave.

- **The Vessel Collective:** The Wisps operate as a single, coordinated community bound by their shared survival crisis aboard their decaying ship. Decisions are made collectively to secure the continued existence of their species.
- **Foreign Relations:**
    - **United Earth / Starfleet:** Hostile and predatory out of desperation. While the Wisps claimed no initial malice, their willingness to permanently overwrite human consciousness made them a lethal threat.
    - **Physical Species in General:** Viewed primarily as prospective host vessels and fuel sources. The Wisps do not negotiate long-term treaties with corporeal civilizations, regarding them either with envy or as biological assets to be acquired.

Technology & The Biosphere Ship

While the Wisps themselves are non-corporeal, their ancestral starship represents an immense, ancient engineering feat.

- **The Biosphere Ship:** A massive, hollowed-out alien vessel several kilometers long, capable of swallowing starships whole into its forward intake bays. The interior contains complex energy-dampening fields, sub-space dampeners, and localized tractor matrices capable of trapping warp-capable ships.
- **Energy Ingestion & Propulsion:** The ship lacks conventional impulse or warp engines in the standard sense, operating on specialized sub-space energy collectors and organic power conduits that harvest environmental radiation.

- **Defensive Immunity:** Because the Wisps themselves are energy-based, traditional kinetic rounds, phase-pistols, and spatial torpedoes deal zero physical harm to them in their incorporeal state.

Gamemaster Hooks & Campaign Integration

- **The Phantom Drift:** While exploring a sector near a spatial anomaly, the Player Characters' starship passes a derelict alien freighter. Sensor sweeps reveal no life signs, but as soon as an away team boards, several crew members begin exhibiting erratic behavior, having been covertly possessed by lingering Wisps seeking a way out of the sector.
- **The Incorporeal Limbo:** A PC is possessed by a Wisp during an away mission. While the Wisp uses the PC's body to operate ship controls, the PC's actual mind finds itself trapped in an incorporeal, floating state alongside the minds of previous alien hosts, needing to organize a mental rebellion to break the possession.
- **The Dying Biosphere:** The crew encounters the massive Wisp ship drifting near a civilian mining colony, its power containment failing rapidly. The Wisps prepare to launch a mass possession event against the colony's 5,000 residents. The PCs must engineer a non-lethal atmospheric dampening field or find an alternative energy source to stabilize the alien ship before the colonists are permanently displaced.

The Xarantine Guilds

"The Klingons call us weak because we build outposts instead of empire. But when they drink from our cups, they learn that strength is not measured solely in disruptor fire."

Overview & History

The Xarantines are a warp-capable humanoid species native to the **Xarantine system**, located in the **Beta Quadrant**. By the mid-22nd century, the Xarantines maintain a network of small, independent trading outposts, supply depots, and mining colonies situated in frontier space near the borders of the **Klingon Empire**.

Due to their non-expansionist culture and modest defensive fleets, the Klingon Defense Force holds the Xarantines in low regard, viewing them as a weak species that is "no match" for Klingon warriors in open fleet combat. Consequently, Xarantine frontier outposts are frequently targeted by rogue Klingon commanders and raiding parties seeking easy plunder.

In 2151, a prominent incident occurred when the Klingon battle cruiser ***IKS Somraw*** raided a Xarantine outpost, looting large quantities of **Xarantine ale** to celebrate their conquest. Unknown to the Klingons, the ale was tainted/poisoned, either as a biohazard hazard of the outpost's industrial processes or a deliberate scorched-earth defense by the Xarantines. After the crew fell severely ill from the poisoned ale, a

retaliatory Xarantine warship attacked and heavily damaged the disabled *Somraw*. Unable to maintain combat operations, the Klingon captain was forced into a desperate tactical retreat into the crushing, corrosive atmosphere of a Q'tahL-class gas giant, where the vessel remained trapped until the *Enterprise* NX-01 intervened months later.

Culture & Society

Xarantine society is practical, resilient, and centered around frontier commerce, regional outposts, and brewing traditions.

- **Appearance:** Humanoids with subtle facial contours, practical attire, and physical adaptations suited for long-term outpost management and deep-space trade.
- **Resilience Under Pressure:** While lacking the industrial base to fight sustained multi-system wars against martial empires like the Klingons, Xarantines are far from helpless. They employ guerilla tactics, defensive traps, localized counter-strikes, and hazardous environmental defenses to make raids against their territory as costly as possible for invaders.
- **Brewing & Exports:** The species is famous across the Beta Quadrant for **Xarantine ale**, a potent, highly sought-after alcoholic beverage brewed at their outposts. It is widely traded among independent captains, Orion syndicates, and frontier spaceports, though foreign raiders have learned the hard way that unverified Xarantine stores can carry deadly surprises.

Government & Faction Dynamics

Xarantine territory operates under a decentralized network known as the **Xarantine Outpost Guilds**, connecting individual planetary governors, depot administrators, and merchant captains.

- **Frontier Defense Corps:** Light, fast-response naval units assigned to patrol trade routes and defend outlying outposts against regional raiders.
- **Foreign Relations:**
    - **The Klingon Empire:** Hostile and predatory. The Klingons view the Xarantines as easy targets for glory and supplies, while the Xarantines treat Klingon vessels as dangerous apex predators to be avoided, lured into environmental traps, or repelled with high-risk tactics.
    - **United Earth / Starfleet:** Neutral to cautious. While Starfleet ships rarely transit deep into Xarantine/Klingon border space, Humans are viewed as potential allies against regional piracy.
    - **Orion Syndicate & Nausicaans:** Tense commercial relations. Xarantines frequently trade ale and supplies with neutral brokers at Rigel X to maintain economic viability.

Xarantine Technology & Starships

Xarantine starship design and station architecture emphasize localized defense, heavy armor plating, and surprise tactical counter-attacks.

- **Patrol Ships & Outpost Defenders:** Xarantine warships feature compact, durable hulls equipped with high-yield plasma cannons and pulse disrupters. While outgunned by heavy Klingon battle cruisers like the *Raptor*-class or *Somraw*, Xarantine ships possess sufficient firepower to severely damage compromised or disabled enemy vessels.
- **Frontier Outposts:** Industrial complexes and supply depots built in remote sectors, often equipped with hidden planetary defense turrets and reinforced storage vaults.
- **Warp Capability:** Xarantine vessels operate between **Warp 4.0 and Warp 4.5**, focusing engine output on maneuverability and sub-light tactical positioning.

Gamemaster Hooks & Campaign Integration

- **The Poisoned Batch:** A Starfleet vessel or allied freighter docks at a neutral trade station where a shipment of looted Xarantine ale has hit the black market. When station personnel begin showing signs of severe neurotoxic poisoning, the Player Characters must investigate whether it was a bio-weapon attack or a lethal defense mechanism left behind on a raided outpost.
- **The Gas Giant Trap:** While tracking a missing civilian ship near Klingon space, the PCs discover a damaged Klingon raider and a Xarantine patrol vessel locked in a tense standoff inside the upper atmosphere of a turbulent gas giant. The PCs must navigate extreme pressure and radiation to prevent a total firefight that would destroy both crews.
- **Outpost Defense:** The PCs are assigned to escort a humanitarian or medical cargo run to an isolated Xarantine outpost near the Klingon border, only to arrive just as a rogue Klingon raiding party drops out of warp to seize the station's resources.

The Xyrillian Unity

"To live in our halls is to be part of a living world, where the walls breathe, the light nourishes, and life is shared without boundaries."

Overview & History

The Xyrillians are a peaceful, warp-capable, highly advanced humanoid species native to the Alpha or Beta Quadrant. They possess some of the most sophisticated biotechnological capabilities encountered in the mid-22nd century, living aboard starships that are entirely organic and self-sustaining.

First contact between United Earth and the Xyrillians took place in 2151 under historical and unexpected circumstances. While in transit through deep space, the *Enterprise* NX-01 encountered a stealthy, cloaked alien vessel suffering from severe power failures and warp drive damage. After Sub-Commander T'Pol detected the ship, Captain Jonathan Archer ordered an investigation. Chief Engineer Charles "Trip" Tucker III boarded the Xyrillian vessel to assist their engineer, **Ah'Len**, with repairs. This encounter led to several historic milestones: Earth's first encounter with functional **cloaking technology**, the discovery of holographic environment chambers (far preceding Starfleet's holodecks), and the first documented case of interspecies male pregnancy when Commander Tucker unknowingly became impregnated via Xyrillian reproductive mechanics, a condition later safely transferred to a secondary host.

Culture & Society

Xyrillian society is communal, gentle, deeply empathic, and harmoniously integrated with their biological technology.

- **Appearance:** Xyrillians are humanoids characterized by pale, iridescent or iridescent-patterned skin covered in delicate, colorful scales, along with prominent cranial ridges, soft facial features, and expressive eyes.
- **Bio-Sustenance & Holographic Art:** Xyrillians feed primarily by absorbing nutrients and light through their skin from specialized synthetic grass-like flora (*grass*) grown directly on shipboard walls and bulkheads. They are also passionate artists who use advanced holographic technology to recreate natural habitats, tell immersive stories, and relax.
- **Reproductive Biology:** Xyrillian reproduction involves a unique biological process where genetic material is exchanged through physical and neural contact inside specialized holographic environments. Unusually for humanoids, the male partner carries the offspring to term in a gentle, non-invasive gestation pouch.

Government & Interstellar Standing

The Xyrillians operate under the **Xyrillian Unity**, a peaceful collective governed by consensus among starship commanders, bio-engineers, and habitat leaders.

- **Non-Aggressive Policy:** The Xyrillians have no imperial ambitions, standing armies, or conquest fleets. Their focus is entirely on peaceful exploration, artistic expression, and bio-technological research.
- **Foreign Relations:**
    - **United Earth / Starfleet:** Warm, grateful, and cooperative. Starfleet's assistance in repairing their warp reactor in 2151 established deep mutual respect and goodwill between the two cultures.

    - **The Klingon Empire:** Tense and predatory. Klingons view Xyrillians as weak, but highly value their cloaking tech and advanced systems, frequently attempting to seize Xyrillian vessels by force.
    - **The Vulcan High Council:** Respectful, though Vulcans view Xyrillian organic technology and emotional holographic art with characteristic detached curiosity.

Xyrillian Technology & Starships

Xyrillian engineering is among the most unique in the galaxy, relying entirely on living, organic bio-technology rather than cold metallic hulls.

- **Organic Starships:** Xyrillian vessels are living organisms with chitinous, metallic-organic hulls, bioluminescent interior corridors, and self-repairing biological systems. The interior walls produce edible plant life that regulates atmospheric oxygen and provides sustenance for the crew.
- **Cloaking Devices & Holographics:** Xyrillians possess highly advanced **optical/sensor cloaking fields** capable of rendering their starships completely invisible to mid-22nd century sensors. They also utilize high-definition **holographic generators** capable of replicating tactile environments, weather, and lifeforms.
- **Warp Capability:** Xyrillian vessels operate between **Warp 4.5 and Warp 5.0**, utilizing organic power grids and warp-core conduits that blend biological metabolism with sub-space energy mechanics.

Gamemaster Hooks & Campaign Integration

- **The Derelict Bio-Ship:** The Player Characters encounter a drifting, cloaked Xyrillian vessel whose organic life-support systems are failing due to a rare cellular disease. The crew must assist the Xyrillian engineers in diagnosing the living ship before its internal atmosphere collapses.
- **The Cloaking Race:** A rogue Orion syndicate or Klingon raiding party discovers the location of a Xyrillian trade vessel and attempts to capture its cloaking generator. The PCs must defend the non-violent Xyrillians and protect the secret of cloaking technology from falling into hostile hands.
- **Unintended Consequences:** A Starfleet crew member who spent time assisting a Xyrillian team in a holographic chamber returns to duty, only to discover days later that they are carrying a Xyrillian embryo, requiring a quick and diplomatic reunion with the Xyrillian ship to safely manage the pregnancy.

Zobral's Species (The Unnamed Species of Toroth)

"They outlawed the castes on paper, but the ink on our skin still dictates who eats, who rules, and who dies in the dirt."

Overview & History

Zobral's species is a warp-capable humanoid civilization native to a desert world in the Alpha Quadrant. By the mid-22nd century, their society is consumed by an asymmetrical civil war rooted in deep-seated, systemic social inequality and a oppressive, lingering caste structure.

Historically, society was organized into rigid social castes, with the autocratic **Torothan clan/caste** holding absolute political, military, and economic power over the lower castes. Although the legal caste system was officially abolished by planetary law generations ago, it remains fully active in practice. The ruling Torothan elite continue to systematically suppress, disenfranchise, and oppress members of the other lower castes, hoarding resources and controlling urban centers while relegating non-Torothan clans to harsh desert regions.

In 2151, United Earth made first contact with this species when Captain Jonathan Archer and his shuttle party landed in the desert to meet **Zobral**, a lower-caste insurgent leader who lauded Archer as a legendary off-world hero. In reality, Zobral sought to recruit Starfleet into his clan's armed struggle against the ruling Torothans. When Torothan government gunships bombarded Zobral's desert enclave, Captain Archer refused to take sides in the planetary civil war, adhering to early non-interference principles while helping Zobral's people survive the immediate assault before departing the sector.

Culture, Society & Caste Tattoos

Culture across this species is fundamentally defined by caste identity, traditional honors, and visual lineage markers.

- **Appearance & Caste Tattoos:** Members of the species are humanoids with dark, mottled facial pigmentation patterns. Their defining cultural and physical feature is their elaborate **caste and clan tattoos**, worn across the **chin, arms, and belly**. Every clan and caste possesses a distinct, unique style of line work and geometric patterning:
    - **The Torothan Caste:** Wear high-status, sharp, ornate geometric tattoos that signify authority, military rank, and aristocratic lineage.
    - **Lower Castes & Desert Clans:** Wear distinct, traditional clan markings on their chins, foreheads, and arms that denote their traditional labor lineage, tribe, or regional desert origin. Because these tattoos are permanent and unhideable, lower-caste individuals are instantly identified and subjected to discrimination in Torothan-controlled cities.
- **Clan Hospitality:** Desert clans place immense value on personal honor, warrior reputation, and unwavering hospitality. Once a guest is welcomed into a clan's camp, the hosts are bound by ancient tradition to protect them with their lives.

Government & Faction Dynamics

The planet is politically fractured between the entrenched ruling elite and widespread lower-caste insurgent networks.

- **The Torothan Regime:** The dominant government body, controlled exclusively by the Torothan caste. They manage industrial manufacturing, primary water tables, and orbital defense networks, branding all lower-caste rights movements and rebel cells as unlawful insurgents.
- **Lower-Caste Resistance (Zobral's Insurgency):** Autonomous tribal networks operating from concealed subterranean encampments in the desert. They utilize guerilla tactics, mobile strike units, and foreign trade to fight for genuine equality and the end of Torothan oppression.
- **Foreign Relations:**
    - **United Earth / Starfleet:** Guarded. While Zobral held deep admiration for Captain Archer, Starfleet's refusal to supply weapons or intervene in the civil war left relations neutral and cautious.
    - **The Vulcan High Council:** Non-interventionist. Vulcans monitor the system from afar, classifying the conflict as an internal planetary dispute unfit for diplomatic mediation.
    - **Orion Syndicate & Arms Dealers:** Active. Both factions routinely buy black-market weaponry, plasma chargers, and tactical gear from Orion brokers trading in the sector.

Technology & Starships

Their technology is practical, robust, and heavily oriented toward atmospheric combat, desert survival, and planetary defense.

- **Torothan Military Gunships:** Government starships and atmospheric gunships feature sleek, angular hull designs painted in dark metallic camouflage. They are armed with rapid-fire plasma cannons, targeting sensors, and heavy belly-mounted missile pods designed for ground-strafing runs against rebel encampments.
- **Rebel Adaptations:** Lower-caste clans rely on subterranean desert bunkers shielded by thermal dampeners, surface-to-air missile batteries, and modified sub-light shuttles fitted with scavenged energy weapons.
- **Warp Capability:** Vessels operate between **Warp 3.0 and Warp 4.2**, prioritizing atmospheric maneuverability and sub-light tactical speed over long-range interstellar travel.

Gamemaster Hooks & Campaign Integration

- **The Tattooed Fugitive:** A lower-caste diplomat seeking asylum boards a Starfleet vessel or neutral trade station. When a Torothan government warship

arrives demanding their extradition, the PCs must navigate the delicate political situation as the diplomat's chin and arm tattoos prove their lower-caste identity and certain execution if returned.

- **The Arms Shipment:** While conducting a survey near the sector, the PCs intercept a distress call from an Orion blockade runner carrying high-yield plasma weapons intended for Zobral's resistance. The PCs must decide whether to impound the weapons, return them, or deal with pursuing Torothan government warships.
- **Sanctuary in the Sands:** A Starfleet shuttlecraft crashes in the remote desert during a plasma storm. The PCs are rescued by lower-caste freedom fighters, but must help defend the rebel enclave against an incoming Torothan air strike without violating Starfleet's non-interference directives.

The Mutes/Shroomies

The Vertians ("Shroomies")

"To see the stars is to see a vast garden of biological wonder. What you call invasion, we view merely as cultivation."

Overview & History

The **Vertians**, informally dubbed **Mutes**/**"Shroomies"** by Earth Starfleet officers due to their mushroom-like physical physiology, are a warp-capable, fungal species native to the Alpha Quadrant. Originally encountered as a mysterious, hostile force during early deep-space exploration, their place in galactic history expanded significantly during the founding years of the Coalition of Planets and the subsequent *Rise of the Federation* era.

In 2151, the *Enterprise* NX-01 made first contact with a Vertian vessel under high-stress circumstances. The Vertians possessed exotic energy-dampening technology capable of instantly disabling standard electro-plasma distribution systems, rendering warp drives and defensive systems useless. Operating under a radically alien worldview, the Vertians initially failed to recognize animal-based humanoids as sentient beings, viewing them instead as complex biological resources to be studied, contained, and harvested. It was only after Captain Jonathan Archer and his crew demonstrated self-awareness and tactical ingenuity that the Vertians withdrew.

By the late 2150s and early 2160s (as depicted in the *Rise of the Federation* historical record), the Vertians transitioned from an isolated hazard into a key diplomatic entity. As the fledgling Coalition of Planets worked to establish regional stability following the Earth-Romulan War, Starfleet diplomats and planetary leaders worked tirelessly to establish formal diplomatic communication with the Vertian central authority, gradually integrating them into regional security accords and trade frameworks.

Culture & Society

Vertian culture and biology are built around fungal, collective consciousness models, spore communication, and a profound reverence for organic cultivation.

- **Appearance & Physiology:** Vertians are distinct, non-humanoid fungal organisms. Their physical structure features a dome-shaped, umbrella-like cap atop a fibrous, flexible stalk torso, supplemented by multi-jointed tendrils capable of fine manipulation. They lack standard mammalian facial structures, communicating through complex rhythmic bioluminescence, localized spore emissions, and sub-audible acoustic vibrations.
- **The Spore-Lattice & Perception of Sentience:** Vertians perceive individual identity differently from humanoids. They view life through the lens of interconnected fungal networks (lattices). Because mammalian humanoids lack shared spore-connective tissue, Vertians initially miscategorized them as non-sentient fauna. Overcoming this biological blind spot was the single greatest turning point in Vertian-Coalition relations.
- **Cultivation Ethos:** Vertians do not engage in conquest for territory or political dominance. Their societal goal is "cultivation", the cataloging, preservation, and scientific optimization of exotic organic ecosystems throughout their sector.

Vertian Technology & Starships

Vertian engineering is organic, modular, and renowned for its specialized non-lethal suppression capabilities.

- **Vertian Dampening Arrays:** The signature military technology of the Vertians. Their warships deploy wide-aperture, localized dampening fields designed to overload and neutralize electro-plasma power distribution networks. These fields breach warp cores, shields, and weapons arrays directly without causing physical hull destruction, allowing Vertians to completely disable foreign vessels for study or containment.
- **Bio-Organic Hull Architecture:** Vertian starships feature smooth, bulbous, spore-pod-shaped hulls grown from high-density fibrous chitin and biological composites. These hulls possess remarkable self-repairing properties when nourished with specific organic catalysts.
- **Warp Capability:** Vertian vessels operate between **Warp 4.2 and Warp 4.8**, utilizing organic sub-space field coils integrated directly into the ship's living structure.

Gamemaster Hooks & Campaign Integration

- **The Communication Barrier:** A newly established Starfleet outpost in borderland space reports that a Vertian vessel has surrounded their station with a suppression field, treating the personnel like an uncataloged botanical

experiment. The Player Characters must find a way to communicate through spore-code or bioluminescent patterns to prove their sentience before power fails completely.

- **Dampening Array Crisis:** A rogue syndicate or mercenary group manages to steal an intact Vertian Dampening Module from an abandoned research site. The PCs must track down the weapon before the mercenaries use it to disable a high-value Coalition convoy or starbase.
- **The Mycelial Survey:** During a joint science mission in the *Rise of the Federation* era, a Vertian delegate joins the crew aboard a Starfleet ship. The PCs must navigate cultural misunderstandings, exotic shipboard environmental requirements, and the delegate's unconventional approach to solving a spatial anomaly.

Pre-Warp Societies

The Akaali (Tessic's Species)

"We are a simple people, tied to our soil and our traditions. But when off-worlders bring their poisons to our streams, we learn quickly that survival demands a new kind of strength."

Overview & History

The species to which the individual **Tessic** belongs is an unaligned, pre-warp humanoid civilization hailing from **Akaali** (a pre-industrial Class-M world located in the Alpha Quadrant). First encountered by United Earth in 2151, the Akaali are culturally and technologically equivalent to Earth's mid-to-late Renaissance or early Industrial Era, utilizing kinetic black-powder firearms, timber construction, and agrarian trade.

In 2151, the *Enterprise* NX-01 discovered that a secret Malurian mining operation led by an operative named Garos had established a covert industrial drilling facility on Akaali. The Malurians were surreptitiously extracting verterium alloy from beneath a local city's water table, poisoning the local population with heavy toxic runoff. Tessic, a brave and respected Akaali shopkeeper and community leader, grew suspicious of the "merchants" operating the strange industrial foundry. When Captain Jonathan Archer and Sub-Commander T'Pol made covert contact with Tessic while posing as locals, Tessic provided local intelligence and joined forces with Starfleet. Together, they exposed the Malurian operation, destroyed the covert drilling rig, and forced the Malurians to abandon the planet before the Akaali population suffered irreversible ecological contamination.

Culture & Society

Akaali culture is grounded, hardworking, and deeply rooted in local commerce, craftsmanship, and community governance.

- **Appearance:** Akaali are humanoids who closely resemble Humans, with the defining physical distinction of prominent, sweepingly curved bone ridges running along their forehead lines and temples, often accompanied by distinct brow contours and natural skin tones.
- **Agrarian & Urban Life:** Akaali society is organized around bustling merchant towns, farming guilds, and local civic councils. Artisans, blacksmiths, apothecaries, and shopkeepers form the backbone of their economy.
- **Ethics & Temperament:** The Akaali are generally peaceful, hospitable, and practical. While cautious of unusual outsiders, leaders like Tessic possess a sharp, pragmatic intelligence and a fierce determination to protect their families and hometowns from corruption or harm.

Government & Technological Level

The Akaali do not possess a unified planetary government, functioning instead through independent city-states, regional guilds, and provincial governors.

- **Pre-Warp Status:** The Akaali are a **pre-warp civilization** with zero awareness of interstellar spaceflight or foreign galactic powers prior to the Malurian infiltration. Their domestic technology relies on waterwheels, black-powder muskets, oil lanterns, and manual agricultural tools.
- **First Contact & Non-Interference:** Because the Akaali had not yet developed warp drive or subspace communication, Captain Archer's intervention was governed by early Prime Directive protocols. Starfleet made every effort to minimize technological disruption, leaving Tessic and his people to believe the Malurians were merely exotic, corrupt off-worlders using advanced alchemy.

Gamemaster Hooks & Campaign Integration

- **The Lingering Poison:** Years after the Malurian facility was destroyed, a Starfleet medical ship returns to scan Akaali from orbit, only to discover that a secondary, hidden verterium leak has begun affecting a neighboring province. The Player Characters must send a covert, disguised landing party to locate the underground source without violating the Non-Interference Directive.
- **Tessic's Legacy:** A rogue Orion or Nausicaan freebooter attempts to set up an illegal smuggling hideout in the wilderness outside Tessic's city. Tessic's descendants or local militia leaders send word through disguised channels or ancient contacts, calling upon Starfleet to honor Archer's legacy and help protect their world once more.
- **The Contaminated Artifact:** An Akaali merchant unknowingly unearths a piece of discarded Malurian phase-technology left behind during the 2151 evacuation. As local scholars attempt to study the "magic" artifact, its unstable power cell begins leaking lethal radiation, forcing the PCs to execute a covert recovery operation before the technology alters Akaali society.

The Utruun (Gosis' species)

The Utruun (Gosis' species) is a humanoid civilization encountered by the crew of **Enterprise NX-01 in 2152**, during the events of *"The Communicator."* Their home-world is a Class M planet in a system where, according to their own scientists, none of the other planets can support life. At the time of first contact, the species had not yet achieved faster-than-light travel and remained firmly within the **pre-warp** stage of technological development.

By the 2150s, their civilization was divided between at least two major political factions. One was represented by the government associated with **General Gosis and Chancellor Kultarey**, while the opposing **Alliance** represented another major political power. Relations between the factions had deteriorated considerably, with competing ancestral claims to territory and, in particular, a major city in the Eastern Perimeter contributing to the possibility of war.

The political situation had become sufficiently tense that the possibility of armed conflict appeared imminent. Gosis' faction had been exposed to propaganda portraying war with the Alliance as inevitable. This environment of suspicion played a major role in the events surrounding Enterprise's visit: when Archer and Reed were discovered on the planet, local authorities initially interpreted them as genetically modified agents of the Alliance rather than extraterrestrial visitors.

The accidental discovery of a Starfleet communicator consequently became potentially disastrous. Rather than simply encountering an unknown alien culture, Enterprise had inadvertently introduced evidence of an advanced extraterrestrial civilization into a society already experiencing severe political tensions. Archer and Reed were ultimately rescued before their execution, but the encounter demonstrated how easily Starfleet's presence could influence a pre-warp civilization.

Culture & Society

The society of Gosis' species is urbanized and technologically sophisticated by pre-warp standards. Enterprise's orbital observations revealed densely developed urban areas capable of supporting large populations; Hoshi Sato's scans identified **more than 100,000 inhabitants in a single section of the disputed city**. Reed and Sato also noted the aesthetic qualities of the city's architecture.

Their culture possesses a strong military dimension. Soldiers and military officers are an established part of society, and General Gosis exercises considerable authority. Military personnel are equipped with projectile weapons, scanners, communications equipment, and other advanced pre-warp technology. The prominence of the military appears closely connected to the escalating confrontation with the Alliance.

At the same time, political authority is not exclusively military. Chancellor Kultarey appears to represent civilian political leadership, and the presence of large political rallies indicates that public political discourse remains an important part of society.

Kultarey's speech at a rally illustrates the importance of historical claims, national identity, and political rhetoric in shaping public opinion.

Religion also has a significant historical presence. The species once possessed, or continued to possess, a developed religious tradition centered around elaborate temples. The exact beliefs, doctrines, and contemporary importance of this religion are unknown, leaving substantial room for Gamemasters to develop individual religious traditions without contradicting established canon.

Their legal system is comparatively harsh by Federation standards. The government represented by Gosis employs **capital punishment**, with hanging used as an established method of execution. Archer and Reed are sentenced to death after being classified as dangerous agents of the Alliance and potential sources of valuable biological information.

Their biology is substantially different from Human physiology. Members of the species possess only one kidney and have four additional thoracic vertebrae compared with Humans. Their blood is not iron-based and is not red, while iron itself is toxic to them. Their physicians are sufficiently familiar with comparative anatomy to recognize these differences when examining Archer and Reed.

Government & Technological Level

The exact constitutional structure of the civilization is unknown, but the events of 2152 demonstrate the existence of organized civilian governments, political factions, military institutions, and formal legal authorities.

At least two major political blocs existed. The government associated with **Chancellor Kultarey** and **General Gosis** controlled one faction, referred to in the episode as Gosis' side, while the **Alliance** constituted its principal political rival. Their conflict centered partly on competing historical claims to territory, including a major urban center in the Eastern Perimeter.

Technologically, the species was approximately comparable to **Earth's mid-to-late 20th century** in 2152. They possessed artificial lighting, computers, telecommunications, automobiles, trains, automatic projectile weapons, jet aircraft, and medical equipment capable of examining internal organs. Their scientists could also conduct orbital observations and photograph objects in space.

However, they had **not yet achieved atomic technology** and had not developed warp drive or any other means of interstellar travel. Their civilization therefore remained technologically isolated from the wider interstellar community. The appearance of Enterprise represented an extraordinary technological anomaly from their perspective.

Their scientific community nevertheless demonstrates considerable sophistication within these limitations. Dr. Temec is capable of comparing Human and native anatomy and recognizing that Archer and Reed cannot simply be members of their own

species. Their scientists also correctly determine that a spacecraft as advanced as Enterprise could not plausibly have originated from another planet within their own system.

For a 22nd-century campaign, the species therefore works particularly well as an example of a **pre-warp civilization on the threshold of major technological change**. Their discovery of extraterrestrial life could potentially become a transformative event, but whether that leads to scientific progress, political instability, or renewed isolation depends entirely on what happens after Enterprise's departure.

Gamemaster Hooks & Campaign Integration

The Lost Communicator:
A simple Prime Directive scenario can become a tense political adventure when a Starfleet communicator falls into the hands of local authorities. The crew must recover it without revealing the existence of the Federation, while simultaneously navigating the increasingly dangerous conflict between Gosis' faction and the Alliance. The events of *“The Communicator”* establish this exact type of scenario.

The Alliance Crisis:
The Enterprise crew could encounter the planet shortly before open war breaks out. Both political factions might attempt to recruit, manipulate, or interrogate the Starfleet officers, believing that the Enterprise represents a secret weapon belonging to their opponent.

The Alien Super-Soldiers:
Archer and Reed were initially interpreted as genetically modified agents because their anatomy differed dramatically from that of the native population. A Gamemaster could use this misunderstanding as the basis for an adventure in which Starfleet officers are forced to maintain a false identity while trying to escape detection.

A Civilization at the Atomic Threshold:
The species is technologically close to the point where atomic technology could fundamentally transform its civilization. Starfleet might have to determine whether observing their technological development from a distance is sufficient, or whether an apparently minor intervention could prevent a catastrophic war.

The Ethics of Contact:
Their civilization offers an excellent opportunity to explore the developing **Prime Directive philosophy of the early 22nd century**. Enterprise is still operating during a period when Starfleet's procedures concerning pre-warp societies are relatively young. The crew may have to decide whether recovering Federation technology is sufficient, or whether the mere knowledge that extraterrestrial civilizations exist has already contaminated the culture.

The Disputed City:
The ancestral claims surrounding the Eastern Perimeter can serve as the background for a diplomatic adventure. The Gamemaster can place the player characters

in the uncomfortable position of investigating historical evidence while both sides demand that Starfleet validate their respective claims.

First Contact Revisited:
Years after the events of 2152, Enterprise or another Starfleet vessel could return to determine whether the population remembers the mysterious "super-soldiers" who appeared during the crisis. The crew may discover that the incident has become part of local history, mythology, or political propaganda.

Post-Contact Consequences:
Because the species is pre-warp, Starfleet should not simply establish normal diplomatic relations after the events of *“The Communicator.”* Instead, the Gamemaster can explore the consequences of accidental contact: governments attempting to explain unexplained technology, scientists investigating recovered evidence, and political factions using the existence, or alleged existence, of extraterrestrial visitors to support their own agendas.

The Kalar (The Council of Mountain Clans)

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

Overview & History

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

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

Culture & Society

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

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

They traditionally wear heavy leather armor, fur wraps, and protective metallic pauldrons.

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

Government & Interstellar Standing

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

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

Technology & Warfare

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

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

Gamemaster Hooks & Campaign Integration

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

Mirror Universe Factions

Terran Empire

“To conquer the galaxy for the glory of the Empire.”

Overview & History

The Terran Empire is the dominant human power of the Mirror Universe in the 22nd century. Unlike the United Federation of Planets of the Prime Universe, the Empire is founded upon conquest, military supremacy, and the belief that humanity is superior to any alien life. Its territory encompasses numerous conquered worlds and subject populations, maintained through the combined power of the Imperial Starfleet and the constant threat of violence.

The origins of the Terran Empire lie in humanity's first contact with the Vulcans.

In 2063, when the Vulcan survey vessel *T'Plana-Hath* arrived at Earth following humanity's first successful warp flight, the encounter developed very differently from the history known in the Prime Universe. Rather than welcoming the Vulcans, Zefram Cochrane and his followers attacked the landing party, killing the Vulcan visitors and taking their technology. The event became the foundation myth of Terran expansion: humanity had not been welcomed into a community of worlds, it had taken its place among the stars by force.

The Vulcan vessel provided humanity with access to technology far beyond what the Terrans possessed at the time. Rather than using that advantage to establish peaceful relations with other civilizations, the Terrans used it to accelerate their military and technological development. The resulting Terran state expanded rapidly, conquering neighboring worlds and incorporating their populations into an increasingly centralized imperial system.

By the 22nd century, the Terran Empire had become a vast interstellar empire. Humans occupied positions of political and military dominance, while conquered species were frequently reduced to subordinate status, forced labor, or slavery. Vulcans in particular became one of the Empire's oppressed subject populations.

The Empire nevertheless possesses many of the institutions familiar from the Prime Universe. It maintains starships, officers, scientists, engineers, intelligence organizations, planetary administrations, and extensive logistical infrastructure. The difference is the purpose to which these institutions are directed. Exploration is secondary to expansion. Diplomacy is frequently an instrument of intimidation. Scientific research is valued primarily when it provides military or political advantages.

Imperial society is consequently dangerous even for its own members. Rank provides authority, but authority must continually be defended. Officers compete for advancement, and assassination, conspiracy, coercion, and mutiny are accepted features of political and military life. An officer who demonstrates weakness can quickly become a target for subordinates or rivals.

The Archer Crisis

By 2155, the Terran Empire is confronted with an extraordinary opportunity.

The Imperial Starfleet encounters the *U.S.S. Defiant*, a Constitution-class starship originating from the Prime Universe more than a century in the future. The vessel has been transported into the Mirror Universe through a temporal and interdimensional phenomenon involving the Tholian Assembly.

The *Defiant* possesses technology enormously more advanced than anything available to the 22nd-century Terrans. Its weapons, shields, sensors, propulsion, and structural systems represent a technological advantage of roughly a century.

Captain Maximilian Forrest's *I.S.S. Enterprise* becomes involved in the struggle to obtain the vessel. Commander Jonathan Archer ultimately takes control of the *Defiant*, believing that its technology will allow him to overthrow the existing imperial hierarchy and establish himself as the new ruler of the Empire.

Archer's coup demonstrates one of the fundamental characteristics of Terran politics: military power is inseparable from political power. Possession of a sufficiently powerful starship can become a claim to sovereignty.

Archer's rule, however, is short-lived. Following his death, Lieutenant Hoshi Sato uses the political vacuum to declare herself Empress of the Terran Empire. By the conclusion of 2155, the Empire therefore stands at the beginning of a potentially transformative period.

Culture & Society

Terran society is built around hierarchy: Power determines status, and status determines survival. The Empire teaches its citizens that strength is the ultimate justification for authority. Those who possess power are entitled to exercise it; those who cannot defend themselves are expected to submit. This philosophy affects almost every aspect of daily life. Military service is one of the principal avenues through which Terrans gain status. Officers receive privileges unavailable to ordinary citizens, while successful commanders can accumulate considerable political influence. Advancement is therefore intensely competitive. Personal loyalty is often subordinate to self-preservation. An officer may serve a captain faithfully while that captain remains powerful, yet simultaneously prepare a plan to replace them. Mutiny is not necessarily regarded as an aberration, it is a potential route to advancement.

Conquest as Identity

The Empire's ideology is not limited to its ruling class. Imperial propaganda presents conquest as evidence of humanity's superiority.

Terran history celebrates military victories, territorial expansion, and the subjugation of alien civilizations. The Empire's citizens are taught that humanity's position at the center of the imperial order is natural and deserved. This creates a fundamental cultural distinction between Terrans and many of their Prime Universe counterparts. The

Prime Universe's Federation eventually develops an identity based upon cooperation between species. The Terran Empire develops an identity based upon domination of species. Consequently, Imperial officers may genuinely regard themselves as explorers, even when their missions involve conquest. A new planet represents territory to be claimed, resources to be exploited, and potential subjects to be brought under Imperial authority.

Alien Populations

Non-Terran species occupy different positions within Imperial society. Some worlds retain limited autonomy because their governments are useful to the Empire. Others are directly administered by Imperial authorities. Populations considered strategically valuable may be granted privileges, while conquered peoples may be exploited as labor. Vulcans occupy a particularly complicated position. Their technological knowledge and scientific abilities make them valuable to the Empire, yet their historical status as a conquered civilization means that they are not treated as equals.

This creates opportunities for resistance. Secret networks can exist among Vulcan scientists, soldiers, administrators, and civilians. Similar resistance movements may emerge among other subject species. Some seek independence; others seek reform; still others simply want to survive.

Gender and Power

Terran society is strongly patriarchal, particularly within its military hierarchy. Personal relationships can become extensions of political power, and individuals close to powerful officers may possess considerable influence without holding formal rank.

The rise of Hoshi Sato demonstrates, however, that the Imperial system ultimately rewards political power rather than adherence to any particular social convention. Once Sato possesses sufficient authority, she can overturn established expectations and claim the highest position in the Empire. Her accession can therefore create uncertainty throughout Imperial society. Some officers may support her because they believe she represents a new era; others may view her rule as an opportunity to advance themselves; still others may attempt to remove her before she can consolidate power.

Government & Military Structure

The Terran Empire is an autocratic military state. At the beginning of the 22nd century, its ultimate authority rests with the Emperor or Empress, but effective control is distributed among military commanders, planetary governors, senior officials, and influential officers. The Empire's political structure is intentionally unstable. A ruler who cannot enforce their authority risks being replaced. Consequently, succession is not necessarily a peaceful constitutional process. Military commanders capable of assembling enough support, or simply enough firepower, can become contenders for imperial power.

The Emperor or Empress

The Emperor is the symbolic and practical head of the Empire. The position carries enormous authority, but authority is only meaningful when supported by military power. An Emperor who loses the confidence of the Imperial Starfleet can potentially be overthrown. In 2155, Hoshi Sato's declaration as Empress creates a new political center around which the Imperial military must reorganize.

Imperial Starfleet

The Imperial Starfleet is the principal instrument of Terran power.

It performs many of the same functions that Starfleet performs in the Prime Universe, exploration, scientific research, transportation, diplomacy, and military operations, but its priorities are fundamentally different.

Imperial Starfleet missions can include:

- Conquest of independent worlds
- Suppression of rebellions
- Enforcement of Imperial law
- Protection of strategic territories
- Acquisition of valuable technology
- Intelligence gathering
- Raiding and resource extraction
- Transport of troops and prisoners
- Elimination of political opponents

Starships are therefore simultaneously military assets and political symbols. A captain commanding a powerful vessel possesses considerable authority. The destruction or capture of a major starship can have political consequences far beyond the immediate military engagement.

Rank and Command

Imperial officers operate within a strict hierarchy.

Captains exercise substantial authority over their crews, while senior officers compete for promotion and influence. Officers are expected to demonstrate decisiveness and loyalty to the Empire. However, Imperial loyalty is often pragmatic. A subordinate may obey a captain because that captain is powerful. If the captain becomes vulnerable, the same subordinate may become their replacement. This makes Imperial vessels fertile environments for intrigue.

Imperial Intelligence

The Empire maintains intelligence capabilities devoted to identifying potential rebellions, monitoring subject populations, and uncovering conspiracies within the Imperial hierarchy. Imperial intelligence officers may operate independently of local commanders and can possess considerable authority.

Terran Technology & Starships

Terran technology in the 2150s is broadly comparable to contemporary Prime Universe technology, although Imperial priorities have resulted in a stronger emphasis on weapons, military systems, and survivability. The Imperial Starfleet's most recognizable vessel is the NX-class Battlecruiser.

NX-Class Battlecruisers

The *I.S.S. Enterprise* represents the Mirror Universe counterpart of the Prime Universe's *Enterprise NX-01*. It is classified and built as a battlecruiser.

Its crew culture reflects this difference. Combat readiness is emphasized, and missions frequently involve intimidation, seizure of territory, or direct military action.

The NX-class therefore works particularly well as a direct counterpart to a Prime Universe NX-class vessel in a campaign. The two ships can possess broadly similar capabilities while differing dramatically in doctrine and crew behavior.

Intrepid Type Assault Cruisers

The Intrepid-Type was designed as an emergency solution during the Alien Rebellion. Because of the complicated nature of the NX-Class Battlecruisers, the Intrepid-Type was designed to represent a smaller and more cheap version of the NX-Class.

Neptune-Class Escort Vessel

The Neptune-Class is comparable to the Warp Delta of the Prime Universe’s Starfleet. In the mirror universe, it is equipped with pulsed phase cannons and photonic torpedoes.

Weapons

Imperial starships employ the same general technological family of weapons available to contemporary human vessels.

Pulsed Phase cannons provide the principal directed-energy weapon system, while photonic torpedoes provide a powerful long-range option.

Imperial vessels can also employ conventional projectile weapons and boarding equipment when circumstances demand it.

The key difference is not necessarily the weapons themselves, but how they are employed.

An Imperial captain is far more likely to use overwhelming firepower against a resisting target rather than attempt prolonged negotiations.

Transporters

Transporter technology is sufficiently mature to permit personnel and material transport, although its use remains constrained by the same technological limitations familiar to 22nd-century campaigns.

Imperial crews nevertheless make extensive use of boarding operations.

A transporter's military value is therefore considerable: a successful boarding action can allow an Imperial commander to seize a vessel without destroying the technology or resources aboard it.

The Agony Booth

A device for punishment and especially torture developed by Dr. Phlox and Major Reed in 2155. The device is designed to stimulate the pain center of the brain. To prevent a desensitizing of the pain center, the device shifts the stimulation from one cluster to another, keeping the subject in a constant state of pain and agony.

The U.S.S. Defiant NCC-1764

The arrival of the *U.S.S. Defiant NCC-1764* represents a technological revolution for the Terran Empire.

The vessel is a Constitution-class starship from the 23rd century of Starfleet's Prime Universe. Its systems are vastly more advanced than those of contemporary Terran vessels in the 22nd century.

The *Defiant* possesses:

- Warp 8 Propulsion Technology
- Phaser Banks
- Photon Torpedoes
- Deflector Shields of the mid-late 23rd century
- Highly Advanced Sensors
- Transporter Technology (Mid-late 23rd century)
- Duotronic Computer Systems

For the Terrans of 2155, the vessel is effectively a technological treasure trove. Its greatest significance is not merely that it is a powerful warship. Its systems could potentially be studied, reproduced, modified, and incorporated into future Imperial technology. Archer therefore correctly recognizes that possession of the *Defiant* could fundamentally alter the balance of power within the Empire.

Gamemaster Hooks & Campaign Integration

The Terran Empire is particularly useful when introduced as a mirror image of the players' own civilization.

A Mirror Universe campaign does not have to consist solely of combat. The Empire provides opportunities for espionage, political intrigue, moral dilemmas, survival, and alternate-history exploration.

Encountering the Empire

A Prime Universe crew arriving in the Mirror Universe during the 2150s immediately faces a dangerous problem: their counterparts may already exist.

The crew could encounter an Imperial version of their own ship, captain, or officers.

This creates opportunities for:

- Identity confusion
- Espionage
- Infiltration
- Assassination attempts
- Prisoner exchanges
- Intelligence operations
- Political manipulation

An Imperial officer might even impersonate a Prime Universe counterpart to gain access to Federation technology.

The 2155 Succession Crisis

The period surrounding Archer's seizure of the *Defiant* provides an excellent campaign arc.

The characters might become involved before Archer captures the vessel, while the Imperial Starfleet is fighting for control of it, or after Hoshi Sato declares herself Empress.

Several factions can compete for the technology:

Emperor Loyalists: Officers, who stays loyal to the Terran Emperor.

Sato Loyalists: Officers who accept Hoshi's claim to the throne.

Traditionalists: Imperial commanders who want to preserve the existing hierarchy.

Reformers: Terrans and subject species who believe the Empire must change.

Resistance Movements: Vulcan and other alien organizations seeking independence.

Opportunists: Captains and governors who simply want to exploit the crisis to increase their own power.

These factions do not need to agree on ideology. Some may cooperate temporarily simply because their interests happen to coincide.

The Defiant Question

The *Defiant* can become the centerpiece of an entire campaign.

The player characters could be sent to:

- Locate the vessel
- Prevent the Terrans from acquiring it
- Steal its technical database
- Rescue Prime Universe survivors
- Sabotage its systems

- Prevent its destruction
- Help a Terran faction obtain it
- Recover it after Archer's death

The Gamemaster should emphasize that the *Defiant* is not simply "a stronger starship." It is a strategic resource capable of changing the balance of power across the Mirror Universe.

Mirror Counterparts

One of the most effective uses of the Mirror Universe is to create alternate versions of recurring NPCs.

A trusted Prime Universe ally might be an ambitious Imperial officer.

A peaceful scientist might be a military weapons researcher.

A Federation diplomat might be an Imperial interrogator.

A Starfleet captain might be a ruthless conqueror.

The important element is not simply making every character "evil." The Mirror Universe works particularly well when the counterparts retain recognizable characteristics while those characteristics have developed under completely different social conditions.

The Moral Challenge

The Terran Empire should not merely function as an excuse for the Gamemaster to create stronger enemies.

Its greatest value is thematic.

The Empire demonstrates what humanity might become if technological advancement is combined with conquest rather than cooperation.

A Prime Universe crew encountering the Empire may therefore be forced to confront uncomfortable questions:

What separates the Federation from the Empire?

How much violence can be justified in the name of security?

Can an authoritarian system be changed from within?

What happens when oppressed populations begin using the methods of their oppressors?

And, perhaps most importantly, how much of the Empire's ideology could exist within apparently civilized societies if circumstances were sufficiently different?

The answers should be left to the players.

The Terran Empire is at its most effective when it functions as a distorted reflection of the campaign's own Federation, a civilization that possesses many of the same technologies and, in some cases, many of the same institutions, but has chosen a fundamentally different path.

In 2155, that path reaches another turning point with the rise of Hoshi Sato.

Whether her reign strengthens the Empire, destabilizes it, or creates new opportunities for resistance is a question the Gamemaster can leave deliberately open for the campaign.

Alien Rebellion

“Terrans will pay for their arrogance.”

Overview & History
The Alien Rebellion is the largest and most dangerous organized resistance against the Terran Empire in the mid-22nd century. It is not a unified state but a loose, often fractious coalition of conquered and subjugated species – primarily Vulcans, Andorians, Tellarites, and Orions – fighting for independence, survival, or simple revenge. Klingon support, while not yet a full military commitment of the Kingdom of Qo’noS, provides critical material aid, intelligence, and occasional raiding forces.

The Rebellion’s roots lie in the Empire’s rapid, brutal expansion after the 2063 seizure of Vulcan technology. Worlds that once possessed their own spacefaring civilizations were conquered, their fleets destroyed or absorbed, their populations reduced to laborers, technical specialists under heavy surveillance, or outright slaves. Resistance began as scattered uprisings, sabotage networks, and pirate raids. By the early 2150s these had coalesced into a multi-species war that the Imperial Starfleet could no longer easily contain.

By January 2155 the war is going badly for the Empire. A major Imperial defeat at Tau Ceti cost twelve ships. Propaganda claimed victory; reality was that the Empire’s assault fleets were overstretched and vulnerable. Rebel forces fielded Vulcan D’Kyr-type combat cruisers, Andorian battle cruisers, Tellarite vessels, and Orion privateers. Imperial officers openly feared the Empire could collapse within weeks if the trend continued.

The sudden appearance of the 23rd-century Constitution-class U.S.S. *Defiant* in Tholian space dramatically altered the strategic balance. The Rebellion nearly seized or destroyed the vessel; Imperial forces (first under Archer, then under the newly declared Empress Hoshi Sato) ultimately retained it. The *Defiant*’s technology temporarily stabilized Imperial fortunes, but it did not end the war. The Rebellion continued, adapted, and in later decades would incorporate more Klingon forces under leaders such as the one known as the “Fire Wolf.”

Culture & Society
The Rebellion is held together more by shared hatred of Terran rule than by common

ideology. Its members come from societies with deep historical rivalries – Vulcans and Andorians in particular have centuries of mutual suspicion – yet the pressure of Imperial conquest has forced pragmatic cooperation.

- **Vulcans** form much of the technical and scientific backbone. Many served (or still serve under duress) in Imperial science and engineering roles, giving the Rebellion detailed knowledge of Terran systems, shipyards, and logistics. Their resistance is often calculated and long-term; they remember that their own technology enabled the Empire's rise. Idealists among them speak of a future in which species cooperate as equals rather than masters and slaves; an idea that remains controversial even among allies.
- **Andorians** provide much of the Rebellion's military spirit and shock troops. Their culture values martial honor and direct action. Andorian commanders frequently push for aggressive strikes against Imperial installations and are less inclined toward patient infiltration.
- **Tellarites** excel at logistics, shipbuilding, and engineering under scarcity. Their argumentative nature makes them effective critics of both Imperial oppression and the Rebellion's own strategic decisions. Tellarite vessels and crews are common in rebel fleets.
- **Orions** operate primarily as privateers, smugglers, and intelligence assets. Their involvement is often transactional – profit, territory, or the removal of Terran competitors – yet some Orion leaders have committed to the broader cause once Terran rule threatened their own autonomy.
- **Klingons** support the Rebellion as a way to weaken a rival empire that has already attacked their space. Their contributions in 2155 tend to be weapons, cloaking technology (limited), intelligence, and targeted raids rather than large standing fleets. Many Klingon warriors view the struggle as a test of strength and an opportunity to humble the arrogant Terrans.

Daily life under the Rebellion is harsh. Cells operate in occupied space, aboard hidden bases, and in the freighter lanes. Trust is scarce; Imperial intelligence constantly tries to infiltrate networks. Captured rebels face the agony booth or worse. Success brings temporary freedom and resources; failure brings collective punishment on homeworld populations.

Organization & Military Structure
There is no single Rebel Emperor or High Council in 2155. Authority is distributed among species leaders, ship captains, and regional commanders. Temporary alliances form around specific objectives (attacking a shipyard, liberating a colony, ambushing an Imperial convoy) and dissolve when interests diverge.

Notable elements include:

- Multi-species task forces that mix Vulcan science vessels, Andorian battle cruisers, and Orion raiders.

- Underground networks on conquered worlds that provide intelligence, sabotage, and recruits.
- Attempts (sometimes successful) to subvert or seize Imperial ships with mixed crews, exactly what nearly happened aboard the I.S.S. *Avenger* when alien officers tried to turn on the *Defiant*.

Command is meritocratic and unstable. A Vulcan strategist may plan an operation, an Andorian captain execute the assault, and a Tellarite engineer keep the ships running, until the next dispute over strategy or spoils.

Technology & Starships
Rebel technology is a mixture of pre-conquest designs, captured Imperial systems, and whatever can be reverse-engineered or stolen. They lack the *Defiant*'s century-ahead advantage but compensate with numbers, knowledge of Imperial weaknesses, and willingness to use unconventional tactics.

Common vessels include:

- Vulcan D'Kyr-type combat cruisers
- Andorian Kumari-Class battle cruisers
- Tellarite cruisers and freighters converted for war
- Orion raiders and modified freighters
- Occasional Klingon-supplied weapons or sensor systems

Weapons are comparable to contemporary Imperial systems (phase cannons, photonic torpedoes) but employment differs: rebels favor ambush, boarding, sabotage, and hit-and-run operations over set-piece fleet battles. Captured Imperial technology is highly prized and quickly studied.

Gamemaster Hooks & Campaign Integration
The Alien Rebellion works best as a complicated ally or adversary rather than pure heroic resistance. It forces players to confront questions of ends and means, species distrust, and the long shadow of conquest.

Possible campaign uses:

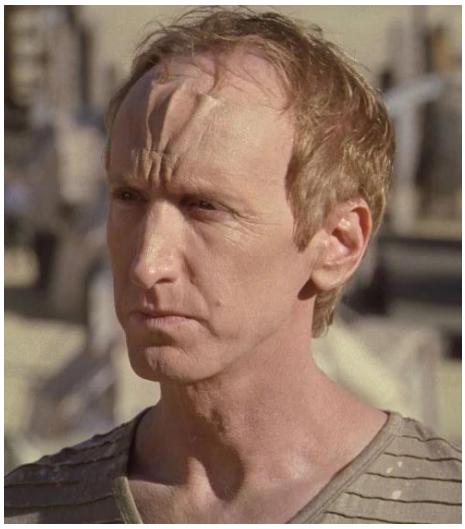
- A Prime Universe crew stranded in the Mirror Universe must decide whether to aid the Rebellion, stay neutral, or try to prevent either side from obtaining the *Defiant*'s technology.
- Infiltration missions into Imperial space on behalf of (or against) specific Rebel factions.
- Escort or sabotage operations involving mixed Rebel fleets that threaten to fall apart over old Vulcan-Andorian grudges or Orion opportunism.
- Moral dilemmas: a Vulcan scientist who wants to build a better future versus an Andorian commander who simply wants Terrans dead; a Klingon contact who will support the Rebellion only so long as it weakens the Empire and not a step further.

- The aftermath of the *Defiant* crisis: Rebel cells that almost succeeded in taking or destroying the ship, survivors of the Tau Ceti defeat, or officers who once served the Empire and now fight it.
- Mirror counterparts of player characters or recurring NPCs serving (or secretly aiding) the Rebellion.

The Rebellion's greatest narrative value is thematic. It is what the Federation's founding species might have become under conquest rather than cooperation: a coalition born of necessity, scarred by old hatreds, and capable of both genuine liberation and its own forms of ruthlessness. Whether it can outlast Empress Sato's consolidation of power, absorb the *Defiant*'s technological shock, or fracture under its own contradictions is left open for the campaign. In 2155 the outcome is still very much in doubt.

CHAPTER 6: NEW SPECIES TEMPLATES

Akaali (Tessic's Species)



A hardy humanoid people of practical miners and frontier colonists, accustomed to difficult conditions and capable of adapting quickly when taught new methods of survival.

Attributes: +1 Fitness, +1 Insight, +1 Reason

Trait: Akaali. *Members of Tessic's species are accustomed to living and working in isolated, poorly supplied environments. They are practical, resourceful, and familiar with the hazards of industrial work and frontier life. When dealing with improvised equipment, harsh working conditions, or the practical problems of maintaining an isolated settlement, this Trait may provide an advantage.*

Akaalian Talents

Improvised Combat: When attempting a task involving improvised weapons, improvised defenses, or turning environmental features to their advantage during a conflict, you may re-roll 1d20.

Frontier Survival: When attempting a task to repair, maintain, or operate damaged or makeshift equipment under difficult conditions, you may re-roll 1d20.

Community Conviction: When fighting to protect your home world, village, or community from foreign exploitation, you receive +1 bonus d20 on all **Command** and **Security** tasks.

Resourceful Metallurgy: You can forge, modify, and repair metal tools and mechanical devices using primitive forge equipment. Reduce the Difficulty of **Engineering** tasks involving non-computerized mechanical systems by 1.

Species Ability (Adaptable Survivors): The Akaali have a remarkable capacity to learn practical techniques when confronted with new threats. Once per scene, after failing a task involving Survival, Athletics, Evasion, or combat using a weapon with which you have little or no experience, you may spend 1 Momentum to immediately attempt the task again with +1 Difficulty. This represents adapting your approach after observing what went wrong. You may not use this ability if the failure resulted from a complication rather than a failed task.

Antaran



A battle-tested, resilient species with a history of deep-seated historical conflicts against Denobula, possessing fortified bunker cities and powerful planetary defenses.

Attributes: +1 Control, +1 Fitness, +1 Reason

Trait: Antaran. *Stoic humanoid species with a deeply ingrained martial culture; highly resilient to psychological intimidation, physical pain, and trauma; biologically resistant to neural agents, but inherently mistrustful of historical rival species and vulnerable to high-potency nerve toxins.*

Antaran Talents

Artillery Specialist: When operating shipboard phaser banks, plasma cannons, or planetary defense batteries, you may spend 1 Momentum to reroll up to two Dices.

Fortified Mind: Centuries of interspecies rivalries have built mental fortitude. You add +2 to your maximum Stress track against mental or emotional attacks.

Pragmatic Defense: When defending a static position, bunker, or starship bridge, you increase your Resistance by +1 against all ranged weapon attacks.

Species Ability (Martial Resilience): Antarans possess a stoic, battle-tested biology and culture. When you suffer an Injury, you may spend 2 Momentum (or 2 Threat) to delay the mechanical effects of that Injury until the end of the current scene.

Arin’sen



An agile, ecologically minded species who dwell high above the ground in sprawling canopy cities and dedicate themselves to protecting planetary biomes.

Attributes: +1 Control, +1 Fitness, +1 Insight

Trait: Arin'sen. *Nomadic spacefaring species with an intuitive neural sense for stellar cartography and spatial anomalies; exceptionally resistant to disorientation, spatial distortion, and G-force stress; physically fragile and vulnerable to concentrated concussive force or heavy physical impacts.*

Arin‘sen Talents

Eco-System Harmony: You possess an instinctive understanding of natural biospheres. When performing a **Science** task to analyze planetary biomes or weather patterns, you receive +1 bonus d20.

Canopy Mobility: You can leap, climb, and scale structures with incredible agility. When taking a Movement Action to reach higher ground or cover, you do not need to spend Momentum to move an extra distance band if climbing structures or trees.

Atmospheric Scout: When piloting a ship or atmospheric craft through heavy wind, storms, or planetary atmospheric turbulence, reduce the Task Difficulty by 1.

Species Ability (Arboreal Balance): Arin'sen evolved in towering forest canopy cities. You ignore all movement penalties and Difficulty increases caused by high-altitude, low-gravity, or uneven/narrow surfaces.

Arkonian



A stoic, desert-dwelling species adapted to intense heat and arid climates, defined by their intense suspicion of foreign powers and hyper-vigilant border defense.

Attributes: +1 Control, +1 Fitness, +1 Reason

Trait: Arkonian. Thermally dependent reptilian humanoid with a highly disciplined, militaristic mindset; immune to extreme heat, arid conditions, and low-level radiation; instinctively aggressive toward unauthorized spacefarers; highly vulnerable to severe cold, rapid freezing, and sudden drops in ambient temperature.

Arkonian Talents

Thermal Vision: Arkonians can see into the infrared spectrum. You ignore all Difficulty increases or Complications caused by total darkness, smoke, or thermal camouflage when detecting living targets.

Vigilant Border Guard: You are inherently suspicious of foreign incursions. When using **Science** or **Security** to operate sensor arrays or spot concealed craft/infiltrators, you may spend 1 Momentum to double the effect of a successful scan.

Stoic Survival: When suffering Stress from environmental hazards or physical fatigue, you may spend 1 Momentum to immediately recover Stress equal to your **Fitness** rating.

Species Ability (Arid Adaptation): Arkonians evolved on a harsh, arid world and possess high resistance to extreme temperatures and dehydration. You reduce the Difficulty of all **Fitness** tasks made to endure environmental hazards, heat, or toxin exposure by 1 (minimum 0).

Axanar



The Axanar are a calm, long-lived reptilian species whose unique, biologically precious triglobulin and enduring physical resilience have frequently placed them at the crossroads of early interstellar diplomacy and conflict.

Attribute Bonuses: +1 Fitness, +1 Insight, +1 Reason

Trait: Axanar. *Cold-blooded reptilian species with a unique triglobulin biochemistry and exceptionally long lifespan; natural stewards of vacuum and deep-space conditions; highly resistant to cellular degradation and metabolic aging, but biologically targeted by scavengers and vulnerable to biochemical harvesting and acute circulatory shock.*

Axanar Talents

Triglobulin Synthesis: Your specialized physiology can produce or stabilize biochemical compounds. Once per scene, when performing a **Medicine** Task to treat an Injury, poison, or disease on another character, you may spend 1 Momentum to remove 1 additional Complication or grant the patient +1 Resistance to further physical trauma for the rest of the scene.

Patient Observer: Long lived and deliberate, you rarely rush to conclusions. When taking the **Obtain Information** Momentum spend during an Investigation or Science Task, you may ask **one additional question** for free without spending extra Momentum.

Reptilian Calm: When subjected to a Social or Psychological Task intended to cause Intimidation or Panic, you may spend 1 Momentum to use your **Fitness** score instead of **Willpower/Insight** to resist the attempt.

Species Ability (Endomorphic Resilience): Your body's biochemical makeup and unique circulatory biochemistry make you exceptionally resilient to physical toxins and exhaustion. You gain **+2 Resistance** against non-lethal environmental hazards, radiation, and biochemical poisons, and you treat any Task to recover from **Exhaustion** or physical fatigue as **1 Difficulty lower** (minimum 0).

Borothan



A scholarly, peaceful species known throughout the quadrant for their vast medical archives, deep botanical expertise, and advanced field pharmacology.

Attributes: +1 Control, +1 Insight, +1 Reason

Trait: Borothan. *Isolationist humanoid species with a pragmatic, defense-oriented mindset; highly adept at localized resource management and cloaked perimeter defense; resistant to electronic surveillance and espionage, but vulnerable to heavy planetary blockades and concentrated orbital kinetic strikes.*

Borothan Talents

Panacea Synthesis: Given an hour and access to local plant life, you can create a herbal antitoxin. This item allows a patient to immediately cure one Poisoned or Toxified Condition.

Archival Precision: Your academic training is meticulous. When using **Reason + Science** to research historical archives, ancient medical texts, or biological records, you generate 1 bonus Momentum on success.

Field Surgeon: You excel at treating injuries in non-ideal conditions. You ignore Difficulty penalties for performing **Medicine** tasks without a proper medical bay or diagnostic kit.

Species Ability (Botanical Wisdom): Borothans are renowned healers and botanical researchers. When performing a **Medicine** task utilizing natural flora, herbal remedies, or botanical extracts, you reduce the Difficulty by 1 (minimum 0).

Enolian



A strict, order-driven society whose space lanes are heavily patrolled by police interceptors, known for their uncompromising judicial system and vast orbital penal facilities.

Attributes: +1 Control, +1 Fitness, +1 Reason

Trait: Enolian. *Highly legalistic humanoid species governed by strict bureaucratic and penal protocols; resistant to psychological manipulation, social deception, and diplomatic pressure; highly cautious in unmapped space; vulnerable to systemic civil unrest and adaptive computer viruses targeting administrative networks.*

Enolian Talents

Interception Protocols: When piloting a ship or controlling a security team attempting to tractor, lock onto, or impound an enemy vessel, reduce the Difficulty of the Task by 1.

Penal System Efficiency: You know exactly how to manage detainees. Whenever you are guarding or escorting captured individuals, any attempts by prisoners to escape, sabotage equipment, or create distractions incur +1 Difficulty.

Unforgiving Oversight: When you spend Momentum to obtain information about an adversary's criminal history, political infractions, or legal vulnerabilities, you receive 2 answers instead of 1 from the Gamemaster.

Species Ability (Judicial Authority): Enolians are raised under a strict, unforgiving penal system. When performing a **Security** task to detain, restrain, or search a suspect, or a **Command** task to enforce legal compliance, you generate +1 Threat-free Momentum on any success.

Eska



A culture of master big-game hunters who travel the sector seeking out dangerous predators to stalk, view the wild as an arena of honor, and build massive planetary game reserves.

Attributes: +1 Control, +1 Daring, +1 Fitness

Trait: Eska. *Predatory humanoid species with acute sensory tracking instincts and specialized environmental adaptability; immune to extreme weather conditions and wilderness camouflage disruption; instincts driven by hunting traditions; vulnerable to intense acoustic overload and targeted sensory disruption.*

Eskan Talents

Scent/Thermal Masking: You know how to mask your physical presence. Enemies incur +1 Difficulty on all tasks to detect you using physical or thermal sensors while you are utilizing natural cover or stealth.

Trophy Hunter's Mark: As a Minor Action, you can designate a single target in the scene as your "Prey." All ranged or melee attacks you make against your Prey gain the **Piercing 1** effect.

Safari Precision: When using a ranged weapon with the **Calibration** or **Sniper** quality, you can spend 1 Momentum to add +2CD damage to your attack.

Species Ability (Master Hunter): The Eska are big-game hunters who track prey across the quadrant. When performing a **Security** or **Science** task to track a target, locate hidden creatures, or set an ambush, you may re-roll a single d20.

Illyrian



A pioneer species famous for practicing tailored environmental genetic modification, enabling them to adapt their own biology to survive harsh, untamed terraforming frontiers.

Attributes: +1 Control, +1 Reason, +1 to Presence

Trait: Illyrian. Humanoid species utilizing extensive genetic tailoring; fully adaptable to harsh alien biomes and toxic planetary atmospheres; immune to a vast array of biological pathogens and environmental hazards; socially isolated due to genetic stigma and vulnerable to targeted retroviral counter-agents.

Illyrian Talents

Engineered Resilience: Your biological modifications strengthen your immune system. You gain +2 Resistance against biological pathogens, chemical toxins, and radiation damage.

Adaptive Physiology: Once per mission, you can perform a **Medicine + Science** task on yourself during a scene break to adjust your bodily metabolism. You may swap your chosen environmental immunity from your Species Ability to a new environment type.

Terraforming Mastery: Your culture excels at planetary engineering. Reduce the Difficulty of **Engineering** and **Science** tasks related to atmospheric processors, terraforming arrays, and planetary core stabilization by 1.

Species Ability (Tailored Adaptation): Illyrians practice environmental genetic modification to adapt to new worlds. At character creation, choose one environment type (e.g., Toxic Atmosphere, High Gravity, Arctic, Extreme Radiation). You are immune to physical environmental hazards of that type.

Kreetassan



A highly formal species whose culture centers on an intricate web of social taboos and ritual etiquette, often causing friction with less structured off-worlders.

Attributes: +1 Control, +1 Insight, +1 Reason

Trait: Kreetassan. *Highly formal humanoid species governed by intricate social protocols and sacred taboos; exceptionally detail-oriented and resistant to bureaucratic confusion; easily offended by cultural slurs; vulnerable to social isolation, trade embargoes, and psychological disruption caused by etiquette violations.*

Kreetassan Talents

Cultural Auditor: You quickly spot when others break social rules or protocol. When an adversary fails a Social or Command task in your presence, you immediately gain 1 Momentum for the group pool.

Rigid Discipline: You are resistant to emotional manipulation. Increase the Difficulty of any opponent's attempt to intimidate, deceive, or emotionally sway you by +1.

Trade Demands: When negotiating terms for supplies, repairs, or trade agreements, you can spend 1 Momentum to force the other party to provide 1 additional minor item or service to seal the contract.

Species Ability (Meticulous Etiquette): Kreetassans hold strict, intricate cultural standards. Whenever you perform a Social task where formal diplomatic protocols, official apologies, or structured ceremonies are observed, reduce the Difficulty by 1.

Kriosian



An ancient, deeply traditional species ruled by a royal monarchy, famous for their natural empathic grace and the legendary rarity of empathic metamorphs.

Attributes: +1 Insight, +1 Presence, +1 Daring

Trait: Kriosian. *Feudal humanoid species featuring rare empathic metamorphs; capable of sensing emotional states and bonding completely to a chosen partner's psychology; highly resilient to psychological deceit; physically fragile and vulnerable to neural suppression fields and direct kinetic shock.*

Kriosian Talents

Empathic Resonance: You can sense the emotional temperature of living beings around you. When interacting face-to-face with an NPC, you may perform an **Insight + Medicine** task (Difficulty 1) to determine their core emotional state and primary motivation.

Regal Presence: Your commanding stature commands respect. When using **Command** to issue orders or inspire allies, allies who follow your order regain 1 Stress.

Metamorph Legacy: *(Prerequisite: Gamemaster Approval)* You possess rare empathic metamorphism. Once per adventure, you can bond emotionally with a chosen individual. While in their presence, you receive 1 bonus d20 on all Social tasks directed at them, and you automatically know when they are in physical distress.

Species Ability (Sovereign Grace): Kriosians possess a natural regal poise and subtle empathic awareness. When performing a **Command** or **Medicine** task to calm an agitated crowd, resolve a diplomatic standoff, or influence emotions, you may reroll any die that rolled a 20.

Ktarian

For the Ktarian, use the Ktarian Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Lorillian



An aquatic-adapted species who raise their young in specialized atmospheric environments and thrive in high-pressure, submerged city domes.

Attributes: +1 Control, +1 Fitness, +1 Insight

Trait: Lorillian. *Aquatic-adjacent humanoid species requiring specialized atmospheric mixtures during early development; exceptionally strong familial bonds and group coordination; resistant to high-pressure environments; vulnerable to sudden atmospheric decompression and uncalibrated oxygen-nitrogen environments.*

Lorillian Talents

Hydro-Dynamic Diver: Lorillians thrive in high-pressure aquatic environments. You swim at full movement speed and suffer no penalties for deep-sea or submerged tasks.

Pressurized System Technician: You excel at high-pressure life support and engine plumbing. When repairing life support systems or plasma conduits, you generate +1 bonus Momentum on success.

Protective Instinct: Lorillians have strong parental and community caretaking instincts. When taking the **Protect** reaction in combat to intercept an attack meant for an ally, you gain +1 Resistance for that attack.

Species Ability (Breath Sustenance): Lorillian young require specialized atmospheric breath-nourishment, and adults possess adaptable respiratory biology. You can survive without oxygen for up to an hour by recycling internal atmospheric reserves, and you ignore respiratory gas hazards.

Malurians



A scaly, gray-skinned reptilian species known for covert, exploitative resource extraction, advanced optical disguises, and heavy starship weaponry, whose quadrant presence was later entirely eradicated by the Earth probe *Nomad*.

Attributes: +1 Control, +1 Daring, +1 Security

Trait: Malurian. *Corporate-driven humanoid species focused on aggressive resource extraction; highly skilled in industrial operations, heavy planetary mining, and hazardous materials handling; immune to industrial pollutants; vulnerable to orbital fleet disruption and legal-economic blockades.*

Malurian Talents

Subdermal Disguise Suit: You possess custom synthetic skin technology. Tasks made by opponents to scan, examine, or physically detect your true reptilian physiology while disguised incur +2 Difficulty.

Relentless Exploitation: When operating industrial machinery, mining rigs, or tactical systems in defiance of local planetary laws or environmental protocols, you generate 1 bonus Threat-free Momentum on success.

Heavy Ship Salvo: When operating shipboard weapons consoles on a vessel firing multi-charge plasma or phaser banks, you can spend 1 Momentum to add the **Vicious 1** quality to the ship's attack.

Species Ability (Covert Infiltration & Disguise): Malurians employ advanced full-body synthetic suits to blend seamlessly into alien populations. When wearing an artificial disguise or operating undercover, you ignore the first Complication generated on any **Insight** or **Security** task to maintain your cover.

Mazarite



A pragmatic, highly legalistic species governed by a strict state ministry that relies heavily on internal surveillance, meticulous documentation, and rigid security protocols.

Attributes: +1 Control, +1 Insight, +1 Reason

Trait: Mazarite. *Bureaucratic humanoid species with a polished external protocol concealing widespread syndicate corruption; highly adept at covert operations, espionage, and political maneuvering; resistant to lie detection and psychological interrogation; vulnerable to systemic exposure of illicit networks and internal power struggles.*

Mazarite Talents

Inflexible Auditing: When performing an interrogation or background check task, reduce the Difficulty by 1 (minimum 1). If successful, you gain 1 bonus Momentum that can only be spent to obtain additional information about the target's motives.

Bureaucratic Stonewall: You excel at stalling administrative or legal processes. When an enemy tries to use a Social task or Threat spend to force an immediate concession or demand from you, you may spend 1 Momentum to increase the Difficulty of their task by +1.

Subtle Subterfuge: You are adept at keeping secrets under heavy state surveillance. Tasks to detect if you are lying, concealing an item, or transmitting encrypted signals suffer +1 Difficulty.

Species Ability (Methodical Bureaucracy): Mazarites are exceptionally cautious and structured in their thinking. Once per scene, when you perform a Task using **Reason** or **Insight** in a situation involving legal code, political negotiation, or investigative auditing, you may re-roll a single d20.

Osaarian



A cunning privateer species who make their homes inside volatile, sensor-blinding plasma nebulae, specializing in stealth salvage operations and ship-to-ship ambushes.

Attributes: +1 Control, +1 Daring, +1 Reason

Trait: Osaarian. *Displacement-hardened humanoid species operating as official merchants and opportunistic salvagers; expert scavengers adept at covert boarding actions, hidden plasma-pocket navigation, and jury-rigged engineering; resistant to sensor detection in dense nebulae; vulnerable to heavy naval blockades and fleet-level containment tactics.*

Osaarian Talents

Ion Trajectory Navigation: You are adept at hiding warp trails. When piloting through dangerous spatial hazards, you can perform a **Conn + Engineering** Task to make your vessel untraceable by standard long-range sensors.

Plasma Breaker: You know how to bypass ship shields with plasma cutters. When attempting to breach an enemy ship's airlock or hull, reduce the Task Difficulty by 1.

Improvised Patchwork: You can keep aging systems running with salvaged parts. Once per scene, you can restore 2 lost Power or 2 Shield points to your ship as a Task using **Engineering** without spending spare parts.

Species Ability (Nebula Scavenger): Osaarians live in plasma nebulae and excel at stealth salvage. When operating in nebulae, plasma clouds, or high-radiation zones, your ship's sensors ignore spatial interference penalties.

Paraagan

A cautious, safety-conscious species who mine volatile tetralubric gas from fragile asteroids, operating under extreme industrial protocols to prevent catastrophic atmospheric explosions.

Attributes: +1 Control, +1 Reason, +1 Science

Trait: Paraagan. *Highly sensitive humanoid species residing near fragile atmospheric deposits; possessing delicate, hyper-acute auditory organs and disciplined mining protocols; immune to low-level acoustic frequencies; vulnerable to high-decibel shockwaves, sonic weaponry, and catastrophic atmospheric ignition.*

Paraagan Talents

Non-Spark Engineering: When working on explosive, volatile, or unstable systems (like tetralubric rigs or antimatter injectors), your Tasks never generate Complications from environmental fires or explosions.

Refinery Inspector: When performing **Engineering** or **Science** tasks to audit industrial facilities or starship reactors, you receive 1 bonus d20.

Controlled Demolitions: You know exactly where to strike to cause structural collapses safely. When using explosives or plasma charges, you can spend 1 Momentum to double the structural damage while keeping the blast contained to a single room/corridor.

Species Ability (Volatile Gas Cautions): Paraagans mine volatile tetralubric gas and possess hyper-awareness of environmental hazards. You automatically spot gas leaks, explosive atmospheric imbalances, or structural micro-fractures without needing a Task.

Skagaran



A once-dominant colonial species whose low-tech frontier settlements still carry the social weight and political tension of past uprisings by former human labor forces.

Attributes: +1 Control, +1 Insight, +1 Reason

Trait: Skagaran. *Colonial humanoid species accustomed to enforcing rigid labor hierarchies and territorial control; authoritative mindset with strong logistical organization; resistant to local insurgencies; vulnerable to unified multi-species uprisings and orbital interdiction.*

Skagaran Talents

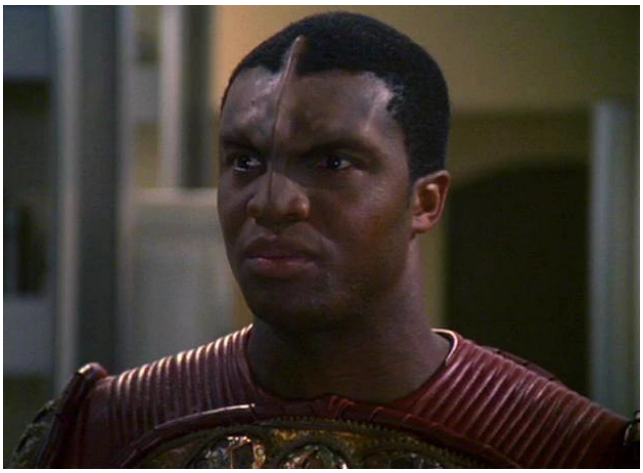
Frontier Pragmatism: When isolated from modern medical facilities or replicators, you can improvise tools and medical remedies from wilderness supplies. Your field repairs and field medicine tasks suffer no penalties for missing gear.

Diplomatic De-escalation: You have experience managing delicate social tension between historic rival groups. When mediating a conflict between opposing factions, you can spend 1 Momentum to prevent either party from taking hostile actions for the remainder of the scene.

Archaeological Insight: When analyzing ancient relics, forgotten colonies, or sub-warp wrecks, you can spend 1 Momentum to immediately learn the age, origin, and original purpose of the structure.

Species Ability (Colonial Heritage): Skagarans possess a deep knowledge of low-tech frontier survival and historical social structures. You reduce the Difficulty of **Engineering** tasks on low-tech (pre-warp) equipment by 1.

Suukaalai (Tret's Species)



A disciplined, cultural rich species tasked with enforcing strict planetary quarantines and intercepting bio-hazardous vectors across restricted border sectors.

Attributes: +1 Control, +1 Fitness, +1 Daring

Trait: Suukaalai. *Enforcement-oriented humanoid species trained to patrol lawless border sectors and enforce strict quarantines; highly skilled in tracking, pursuit tactics, and uncompromising detainment protocols; resistant to borderland intimidation; vulnerable to surprise ambushes by larger fleet formations.*

Suukaalaian Talents

Interceptor Precision: When firing shipboard weapons at target engines or sub-light thrusters to immobilize (rather than destroy) an escaping vessel, ignore the normal Difficulty penalty for targeting specific ship systems.

Uncompromising Resolve: Your duty is absolute. You are immune to Social tasks intended to bribe, bribe, or sway you from enforcing military orders or safety quarantines.

Zero-Tolerance Vigilance: Because your species cannot cure mutagenic outbreaks, you leave no room for diplomatic compromise regarding biological safety. When an adversary uses a Social or Command task to persuade, trick, or bribe you into relaxing a quarantine, security lockdown, or isolation directive, increase the Difficulty of their task by +1.

Species Ability (Quarantine Lockdown): The Suukaalai enforce strict planetary isolation over bio-hazard zones. When performing a **Security** or **Conn** task to block, tractor, or disable a vessel trying to break containment or enter a restricted zone, you generate +1 Threat-free Momentum on success.

Suliban



Trait: Suliban Cabal (Genetically Altered). *Through extensive genetic engineering granted by their mysterious future benefactor in the Temporal Cold War, members of the Cabal possess bio-enhanced physical capabilities far exceeding those of unaugmented Suliban. You possess subcutaneous pigment-shifting chromatophores, modified bone density, altered pulmonary systems, and bio-electric pathways. You are instinctively loyal to the Cabal's hierarchy, though your altered physiology marks you as a dangerous target or operative across the galaxy.*

Suliban Talents

Subcutaneous Mimicry: Your chromatophore network can alter not just color, but facial features and surface cellular structures to mimic other humanoid forms. As a Task, attempt a **Control + Security** Task (Difficulty 2) to alter your appearance. On a success, you gain the **Disguised** Trait against visual inspection and gain a free Bonus $d20$ on all Social Tasks used to maintain your cover identity.

Sub-Audible Environmental Sensing: Genetically enhanced compound receptors along your skin allow you to detect minute changes in air pressure, temperature, and atmospheric chemical signatures. You ignore all Difficulty increases caused by darkness, smoke, or light fog, and you cannot be surprised by biological threats or physical ambushes within Medium range.

Temporal Cold War Operative: Trained in covert sabotage and equipped with future-tech knowledge, you exploit temporal chaos to turn the tide of engagement. Once per scene, when an opponent spends Momentum or Determination to modify a roll, you may spend 1 Momentum (or generate 1 Threat if NPC) to force them to reroll one of their successful d20s.

Species Ability (Genetic Infiltration Suite): Your bio-engineered cell structure grants you extraordinary camouflage and physical adaptability. You can alter your skin pattern, pigmentation, and texture to blend seamlessly into your surroundings. When attempting a **Stealth** or **Infiltration** Task, or when taking the **Cover** action in combat, you gain 1 free Bonus d20. Additionally, you treat any physical Task to squeeze through tight spaces, scale flat surfaces, or bypass physical barriers as **1 Difficulty lower** (minimum 0).

Takret



A paranoid, border-guarding species obsessed with bio-security, quarantine enforcement, and keeping their settlements strictly isolated from foreign contagions.

Attributes: +1 Daring, +1 Fitness, +1 Insight

Trait: Takret. *Highly militarized and paranoid humanoid species specializing in electronic warfare and ambush tactics; expert at hiding vessels within hazardous nebulae and executing aggressive boarding actions; resistant to passive sensor sweeps; vulnerable to high-yield thermal radiation and directed pulse cannons.*

Takret Talents

Bio-Scanner Precision: When using medical or security scanners to detect biological contagions, mutagens, or hidden organic substances, you may re-roll a single d20.

Militia Boarding Action: When participating in a shipboard breach or boarding operation, your melee and ranged attacks inflict +1 of Stress/damage.

Containment Lockdown: You can rapidly lock down access hatches and atmospheric bulkheads. When performing an **Engineering** or **Security** task to isolate a compartment or prevent shipboard movement, reduce the Difficulty by 1.

Species Ability (Quarantine Vigilance): Takrets are obsessed with bio-containment and sector security. You suffer no Difficulty penalties when operating in bio-hazard environments or wearing full hazard gear, and you gain +1 bonus d20 on **Security** tasks to spot disguised or infected individuals.

Tandarans



The Tandarans are a highly disciplined and security-obsessed humanoid species, driven by a deep-seated paranoia stemming from decades of covert war and infiltration by the Suliban Cabal.

Attribute Bonuses: +1 Control, +1 Fitness, +1 Reason

Trait: Tandaran. *Security-obsessed humanoid species defined by prolonged interspecies conflict; enforcing absolute state control, strict airspace surveillance, and internment policies; resistant to covert infiltration and psychological warfare; vulnerable to large-scale fleet engagements and coordinated multi-front trade embargoes.*

Tandaran Talents

Interrogation Discipline: When conducting a Social Task to compel information from a subject or overcome an opponent's Resistance/Composure, you may spend 1 Momentum to increase the Difficulty of the target's opposing roll by +1.

Hardened Mind: Your culture's focus on operational security grants you resilience against psychological pressure. You gain **+1 Resistance** against Stress caused by intimidation, telepathic intrusion, or coercion.

Tactical Redundancy: Once per combat scene, when you suffer Stress that would cause an Injury, you may spend 2 Momentum (or Threat) to delay the Injury until the end of your next turn, remaining fully operational in the interim.

Species Ability (Vigilant Security): Shaped by generations of infiltration threats, you possess heightened situational awareness. Once per scene, when you perform a Task using **Control** or **Reason** to inspect a area, detect hidden enemies, or see through a disguise/deception, you may reroll a single $d20$.

Tarkalean



A prominent trading species renowned for their bustling spaceports, famous tea exports, and extensive networks of long-haul mercantile freighters.

Attributes: +1 Daring, +1 Insight, +1 Presence

Trait: Tarkalean. *Enduring merchant species with extensive borderland trading networks; possessing remarkable physical stamina, trade shrewdness, and environmental tolerance across harsh frontier worlds; resistant to economic intimidation; vulnerable to heavy commerce raiding and orbital blockade.*

Tarkalean Talents

Tea House Hospitality: Tarkaleans use tea ceremonies to put business partners at ease. If you share a beverage or meal with an NPC before negotiating, reduce the Difficulty of subsequent Social tasks by 1.

Freighter evasive maneuvers: When piloting a transport or non-combat freighter vessel, you can use your **Command** or **Insight** rating instead of **Control** for Evasive Action maneuvers.

Cargo Fastener: You know how to pack and secure cargo against violent attacks. Attacks aimed at destroying or disabling your ship's Cargo Holds or secondary systems suffer +1 Difficulty.

Species Ability (Mercantile Instincts): Tarkaleans are active quadrant traders. When bargaining over freight costs, trade routes, or purchasing starship supplies, you may re-roll a single d20 on all **Command** or **Conn** tasks.

Tesnian



A deeply empathic species who breathe a high-methane atmosphere and rely on tight physical and emotional closeness within their communities to thrive.

Attributes: +1 Control, +1 Insight, +1 Reason

Trait: Tesnian. *Humanoid species physiologically bound to specific atmospheric pressure baselines; highly efficient technicians and engineers within environmental control systems; resistant to controlled atmospheric hazards; highly vulnerable to sudden hull breaches, pressure drops, and uncalibrated life support systems.*

Tesnian Talents

Atmospheric Seal Expert: You are hyper-vigilant regarding environmental seals. When an atmospheric breach occurs on your ship or facility, you can take a reaction to immediately seal emergency bulkheads, preventing decompression in your zone.

Shared Emotional Strength: When you are within Reach of an ally, you may share Stress pools. Either of you can spend Stress from the other's pool to absorb damage or activate abilities.

Exotic Gas Chemistry: You excel at handling gaseous compounds. Reduce the Difficulty of **Science** and **Engineering** tasks involving atmospheric scrubbers, nebula gases, or plasma mixtures by 1.

Species Ability (Methane Breathing & Cohesion): Tesnians require a high-methane atmosphere to survive and form tight physical/emotional bonds with peers. When working on a Task alongside an ally who shares a Focus with you, you both gain +1 bonus d20 on the Task.

Triannon



A deeply devout, dogmatic people from the Delphic Expanse who view the massive spatial spheres as holy constructs built by divine "Creators."

Attributes: +1 Daring, +1 Fitness, +1 Presence

Trait: Triannon. *Theological humanoid species driven by strict religious dogma and devotion to the "Makers"; highly resilient to fear, torture, and psychological warfare; willing to commit to total martyrdom; vulnerable to logical paradoxes, destruction of sacred sites, and advanced point-defense systems.*

Triannon Talents

Zealous Zeal: When performing a **Security** or **Command** Task to defend something you hold sacred (such as your ship, creed, or allies), you may spend 1 Determination to automatically succeed as if you rolled a 1, adding 1 bonus Momentum.

Sacred Geometry: Your deep study of divine structures gives you insight into spatial anomalies and ancient precursor constructs (like the Spheres). Reduce the Difficulty of **Science** tasks involving anomalous spatial fields by 1.

Fervent Indoctrination: When using **Presence + Command** to persuade others to align with your moral or ideological goals, you generate 1 bonus Threat-free Momentum on success.

Species Ability (Unyielding Faith): Triannons possess intense religious conviction. When you are suffering from a Physical or Mental Condition, or when your Stress is fully filled, you do not suffer Difficulty penalties to your Tasks.

Vissian



An exceptionally advanced and scientifically curious species operating highly advanced exploration ships, whose peaceful culture is built around a complex three-gender social structure.

Attributes: +1 Control, +1 Insight, +1 Reason

Trait: Vissian. *Scientific humanoid species with a complex tri-gender biology involving a rare third gender (cogenitor) essential for reproduction; highly advanced in research, stellar cartography, and warp engineering; resistant to technological disruption; vulnerable to demographic instability if cogenitor populations are compromised.*

Vissian Talents

Sub-Surface Explorer: When operating sensors, specialized probes, or research craft in high-hazard spatial environments (such as solar atmospheres or nebulae), you ignore the first Complication generated on the task.

Complex Social Harmony: Raised in a three-gender household structure, you excel at balancing group dynamic conflicts. Once per scene, when an ally suffers a Complication on a Social or Command task, you may spend 1 Momentum to immediately cancel that Complication.

Rapid Scientific Intuition: Once per mission, when faced with an unknown alien technology or spatial anomaly, you can perform a **Reason + Science** Task (Difficulty 2) as a Minor Action instead of a Task.

Species Ability (Advanced Scientific Mind): Vissians possess a culture steeped in rapid technological mastery and intellectual curiosity. Whenever you spend Momentum to obtain information during a **Science** or **Engineering** Task, you gain 1 additional piece of information for free.

Xarantine



A nomadic, opportunistic species of frontier traders and cargo haulers who navigate unregulated border sectors, black markets, and smuggler outposts.

Attributes: +1 Control, +1 Daring, +1 Insight

Trait: Xarantine. *Frontier humanoid species thriving in unaligned trading ports and free-enterprise hubs; fiercely self-reliant, adaptable, and skilled at black-market navigation; resistant to political coercion; vulnerable to major power fleet interventions and complete economic blockades.*

Xarantine Talents

Subspace Transponder Spoofing: You know how to trick regional traffic controls. You can perform a **Control + Conn** task (Difficulty 2) to alter your starship's transponder signal, appearing as a standard cargo vessel or civilian transport.

Hidden Compartments: You can modify starships or shuttlecraft to include hidden smuggling holds. Scans attempting to discover cargo or passengers hidden inside your ship suffer +2 Difficulty.

Quick Warp Jump: When executing an emergency warp jump while under fire, reduce the Task Difficulty by 1 and ignore the first Complication generated.

Species Ability (Frontier Smuggler): Xarantines inhabit unregulated trade ports and border sectors. When performing a **Conn** or **Security** task to conceal cargo, evade border sweeps, or blend into crowded spaceports, you may re-roll a single d20.

Xyrillian



A unique, telepathic species who dwell aboard living bio-organic starships, utilizing advanced holographic biospheres, optical cloaking fields, and symbiotic technology.

Attributes: +1 Insight, +2 Reason

Trait: Xyrillian. *Organic-technology species utilizing advanced bio-support systems and multi-spectral holographic environments; highly adept at bio-synthetic engineering and holographic simulation; resistant to technological assimilation; vulnerable to severe physical impact, explosive decompression, and high-intensity thermal overload.*

Xyrillian Talents

Holographic Projection Tuning: Xyrillian technology relies heavily on advanced holograms and biospheres. Reduce the Difficulty of **Engineering** tasks involving holographic emitters, holodecks, and optical projections by 1.

Telepathic Sympathy: You can communicate simple thoughts and feelings telepathically with willing targets within Reach. When performing a **Medicine** or **Command** task on a target you are in telepathic contact with, you generate +1 bonus Momentum.

Bio-Hull Weaving: You can heal or repair organic ship hulls and bio-tech systems using **Reason + Medicine** instead of **Control + Engineering**.

Cloaking System Efficiency: Xyrillians designed early organic cloaking fields. When operating or maintaining a ship's Cloaking Device, your ship consumes 1 less Power per scene while cloaked.

Species Ability (Bio-Organic Symbiosis): Xyrillians possess telepathic empathy and live aboard bio-organic ships. You can interface with organic technology, bio-vessels, and living computer systems directly without needing physical consoles or tools.

Special Species Templates

Kovaalans



Attribute Bonuses: +1 Control, +1 Fitness, +1 Reason

Trait: Kovaalan *(Armored fungal organism with hardened bio-chitin plating; immune to biological pathogens, vacuum, and respiratory toxins; instinctively suspicious of non-Kovaalan species; vulnerable to high-intensity thermal or plasma radiation)*

Kovaalan Talents

Xenophobic Vigilance: Trained to anticipate treachery from alien lifeforms, you cannot be surprised by non-Kovaalan opponents in tactical situations. When rolling Initiative or reacting to an ambush, you may reroll a single $d20$.

Sealed Physiology: Your dense chitinous shell allows you to withstand extreme pressure drops and hostile atmospheres. You treat environmental physical hazards (like toxic gas or vacuum) as **1 Difficulty lower** (minimum 0) and can survive without breathing gear for hours equal to your **Fitness** rating.

Species Ability (Bio-Armored Isolation): Your naturally hardened exterior and disciplined xenophobic mindset make you remarkably difficult to compromise. You gain **+1 Resistance** against physical damage and **+1 Resistance** against Social Tasks aimed at coercion, deceit, or emotional manipulation. However, due to your ingrained isolationism, your base Difficulty for **Persuade** or **Command** Tasks directed at non-Kovaalans is increased by +1.

Shroomies

Attribute Bonuses: +1 Insight, +1 Reason, +1 Control



Vertian (Shroomie) *(Non-humanoid fungal organism; lacks mammalian eyes or mouth, communicates via bioluminescent flashes, spore pulses, and sub-audible acoustics; immune to standard humanoid respiratory toxins and vacuum for short bursts, but highly sensitive to fire, severe dehydration, and extreme heat).*

Vertian (Shroomies) Talents

Mycelial Network Sense: You are naturally attuned to organic structures and bioelectric fields. You treat any Task to scan, track, or diagnose organic life forms, plant/fungal biomes, or bio-neural circuitry as **1 Difficulty lower** (minimum 0).

Bio-Dampening Spores: Once per scene, as a Task, you can emit a cloud of localized dampening spores into your Zone. Electronics, hand phasers, and tricorders in the Zone suffer a **+1 Difficulty penalty** to operate until the start of your next turn.

Cultivator Mindset: You view physical obstacles as growth conditions to be adapted to rather than barriers to break. When spending Momentum on an **Engineering** or **Medicine** Task to adapt or repair bio-technological systems, you gain 1 free Bonus d20.

Vertian Mind: Your understanding of cognition extends beyond familiar humanoid patterns. When attempting a **Science or Medicine** task concerning an unfamiliar species' neurological or cognitive processes, you may reroll 1d20.

Species Ability (Bio-Acoustic & Chemical Communication): You communicate via light patterns, spore clouds, and low-frequency vibrations. When attempting a **Science**, **Medicine**, or **Insight** Task involving alien lifeforms, non-verbal communication, or xenobiology, you may substitute your **Science** score for the required Discipline. However, communicating with humanoids without a modified Universal Translator or sign-relay device increases Social Task Difficulty by +1.

Sphere Builders



The Sphere Builders are trans-dimensional, non-corporeal entities who manipulate space and time to reshape conventional reality into a habitat suitable for their survival.

Attribute Bonuses: +1 Control, +1 Insight, +1 Reason

Trait: Sphere Builder: *Trans-dimensional entity existing outside conventional space-time. You do not breathe, eat, or sleep, and you are immune to biological hazards, vacuum, and normal pressure extremes. However, standard 3D space is toxic and inherently unstable to your physical form over extended exposure without localized spatial manipulation, containment gear, or altered environmental fields. You naturally perceive higher spatial dimensions and branching temporal flux states simultaneously.*

Species Ability (Temporal Probability Scanning): You possess an innate awareness of probable futures and spatial realities. Once per scene, when you perform a Task using **Insight** or **Reason**, you may substitute your **Science** or **Engineering** Discipline score for any other Discipline required by the Task.

Sphere Builder Talents

Temporal Foresight: Your perception of timeline branches allows you to anticipate outcomes milliseconds before they manifest in real time. Once per scene, when you or an ally in your presence attempts a Task, you may spend 1 Momentum to reroll a single d20. Additionally, you cannot be surprised by spatial or temporal hazards.

Dimensional Phasing: You can alter your quantum frequency to slip partially out of phase with conventional matter. You may spend 2 Momentum to gain the **Incorporeal** trait until the start of your next turn. While incorporeal, you cannot physically interact with standard objects or be harmed by standard physical or energy attacks, though localized high-frequency spatial distortions or polaric radiation can still affect you.

Spatial Distortion Field: You can project localized trans-dimensional energy fields to warp physical space around a target. As a Task, attempt a **Control + Science** Task (Difficulty 2) targeting a Zone within Medium range. On a success, you create a *Spatial Hazard* Trait in that Zone for the remainder of the scene, increasing the Difficulty of all movement and physical Tasks in that zone by +1.

Na’kuhl



The Na’kuhl are a humanoid species from the 29th century, known as a major faction of the Temporal Liberation Front. They are in opposition to the Temporal Integrity Commission.

Attribute Bonuses: +1 Control, +1 Presence, +1 Reason

Trait: Na’kuhl: *You are a Na’Kuhl. You have pale grey-beige skin, a veined bald head, and glowing red eyes. Your people are isolationist temporal agents from the 29th century with extremely advanced technology and a fanatical belief that time travel is your birthright. You are highly educated in future sciences and history, but your alien physiology and reputation as Temporal Cold War combatants often create immediate suspicion. You may have knowledge of events that have not yet occurred.*

Species Ability (Temporal Insight): Once per mission, when you or an ally is about to attempt a Task involving technology, history, or strategy, you may spend 1 Momentum (Immediate) to grant the task an Advantage representing foresight or future knowledge. Alternatively, once per adventure, when the GM spends Threat to introduce a temporal complication or unexpected historical detail, you may gain 1 Determination as you recognize the pattern.

Na’kuhl Talents

Future Tech Specialist: You gain the Engineering Focus “Temporal Technology” or “29th century Systems”. When using future ore reverse-engineered technology, reduce the Difficulty of related Tasks by 1.

Isolationist Resolve: When resisting persuasion, intimidation or mind-affecting effects from non-Na’kuhl, you may re-roll one d20.

Light-Sensitive: Bright light is a Complication for you (GM may impose Difficulty increases or other effects in strongly illuminated environments). In exchange, you gain an Advantage in low-light conditions.

Calculated Fanatic: When pursuing a Value related to temporal dominance or your people’s cause, you may spend 1 Momentum to ignore one Complication on a Task.

Pre-Warp Species

Etrina (Gosis' Species)



A physically distinctive humanoid species whose technologically advanced pre-warp civilization is characterized by adaptability, sophisticated analytical thinking, and strong military traditions.

Attributes: +1 Fitness, +1 Presence, +1 Reason

Trait: Etrina. *Members of this species possess a distinctive physiology unlike that of Humans, including a single kidney, additional thoracic vertebrae, and blood that contains no iron. Iron is toxic to them. This Trait can be used when their unusual physiology, medical knowledge, or biological differences are relevant.*

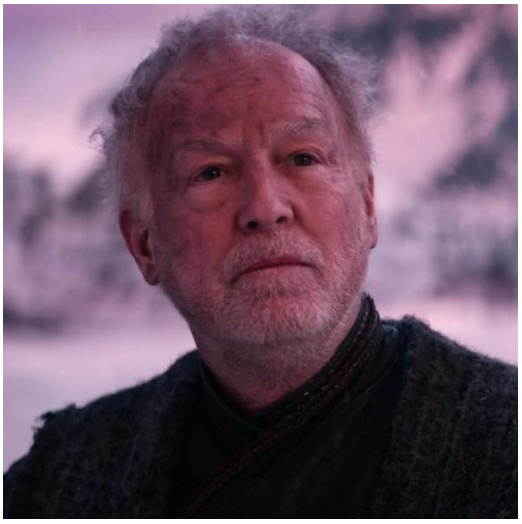
Etrinan Talents

Military Conditioning: Members of this species are commonly exposed to military training and organized armed forces. When attempting a task involving Discipline, Tactics, or combat with ranged weapons, you may re-roll one d20.

Analytical Physiology: Their physicians and scientists are capable of conducting detailed examinations of unfamiliar biological organisms. When attempting a Medicine or Science task involving the analysis of anatomy, physiology, or biological differences, you may re-roll one d20.

Species Ability (Iron Toxicity): Iron is poisonous to members of this species. Whenever a character is exposed to iron or iron-containing substances, the GM may introduce an appropriate complication, increase the Difficulty of a relevant task, or inflict a suitable consequence depending on the circumstances. The character can identify significant exposure through appropriate Medicine or Science tasks.

Kalar



Attributes: +1 Daring, +1 Fitness, +1 Presence

Trait: Kalar. *Primordial humanoid species with raw survival instincts and formidable physical strength; highly resistant to physical trauma, blunt force, and harsh wilderness conditions; instinctively territorial and aggressive; vulnerable to advanced directed-energy weapons and psychological manipulation.*

Kalar Talents

A physically massive, warrior-caste species native to the rugged crags of Rigel IV, operating through tribal dominance, physical strength, and predatory hunting instincts.

Crag Hunter: You thrive in harsh, rocky terrain. You ignore Movement penalties in rough terrain and gain +1 Resistance when taking cover behind natural rock or terrain features.

Terrifying Bellow: You can let out an intimidating battle roar. As a Task, you can make a **Presence + Security** task opposed by the highest **Insight + Command** of enemies in the scene. If you succeed, affected enemies suffer 2 Stress damage and cannot spend Momentum for 1 round.

Apex Warrior: When your Stress is fully filled, your physical melee attacks gain the **Vicious 1** damage quality.

Species Ability (Brute Force): Kalar are immensely powerful humanoid warriors from Rigel IV. Your physical melee attacks deal +1 Stress, and you reduce the Difficulty of **Fitness** tasks involving lifting, breaking, or forcing objects by 1.

CHAPTER 7: PLANETS AND COLONIES

In this chapter are several homeworlds, planets and colonies of different species listed of the 22nd century.

Sol System

The Sol System is the home of humanity.

Earth (Sol III)



Class: M

Location: Sol System, Sector 001

Governance: United Earth Government

Affiliation: United Earth

Type: Homeworld

History: Earth is the vibrant heart of United Earth and human interstellar expansion, recovering steadily from the devastation of World War III. San Francisco hosts Starfleet Headquarters, the NX Program development hubs, and key shipyards in orbit. The world suffered a tragic loss during the Xindi probe attack, which carved a destructive swath from Florida to Venezuela. Key planetary installations include the orbital spacedocks and regional hubs like Detroit.

Luna (Sol IIIa)

Class: F

Location: Sol System, Sector 001

Governance: United Earth Lunar Administration

Affiliation: United Earth

Type: Colony / Planetary Moon

History: Earth's moon is a bustling gateway to deep space, dense with automated staging yards, orbital drydocks, and commercial transport hubs. It serves as the primary staging area for freighter traffic operating along Earth's inner shipping lanes.

Mars (Sol IV)

Class: K (Terraformed)

Location: Sol System, Sector 001

Governance: Martian Colonies Administration

Affiliation: United Earth

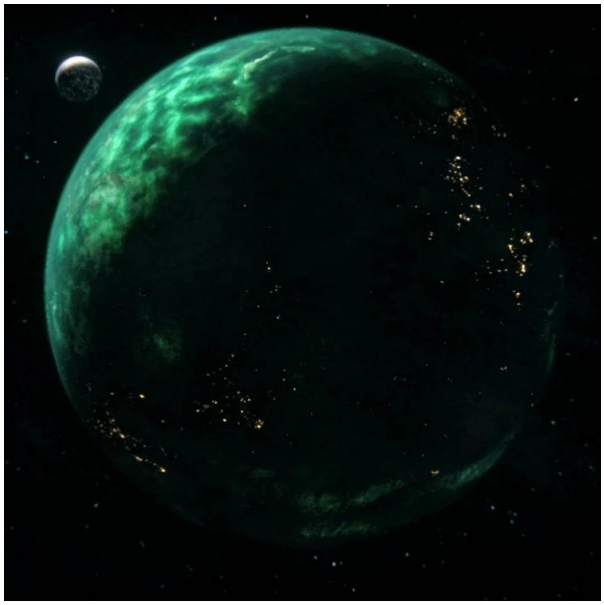
Type: Major Colony

History: Mars represents Earth's most ambitious colonization effort, featuring sprawling domed cities and large-scale terraforming projects. It is home to the Utopia Planitia Shipyards and crucial planetary defense facilities, such as the Verteron Array used for directional particle propulsion and defense.

Klingon Worlds

Not much is known about Klingon space, besides its capital world (Qo'noS, Praxis and later the Qu'Vat Colony).

Qo'noS



Class: M

Location: Qo'noS System, Klingon Space

Governance: High Council of the Klingon Empire

Affiliation: Klingon Empire

Type: Imperial Homeworld

History: A world of volatile tectonic activity, harsh climates, and martial tradition. It serves as the heart of the Klingon Empire, where powerful Great Houses compete for influence within the High Council Chamber.

Praxis

Class: D

Location: Moon orbiting Qo'noS

Governance: Klingon Administrator

Affiliation: Klingon Empire

Type: Primary Energy-Production Facility of the Empire

History: Praxis is one of the most important worlds in the Klingon Empire, being the primary energy-production facility of it.

Narendra III

Class: M

Location: Narendra System, Klingon Space

Governance: Klingon Administrator

Affiliation: Klingon Empire

Type: Imperial Colony

History: Narendra III was colonized prior before the 2150s and served as judicial centre of the sector.

Qu'Vat Colony

Class: M

Location: Imperial Klingon Border

Governance: High Council Military Appointees

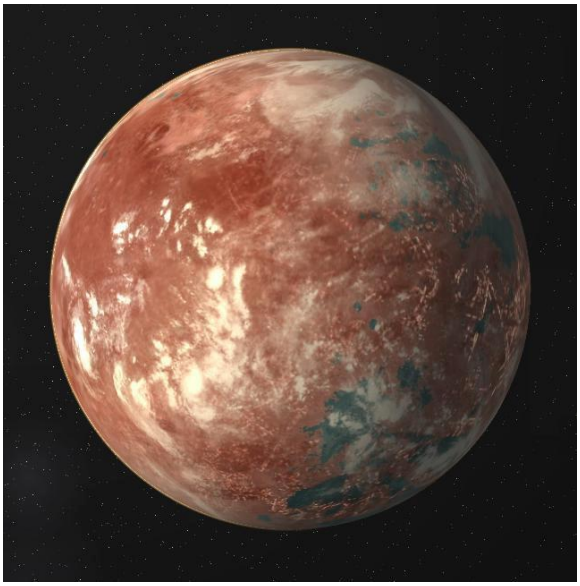
Affiliation: Klingon Empire

Type: Medical & Scientific Colony

Lore: A remote Klingon colony that became the site for secret genetic experiments, resulting in the spread of the Klingon Augment virus.

Worlds of the Vulcan Confederacy

Vulcan (40 Eridani A)



Class: M

Location: 40 Eridani System

Governance: Vulcan High Command (till 2154), High Council of Vulcan (Syrrannite Reforms ongoing from 2155)

Affiliation: Vulcan Confederacy

Type: Homeworld

History: A dry, desert world dominated by harsh mountain ranges and volcanic plains. Vulcan is the ancestral cradle of logic and the High Command, whose political apparatus underwent sweeping ideological reforms following the recovery of Surak's Kir'Shara.

T'Khut

Class: M

Location: 40 Eridani System

Governance: Vulcan High Command / Planetary Autonomy

Affiliation: Vulcan High Command

Type: Sister Planet

History: A massive, geologically active sister world in close orbit with Vulcan, visible in its daytime sky. It houses ancient monasteries, defensive arrays, and planetary research stations.

P’Jem

Class: M

Location: P'Jem System

Governance: Vulcan Monastic Order

Affiliation: Vulcan High Command

Type: Monastic World

History: An ancient Vulcan spiritual sanctuary housing a monastery, built over a secret underground High Command surveillance station targeting Andor before its destruction.

Coridan III

- **Class:** M
- **Location:** Coridan System
- **Governance:** Coridan Provisional Government
- **Affiliation:** Independent (Vulcan Protectorate Interest)
- **Type:** Industrial / Dilithium World
- **Lore:** A resource-rich world plagued by political instability, civil war, and illegal dilithium extraction, heavily contested by Vulcans, Andorians, and local rebel groups.

Andoria / Andor



Class: M (Ice World / Gas Giant Moon)

Location: Andor System

Governance: Andorian Empire

Affiliation: Andorian Empire

Type: Homeworld

Lore: A frozen moon orbiting a ringed gas giant, featuring massive subterranean cities warmed by geothermal energy. The Andorians are a fierce military power often engaged in territorial border friction with Vulcan.

Tellar Prime / Tellar

- **Class:** M
- **Location:** Tellar System
- **Governance:** Tellarite Executive Board
- **Affiliation:** United Planets of Tellar
- **Type:** Homeworld
- **Lore:** A world rich in resource-heavy biomes and continental shelf cities. The native Tellarites are renown for their aggressive debate culture, trade fleets, and engineering prowess.

Rigel X

- **Class:** K
- **Location:** Rigel System
- **Governance:** Independent Trade Consortiums / Orion Syndicate Influence
- **Affiliation:** Neutral / Independent
- **Type:** Interstellar Trading Hub / Staging Post
- **Lore:** A frigid desert world that hosts one of the sector's most sprawling, lawless trading complexes. It serves as an essential pitstop for freighters, mercenaries, and regional travelers.

Verex III

- **Class:** M
- **Location:** Borderland Sector
- **Governance:** Syndicate Oligarchy
- **Affiliation:** Orion Syndicate
- **Type:** Mining & Processing World
- **Lore:** A bleak, heavily exploited planet operating as an illegal processing hub and slave labor market under tight Orion Syndicate control.

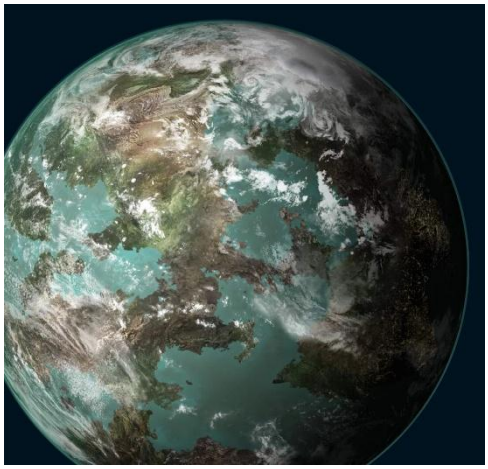
Orion Homeworld

- **Class:** M
- **Location:** Orion System

- **Governance:** Orion Syndicate / Emerald Families
- **Affiliation:** Orion Syndicate
- **Type:** Homeworld
- **Lore:** The secretive seat of power for the Orion Syndicate, ruling an extensive interstellar trade and smuggling enterprise behind an illusion of planetary neutrality.

Romulan Worlds

Romulus



Class: M

Location: Romulan System

Governance: Romulan Senate

Affiliation: Romulan Star Empire

Type: Imperial Homeworld

History: The fortified center of the Romulan Star Empire, shrouded in secrecy and aggressive isolationism toward neighboring regional powers.

Remus

Class: M (Tidally Locked)

Location: Romulan System, Romulan Star Empire

Governance: Imperial Romulan Military Administration

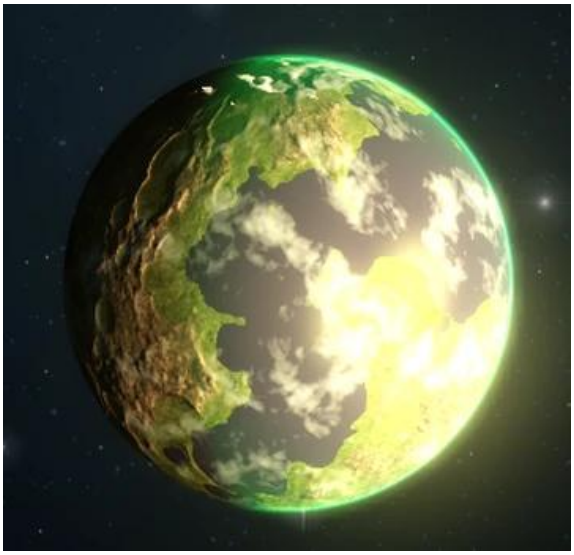
Affiliation: Romulan Star Empire

Type: Mining & Slave World

History: A dark, tidally locked world mined heavily for dilithium by the subjugated Reman population under strict Romulan oversight.

Other Worlds

Denobula (Denobula Triaxa)



Class: M

Location: Denobula Triaxa System

Governance: United Denobulan Council

Affiliation: Denobulan Republic

Type: Homeworld

History: A crowded world dominated by a single massive landmass where billions live in close harmony, creating a distinct, cooperative society renowned for its medical expertise.

Archer IV (61 Ursae Majoris)

Class: M

Location: 61 Ursae Majoris System

Governance: United Earth Survey Command

Affiliation: United Earth

Type: Survey / Colony Candidate

History: The first Class-M planet surveyed by Earth's *Enterprise* NX-01. Initially hindered by naturally occurring psychotropic pollen, it remains a prime candidate for future settlement.

Terra Nova



Class: M

Location: Terra Nova System

Governance: Novan Tribal Council

Affiliation: Independent (Human Settlers)

Type: Lost Colony

History: Earth's earliest extrasolar colony attempt, long believed lost to planetary contamination. The human descendants adapted to living entirely in subterranean cave networks.

Akaali Prime

Class: M

Location: Akaali System

Governance: Akaali Dynastic Rule

Affiliation: Independent

Type: Pre-Warp Homeworld

History: Home to a pre-warp humanoid civilization, this planet became the site of a clandestine Malurian operation using an illegal industrial refinery beneath a city.

Valakis

Class: M

Location: Valakis System

Governance: Valakian Planetary Government

Affiliation: Independent

Type: Joint Homeworld

History: Shared by two native species, the technologically dominant Valakians and the lesser-developed Menk. The Valakians face a devastating planet-wide genetic degenerative disease.

Tesnia

Class: M

Location: Tesnian System

Governance: Tesnian Council

Affiliation: Independent

Type: Homeworld

History: Home world of the Tesnians, a species highly dependent on specific atmospheric compositions and environmental conditions.

Dakala

Class: M

Location: Dakala System

Governance: None

Affiliation: Independent

Type: Rogue / Hunting World

History: A planet devoid of a star, drifted in deep space and heated by volcanic thermal vents. It served as an exotic hunting ground for Eska stalkers.

Detention Complex 26 World (Tandaran Moon)

Class: M

Location: Tandaran Border Sector

Governance: Tandaran Military Command

Affiliation: Tandaran Domain

Type: Military Prison Complex

History: A heavily fortified moon facility used by the Tandaran military to incarcerate Suliban civilians during the height of the Temporal Cold War friction.

Mazar

Class: M

Location: Mazar System

Governance: Mazarite High Council

Affiliation: Mazarite Republic

Type: Homeworld

History: Home to the Mazarites, a warp-capable power whose government faced high-level corruption and political intrigue involving their security services.

Toroth

Class: K

Location: Toroth System

Governance: Settler Representative Council

Affiliation: Independent

Type: Desert Settlement

History: A harsh, arid world populated by pioneer agrarian communities and trade ports operating in extreme desert climates.

Risa



Class: M

Location: Risa System

Governance: Risian Garden Council

Affiliation: Risian Hedony

Type: Resort World

History: A famous tropical paradise world featuring climate-control technology, dedicated to rest, leisure, and cross-cultural trade.

Paraagan II

Class: M

Location: Paraagan System

Governance: Paraagan Mining Authority

Affiliation: Paraagan Community

Type: Mining Colony

History: Site of a catastrophic mining colony explosion linked to atmospheric ignition, causing widespread destruction and geopolitical tension.

Kreetassa

Class: M

Location: Kreetassan System

Governance: Kreetassan Magistrate

Affiliation: Independent

Type: Homeworld

History: Home to the Kreetassans, a culturally rigid species known for strict behavioral etiquette and complex diplomatic protocols.

Pernaia Prime

Class: M

Location: Pernaia System

Governance: Regional Council

Affiliation: Independent

Type: Colony / Deep Space Outpost

History: A ringed world hosting remote outposts, notable for law enforcement sweeps and fugitive tracking operations.

Dekendi III

Class: M

Location: Dekendi System

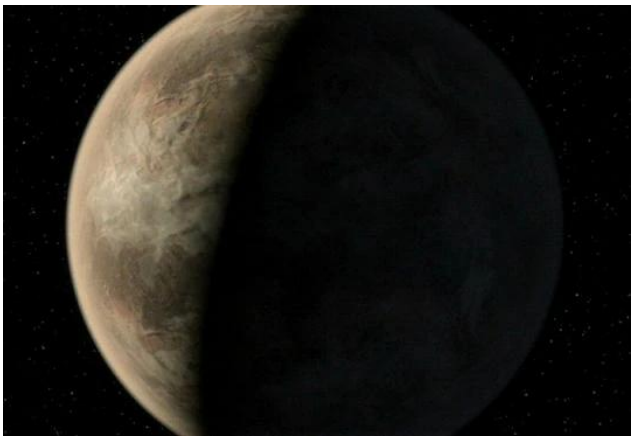
Governance: Dekendian Directorate

Affiliation: Interspecies Medical Exchange

Type: Medical Research Hub

History: A major center for medical research and exchange, hosting advanced interspecies treatment clinics and scientific research teams.

Weytahn (Paan Mokar)



Class: M

Location: Andorian/Vulcan Border Zone

Governance: Disputed

Affiliation: Contested (Andor / Vulcan)

Type: Border World

History: A strategically placed planetoid near the Andorian border, heavily contested between Vulcan and Andor, leading to intense diplomatic standoffs.

Keto-Enol

Class: M

Location: Enolian System

Governance: Enolian Judicial Authority

Affiliation: Enolian System

Type: Transit & Penal Hub

History: Served as an administrative processing realm for the Enolian judicial network and prisoner transport operations.

Xantoras

Class: M

Location: Xantoras System

Governance: Xantoran Republic

Affiliation: Independent

Type: Homeworld

History: Home to the Xantorans, who experienced periods of anti-alien social unrest during political transitions.

Trialas IV

Class: M

Location: Trialas System

Governance: None

Affiliation: Independent

Type: Uninhabited / Augment Sanctuary

History: An isolated, jungle-covered world used as a hidden refuge by Dr. Arik Soong and his genetically engineered Augments.

Delphic Expanse (2153–2154 Survey)

Trellium D Mining Planet

Class: M

Location: Delphic Expanse

Governance: Private Mining Consortium

Affiliation: Independent

Type: Extraction Facility

History: A bleak, anomaly-shrouded planet where slave labor was used to mine Trellium-D, a compound necessary to shield ships from spatial anomalies.

Loque'eque Homeworld

Class: M

Location: Delphic Expanse

Governance: None

Affiliation: None

Type: Put under Quarantine

History: Home of the extinction-bound Loque'eque, who developed a mutagenic pathogen to transform visiting species into their own kind.

Xindi Worlds

Xindus



Class: Shattered (Formerly Class M)

Location: Delphic Expanse

Governance: None

Affiliation: Xindi (former), None

Type: Destroyed Homeworld

History: The original homeworld of the six Xindi species, obliterated during a catastrophic civil war that led to the extinction of the Xindi-Avians and sent the remaining factions into deep space.

New Xindus

Class: M

Location: Delphic Expanse (formerly inside the Sphere-influenced spatial zone) / Outer Delphic Frontier

Governance: Xindi Council

Affiliation: Xindi Alliance

Type: Capital Colony / Proposed Species Homeworld

History: Following the destruction of the original Xindus in the 2030s, the surviving five Xindi species operated as a scattered diaspora throughout the Delphic Expanse. New Xindus was designated by the Xindi Council as the unifying sanctuary where all remaining factions, Primate, Arboreal, Aquatic, Reptilian, and Insectoid, could construct a permanent, shared capital. During the Xindi Crisis of 2153–2154, the world served as a central meeting place for diplomatic assemblies and Council deliberations. In the aftermath of the Expanse's collapse and the defeat of the Sphere-Builders, New Xindus became the primary focal point for the Xindi council's efforts to rebuild their society, forge long-term treaties with Earth, and transition toward peaceful co-existence in the quadrant.

Norellus

Class: M

Location: Delphic Expanse

Governance: Local Colonial Overseer

Affiliation: Xindi-Arboreal

Type: Colony World

History: A quiet colony world populated by Xindi-Arboreals engaged in agriculture and local trade networks.

Gralik's Planet

Class: M

Location: Delphic Expanse

Governance: Xindi-Arboreal Industrial Trust

Affiliation: Xindi Council

Type: Refining Facility

History: Site of a massive Kemocite processing plant overseen by the Xindi-Arboreal engineer Gralik, supplying materials for the Xindi superweapon.

Azati Prime

Class: M (Oceanic)

Location: Delphic Expanse

Governance: Xindi Council

Affiliation: Xindi

Type: Naval Base / Construction Site

History: An oceanic world serving as the secret staging ground and construction site for the final Xindi weapon deployment

Xanthan Homeworld

Class: M

Location: Delphic Expanse

Governance: Xanthan Council

Affiliation: Independent

Type: Commercial World

History: A trade-focused planet in the Expanse, known for wide-open bazaar markets and entertainment arenas.

Tarquin's Planet

Class: M

Location: Delphic Expanse

Governance: Telepathic Sovereign

Affiliation: Independent

Type: Isolated World

History: A lonely, mist-covered planet home to Tarquin, an exiled telepath who maintained massive historical records using telepathic amplification crystals.

Skagaran Colony

Class: M

Location: Delphic Expanse

Governance: Town Council / Local Sheriff

Affiliation: Independent (Human / Skagaran)

Type: Frontier Settlement

History: A Western-style frontier world settled by 19th-century humans abducted by the Skagarans, who were later overthrown by their human captives.

Triannon

Class: M

Location: Delphic Expanse

Governance: Triannon Religious Factions

Affiliation: Independent

Type: Homeworld (War-torn)

History: A planet devastated by centuries of holy war over rival interpretations of the "Spheres" and the "Creators."

CHAPTER 8: ANOMALIES AND PHENOMENA

Between 2151 and 2155, the crew of the U.S.S. Enterprise NX-01 charted regions of space that had never been visited by human vessels. In doing so they repeatedly encountered spatial, temporal, and energetic phenomena that challenged both their limited technology and their understanding of physics. Many of these anomalies were later catalogued by Starfleet Science and became the foundation for later Federation knowledge of subspace, temporal mechanics, and artificial spatial engineering.

This chapter summarizes the most significant anomalies and phenomenas encountered by the NX-01. Each entry includes observed effects, known countermeasures available in the 2150s, and suggestions for using the phenomenon in a campaign set during the Enterprise-Years.

Micro-Singularities

First Encounter: 2151, asteroid field near Tesnia (“Shuttlepod One”).

Micro-singularities are sub-microscopic black holes or collapsed stellar remnants that can pass through normal matter with almost no visible signature until impact. The Enterprise and a Tesnian vessel were both struck by several of these objects. On the NX-01 the polarized hull plating dissipated the energy on contact. On the unshielded shuttlepod the singularities punched clean holes through the hull and ruptured an oxygen tank.

Effects on 22nd-Century Vessels:

- Polarized hull plating can absorb or dissipate a micro-singularity impact, but the event still registers as structural stress.
- Unpolarized or lightly armored small craft suffer instantaneous hull breaches. Detection is extremely difficult with 2150s sensors.

Gamemaster Hooks: A shuttlepod survey is interrupted by micro-singularities. The crew must seal multiple breaches with improvised materials while oxygen dwindles, or a freighter convoy is being silently punctured and the players must locate the source before cargo and lives are lost.

Black Hole Radiation Fields (Triple-Star Singularity)

First Encounter: 2152, triple-star system (“Singularity”).

A black hole embedded in a rare triple-star system emitted an unusual form of radiation that induced obsessive, single-minded behavior in humanoid neural tissue. Crew members fixated on minor tasks or personal projects while critical systems were neglected. Only T’Pol, whose Vulcan physiology provided partial resistance, remained functional long enough to reverse course and exit the radiation field.

Effects: Prolonged exposure causes progressive cognitive narrowing. Characters must succeed at Control or Insight Tasks or gain Complications such as “Obsessed” that limit available actions until they leave the field.

Gamemaster Hooks: The players’ ship is drawn into a similar radiation shell while investigating a scientific curiosity. One or more player characters become fixated on non-essential projects while the ship drifts closer to the singularity’s event horizon.

Diamagnetic Storms and Transporter Buffer Anomalies

First Encounter: 2152 (“Vanishing Point”).

A diamagnetic storm forced an emergency transporter extraction. Ensign Sato’s pattern was held in the buffer for 8.3 seconds; long enough for her conscious mind to experience a detailed hallucination of an alien sabotage plot. Early 22nd-century transporters were still experimental for living subjects; storm-induced phase shifts could leave residual quantum signatures that produced vivid, shared or individual sensory experiences.

Gamemaster Hooks: A crew member returns from a transporter cycle during a storm and is convinced the ship is under attack by invisible infiltrators. The rest of the crew must determine whether the threat is real, a residual buffer echo, or something between the two.

Neutronic Wavefronts (Radiation Storms)

First Encounter: 2152 (“The Catwalk”).

Massive neutronic wavefronts, some light-years across and traveling at speeds approaching Warp 7, carry lethal radiolytic isotopes. Standard polarized hull plating and early deflectors cannot protect a full crew for extended periods. The only sufficiently shielded volume on an NX-class vessel is the catwalk: the narrow maintenance conduit running the length of each nacelle. Operating the warp drive while the crew shelters there raises internal temperatures above 300 °C, forcing the reactor to be taken offline.

Gamemaster Hooks: The entire crew must abandon the main decks for days and operate the ship from a makeshift bridge inside a nacelle while external threats (pirates, boarding parties, or system failures) continue. Limited space, rising temperatures, and dwindling supplies create both social and mechanical pressure.

The Delphic Expanse Spatial Anomalies

The most dangerous and extensive anomaly field encountered by the NX-01 was the Delphic Expanse itself (2153–2154). Roughly two thousand light-years across and ringed by thermobaric clouds that made entry and exit hazardous, the Expanse was filled with localized distortions of gravity, space-time, and the laws of physics.

Cause and Structure

The anomalies were artificial. Seventy-eight (or more) massive spheres, each approximately 19 kilometers in diameter and constructed from a single alloy, had been placed throughout the region by the trans-dimensional Sphere-Builders. Each sphere generated powerful gravimetric waves. Where the waves intersected, spatial anomalies formed. The spheres were cloaked and had been operating for at least a millennium.

Observed Effects

- Sudden, localized gravity inversions (objects float or are crushed).
- Warp-field collapse and spontaneous power loss.
- Hull stress, bulkhead deformation, and spontaneous deck-plate breaches.
- Biological distortion (temporary mutation, neural interference).

Countermeasures Available in 2153–2154

Insulation of the outer hull with trellium-D significantly reduced anomaly effects. However, trellium-D is neurotoxic to Vulcans, inducing progressive loss of emotional control. The NX-01 therefore could not fully utilize the material while T'Pol remained aboard. Predictive mapping of gravimetric wave intersections allowed limited safe navigation once sufficient sensor data had been gathered.

Gamemaster Hooks: A ship enters a residual pocket of Expanse-like anomalies years after the spheres were destroyed, or discovers a previously unknown sphere that is still partially active. Trellium-D becomes a scarce, contested resource. A Vulcan crew member is forced to choose between remaining aboard and accepting progressive neural damage.

Temporal Anomalies and Chroniton Fluxes

The Temporal Cold War repeatedly intersected with the NX-01's missions. Observable phenomena included:

- Chroniton particle fluxes that allowed limited temporal displacement or communication across centuries.
- Localized time loops or memory-erasure fields (e.g., the parasites that prevented Captain Archer from forming long-term memories in "Twilight").
- Artificial temporal conduits used by the Suliban Cabal and later by the Na'kuhl.
- Residual "echoes" of altered timelines that briefly overlay normal space.

Gamemaster Hooks: A faint chroniton signature matches a signal last recorded during the Vosk incident. Investigating it draws the players into a small-scale temporal intervention that must be resolved without 31st-century assistance.

Non-Corporeal Entities and Observer Phenomena

The NX-01 encountered at least two distinct non-corporeal species:

- The Wisps (“The Crossing”) – energy-based beings that could possess humanoid hosts and required a biosphere ship to survive. They attempted to seize the Enterprise as a new habitat.
- The Organians (“Observer Effect”) – highly advanced non-corporeal observers who tested the crew’s reaction to a silicon-based pathogen, having watched spacefaring species for centuries.

Gamemaster Hooks: An energy life-form begins possessing crew members one at a time, or a pair of invisible observers deliberately introduce a medical crisis to evaluate the players’ ethical choices.

Automated Constructs of Unknown Origin

The automated repair station encountered in 2152 (“Dead Stop”) possessed molecular replication, advanced medical regeneration, and self-repair capabilities far beyond contemporary Earth, Vulcan, or Andorian technology. It charged a fee in raw materials (warp plasma) but also covertly abducted crew members to integrate their brains into its computer core. After the NX-01 escaped and damaged the station, it was observed beginning to repair itself.

Gamemaster Hooks: The players locate another station of the same design, or the original station has finished rebuilding. The “payment” it demands this time is something far more valuable than plasma.

Using Anomalies and Phenomena in Campaigns

Anomalies in the Enterprise era are not merely scenery. They are immediate, physical threats that expose the limitations of polarized hull plating, early transporters, and incomplete scientific models. When designing encounters:

- Emphasize sensor uncertainty. 2150s scanners frequently cannot identify an anomaly until the ship is already inside it.
- Force physical solutions. EVA repairs, shuttlepod work, and improvised engineering are more common than later-era “reroute power to the shields” answers.
- Tie anomalies to political consequences. A trellium-D deposit, a residual sphere, or a temporal echo can become the center of a dispute between Earth, Vulcan, Andoria, or the Orion Syndicate.

The galaxy of 2151–2155 is still full of phenomena that later generations will take for granted or will never fully understand. Your crew is among the first to chart them.

CHAPTER 9: TECHNOLOGIES

Starship Armament

Energy-Based Weapons

Energy weapons are the primary offensive systems employed by starships during the early 22nd century. Unlike the standardized weapon systems of later Starfleet, the 2150s are characterized by several competing technologies developed independently by different civilizations.

The most important energy weapons encountered during this period are **plasma cannons, particle beam weapons, phase cannons, pulsed phase cannons, Klingon disruptors, and Romulan disruptors**. Although these weapons share the general principle of delivering concentrated energy against a target, their underlying technologies and tactical characteristics differ considerably.

Plasma Cannons

Plasma cannons are among the most widespread shipboard energy weapons of the early 22nd century. They are used by several civilizations, including the Vulcans and Starfleet, and represent a mature technology that predates Humanity's development of phase cannons.

A plasma cannon generates and accelerates highly energized plasma before directing it toward a target. The resulting discharge can inflict severe damage to a starship's hull and systems. Plasma weapons can be particularly effective against unshielded vessels, although their effectiveness varies considerably between different technological implementations.

During the early 2150s, Starfleet uses plasma cannons as its principal shipboard energy weapons before the introduction of phase cannons.

Particle Beam Weapons

Particle beam weapons are another mature form of directed-energy weaponry. Rather than relying primarily upon energized plasma, particle beam weapons accelerate particles to extremely high energies and direct them against a target.

The Vulcans are among the most prominent users of particle beam technology during the 22nd century. Vulcan starships employ particle beam weapons as their principal offensive armament, demonstrating the maturity of Vulcan weapons engineering.

Particle beams can be highly precise and effective at long range. Their performance depends upon the energy available to the weapon, the properties of the accelerated particles, and the sophistication of the emitter and focusing systems.

Particle beam technology should not be considered synonymous with Starfleet's phase cannons. Although phase cannons belong to the broader family of particle-

based directed-energy weapons, the two technologies represent distinct engineering approaches.

This distinction allows different civilizations to arrive at broadly similar weapons through different technological traditions.

Phase Cannons

Phase cannons represent one of the most important technological developments in early Starfleet weapons engineering.

Introduced aboard the NX-class during the 2150s, phase cannons provide considerably greater offensive capability than the earlier plasma cannons employed by Starfleet. They use controlled particle emissions to produce a powerful directed-energy discharge.

Phase cannons are initially installed as a significant technological upgrade to Starfleet's armament. Their introduction reflects Humanity's rapidly improving understanding of high-energy particle physics and its ability to translate that knowledge into practical weapons technology.

The technology remains characteristic of Starfleet during the early 2150s. Phase cannons are particularly important because they demonstrate that Human weapons engineering is beginning to close the technological gap between Starfleet and the older spacefaring civilizations it encounters.

However, phase cannons are not equivalent to the later phaser systems of the 23rd and 24th centuries. They should be regarded as an **early generation of Starfleet particle-based energy weapons**, developed specifically for the technological circumstances of the 22nd century.

Pulsed Phase Cannons

Pulsed phase cannons are an evolution of Starfleet's phase-cannon technology. Instead of relying upon the earlier phase-cannon configuration, pulsed phase cannons discharge their energy in concentrated pulses. This represents a refinement of the underlying technology and provides Starfleet vessels with improved offensive capability.

The transition from phase cannons to pulsed phase cannons illustrates the rapid development of Starfleet weapons technology during the 2150s. What begins the decade as relatively new experimental technology is progressively refined as Starfleet gains combat experience and encounters increasingly sophisticated opponents.

For campaigns spanning 2150–2155, the distinction can therefore be used to represent **technological progression within Starfleet itself**. Early missions may rely upon conventional phase cannons, while later vessels and refits can introduce pulsed phase cannons as an advancement.

Klingon Disruptors

Klingon disruptors are the principal directed-energy weapons of the Klingon Empire.

Klingon disruptor technology is designed primarily for military use and is widely deployed aboard Klingon warships and as handheld weapons. Klingon vessels typically combine disruptor weapons with torpedoes and substantial structural durability, creating a heavily armed and aggressive weapons platform.

Klingon disruptors produce powerful energy discharges capable of damaging starship hulls, weapons, shields, and other systems. Their exact performance varies according to the weapon's size and configuration.

Klingon weapons engineering places considerable emphasis on combat effectiveness and destructive power. Unlike Starfleet's emerging phase-cannon technology, Klingon disruptors are not part of a newly developing weapons program. They are the product of an established military technological tradition.

Romulan Disruptors

Romulan disruptors are the principal directed-energy weapons associated with the Romulan Star Empire.

Romulan weapons technology is closely guarded, and relatively little is known about its underlying principles by the powers of the Alpha and Beta Quadrants during the 2150s. Romulan disruptors nevertheless demonstrate the advanced weapons capabilities available to the Romulan military.

Romulan disruptors are capable of inflicting severe damage against starships and are integrated into the weapons systems of Romulan warbirds and other military vessels.

The Romulans combine their disruptor technology with other sophisticated systems, including cloaking technology and advanced sensor and targeting systems. Their weapons should therefore be understood within the broader context of Romulan military technology rather than as an isolated weapons system.

For Starfleet crews, encountering Romulan weapons should generally be an unfamiliar technological experience. The Romulans deliberately conceal their capabilities, and Starfleet's understanding of their weapons is consequently based largely on observation, battlefield analysis, and recovered technology.

Torpedo-Based Weapons

Energy weapons provide the principal means of engaging targets with directed fire, but torpedoes offer starships an alternative method of delivering destructive force.

Torpedo weapons carry a destructive payload within a self-propelled projectile. They can be used against targets at considerable range and are particularly valuable against heavily armored or shielded vessels.

During the 2150–2155 period, three major torpedo technologies are relevant to Starfleet and its neighbors: **spatial torpedoes, photonic torpedoes, and photon torpedoes**.

In these specific point of time, only Klingon torpedo weapons technology is advanced enough for using photon torpedoes. Vulcans use primarily photonic torpedoes (and later to a degree Starfleet and possibly the Andorians), whereas the rest of encountered species using some form of spatial torpedoes.

These weapons should not be treated as interchangeable. Each represents a different stage or technological tradition in the development of advanced starship torpedoes.

Spatial Torpedoes

Spatial torpedoes are the earliest standard torpedo weapons employed by Starfleet.

They are comparatively simple projectile weapons containing an explosive or destructive payload and a guidance system. Spatial torpedoes lack the sophisticated capabilities of the photonic and photon torpedoes that follow them, but they remain useful weapons for early 22nd-century starships.

The NX-class Enterprise initially relies upon spatial torpedoes as its principal torpedo armament.

Their relatively simple design also makes them easier to maintain and manufacture than more advanced torpedo systems. This is particularly important for Starfleet vessels operating far from Earth, where replacement weapons and components cannot always be obtained from established facilities.

Spatial torpedoes therefore remain an important part of Starfleet's arsenal during the early 2150s even as more advanced weapons are introduced.

Photonic Torpedoes

Photonic torpedoes represent the next major stage in the development of Starfleet torpedo technology.

Earth develops photonic torpedoes during the 2150s, while the Vulcans also possess their own sophisticated photonic torpedo technology. Compared with spatial torpedoes, photonic torpedoes provide a significantly more powerful and technologically advanced weapon.

Despite their name, photonic torpedoes should **not** be confused with the later photon torpedoes used by the Federation. They represent a less developed technological approach and lack the destructive efficiency of true photon torpedoes.

Photonic torpedoes can therefore be regarded as a **precursor technology** to the photon torpedo. They occupy the technological middle ground between the relatively simple spatial torpedo and the much more advanced photon torpedo.

For Starfleet, the introduction of photonic torpedoes during the 2150s represents an important improvement in offensive capability. The technology provides the NX-class and other contemporary vessels with a substantially more powerful torpedo weapon while remaining within the technological limits of the era.

Photon Torpedoes

Photon torpedoes are a more advanced technology than photonic torpedoes and are primarily employed only by the Klingon Empire during the 22nd century.

The distinction between the two systems is important. Despite their similar names, photon and photonic torpedoes are not simply different terminology for the same weapon. Photon torpedoes represent a more sophisticated and efficient torpedo technology, capable of delivering considerably greater destructive energy.

Klingon photon torpedoes demonstrate that the Klingon Empire possesses torpedo technology significantly more advanced than that available to Starfleet during much of the period. Their use provides an important technological contrast between Klingon and Human weapons development.

During a **2150–2155 campaign, photon torpedoes should therefore primarily be associated with Klingon vessels**, while Starfleet and Vulcan vessels rely upon spatial and photonic torpedoes.

Defensive Technology

During the first half of the 22nd century, starships employ several different methods of protecting themselves from weapons fire and other hazards. The two principal defensive technologies encountered by Starfleet are **polarized hull plating** and **deflector shields**.

These systems should not be treated as two generations of the same technology. They operate according to fundamentally different principles and reflect the considerable technological diversity of the period.

Polarized Hull Plating

Polarized hull plating is an early form of starship defensive technology used by United Earth and several other civilizations during the 22nd century.

The system manipulates the electromagnetic properties of a vessel's hull, allowing the plating to absorb and withstand a greater proportion of incoming energy. By altering the polarization of the hull material, the system can reduce the damage caused by certain energy weapons without creating an energy barrier around the ship.

Polarized hull plating is therefore fundamentally different from a shield. It does not project a protective field around the vessel and cannot simply absorb an unlimited amount of incoming fire. Instead, it increases the hull's resistance to weapons that strike the ship.

The **NX-class** initially relies upon polarized hull plating as its principal defensive system. During combat, the crew can adjust the polarization of the hull in an attempt to maximize resistance against the weapon being used by an opponent.

The system has significant limitations. Once the hull itself begins to suffer damage, polarization cannot prevent structural damage or restore the vessel's integrity. Furthermore, the system provides no equivalent to the later ability of shields to intercept attacks before they reach the hull.

Nevertheless, polarized hull plating is an important technological achievement for early Starfleet. It allows Human starships to survive encounters with weapons considerably more powerful than those for which their earlier spacecraft were designed.

Shields

Deflector shields provide a fundamentally different approach to starship protection.

Rather than modifying the properties of the hull itself, a shield generates an energy field surrounding the vessel. Incoming weapons must penetrate or weaken this field before they can directly damage the ship.

Shield technology is already well established among several advanced civilizations during the 22nd century. The Vulcans, Andorians, Klingons, and other major powers possess shield technology, although their implementations and capabilities differ.

Starfleet's own shield technology develops rapidly during the 2150s. The technology represents a major improvement over polarized hull plating because it provides protection **before an attack reaches the physical hull**.

Shields are not, however, an absolute defense. Sustained weapons fire can weaken or collapse them, while sufficiently powerful weapons may penetrate them entirely. Different shield configurations can also perform differently against different types of energy weapons.

Shield systems consequently require careful monitoring during combat. Engineering personnel may need to redistribute power, modify shield frequencies, or make emergency repairs while the vessel remains under fire.

Transporter Technology

By the mid-2150s, United Earth Starfleet's **Phase-Displacement Transporter** (developed by Emery Erickson) represents one of humanity's most ambitious and polarizing technological achievements. Rated for a maximum cargo weight of roughly 10,000 kilograms and certified for organic transport only as of 2151 (pioneered aboard the *NX-01 Enterprise*), the transporter dematerializes matter, converts it into a high-yield particle stream, and projects it through space along a targeted annular confinement beam (ACB).

Despite its breakthrough status, 22nd-century human transporter technology is far from ubiquitous or universally trusted. Most Starfleet personnel and civilian spacer

crews view the pad with intense psychological trepidation, famously dubbed "transporter psychosis" or the "matter-scrambler phobia." Standard operating procedures dictate that shuttlepods remain the primary means of ship-to-ship and ship-to-surface transport, with the transporter reserved for emergency egress, heavy equipment transfer, or extreme tactical necessity.

Key Techncal Subsystems & Limitations

- **Phase-Displacement & Pattern Buffers:** Early Earth pattern buffers lack the quantum resolution and redundant memory matrices of later 24th-century systems. A matter stream can only be held safely in the pattern buffer for a matter of seconds before degradation begins. Signal degradation results in severe physical trauma, phase-shift displacement, or total pattern dispersal.
- **Primitive Bio-Filters:** The 22nd-century bio-filter is rudimentary at best. While capable of screening out basic inorganic pollutants and coarse bacterial agents, complex alien pathogens (such as the Loque'eque virus or exotic spore infections) easily bypass early screening protocols, requiring strict quarantine protocols prior to beam-up.
- **Environmental & Spatial Interference:** Annular Confinement Beams in this era are exceptionally sensitive to ambient distortion. Atmospheric storms, heavy magnetic fields, mineral-rich mountain ranges, and spatial anomalies (such as those endemic to the Delphic Expanse) easily disrupt lock, forcing operators to perform manual beam-alignment or abort transfer entirely.
- **Inability to Beam Through Shields:** Transporters cannot penetrate active energy shielding. A vessel must temporarily drop its shield perimeter to allow a lock, creating a critical window of tactical vulnerability during combat operations.

Faster Than Light Propulsion Technology

Warp Drive Technology

Warp drive is the foundation of interstellar civilization in the 22nd century. It allows a spacecraft to travel faster than light by generating a subspace field around the vessel and effectively reducing the distance that must be traversed through normal space.

By 2150, however, **warp drive is not a standardized technology**. Different civilizations have developed their own approaches to warp propulsion over centuries or millennia. Consequently, two vessels capable of the same nominal warp factor may differ substantially in acceleration, cruising speed, efficiency, maneuverability, and maximum sustainable velocity.

The technological differences between warp drives are particularly important for a 2150–2155 campaign. Starfleet is still comparatively new to interstellar travel, while civilizations such as the Vulcans and Klingons possess much longer-established warp technologies.

United Earth Warp Drive

Human warp technology developed rapidly during the late 21st and early 22nd centuries.

The development of **Warp 5** propulsion by Zefram Cochrane and subsequent Human engineers represents the technological breakthrough that ultimately makes sustained deep-space exploration possible. The NX-class Enterprise is the first Human vessel capable of routinely operating at Warp 5.

Human warp technology remains comparatively young during 2150–2155. Starfleet vessels therefore sacrifice some of the efficiency and technological maturity found in older warp-drive systems.

The NX-class can reach approximately **Warp 5**, although its normal operational speed and sustained cruising speed are lower depending on mission conditions. Later improvements during the 2150s gradually increase the practical performance of Human warp propulsion.

Human engineers compensate for these limitations through extensive maintenance and improvisation. Warp engines aboard early Starfleet vessels are highly capable but require significant engineering attention, particularly during prolonged high-speed operations.

Vulcan Warp Drive

Vulcan warp technology is substantially older and more mature than Human warp technology.

Vulcans possess interstellar travel capabilities long before Humanity develops its first warp vessel, and their engineering tradition has had considerably more time to refine warp propulsion. Vulcan vessels therefore generally demonstrate greater efficiency and technological sophistication than contemporary Human vessels.

Vulcan ships of the 22nd century commonly operate at speeds around **Warp 6**, with advanced vessels capable of higher velocities. Their warp systems are designed for reliability and sustained operation rather than simply maximizing maximum speed.

The difference is particularly significant when comparing Vulcan and Human vessels. A Human NX-class vessel may be capable of reaching a comparable nominal warp factor under favorable circumstances, but this does not necessarily mean that the two ships possess equivalent propulsion technology.

Vulcan warp drives are generally more mature, efficient, and reliable, reflecting the considerably longer history of Vulcan interstellar engineering.

Andorian Warp Drive

Andorian warp technology is also well established by the beginning of the 22nd century.

Andorian starships are capable of sustained warp travel and possess propulsion systems suited to both military operations and long-range travel. Their engineering philosophy differs from both Vulcan and Human approaches, reflecting Andoria's independent technological development.

Andorian vessels generally possess propulsion capabilities comparable to or exceeding those of early Starfleet vessels, although individual ship classes vary.

Andorian engineering places considerable emphasis on military practicality. Their warp systems are designed to support vessels that must operate effectively in potentially hostile regions of space.

Tellarite Warp Drive

Tellarite vessels possess mature warp propulsion technology by the 2150s.

Tellarite engineering is strongly influenced by industrial and commercial requirements, and their warp systems reflect this practical approach. Tellarite vessels are capable of sustained interstellar travel and are designed for reliability and utility rather than the aesthetic or theoretical elegance sometimes associated with Vulcan engineering.

Tellarite warp technology is sufficiently advanced to support long-distance trade and diplomatic activity throughout the region.

Klingon Warp Drive

Klingon warp technology is considerably more advanced than contemporary Human propulsion in several respects.

The Klingon Empire has possessed warp-capable spacecraft for centuries, and its vessels are designed primarily around military requirements. Klingon warp drives are therefore optimized for combat mobility, rapid deployment, and the ability to operate over considerable distances.

Klingon vessels commonly operate at **Warp 6 or higher**, with some ships capable of significantly greater speeds.

Klingon propulsion systems also demonstrate the importance of treating warp factor as more than a simple technological ranking. A Klingon vessel's performance is influenced by the design of its warp engines, hull configuration, intended role, and engineering standards.

Romulan Warp Drive

Romulan warp technology is slightly more advanced than humanities. The Romulan Star Empire possesses a long-established interstellar civilization and maintains highly capable spacecraft. Their propulsion technology is closely guarded, and Starfleet has relatively little reliable information about the precise principles and capabilities of Romulan warp systems.

Romulan vessels are capable of high-speed interstellar travel and can operate effectively across large distances while maintaining their strategic secrecy.

Their propulsion technology is particularly important because it is integrated with other advanced systems, including their sophisticated sensor technology and cloaking devices.

Orion Warp Drive

Orion warp drive technology is among the most capable conventional faster-than-light propulsion systems encountered in the Alpha and Beta Quadrants during the early 22nd century. **Orion vessels are capable of significantly higher warp velocities than the starships operated by most of the major powers of the period**, including the United Earth, Vulcan, Andorian, and Tellarite fleets.

The Orions' technological advantage is particularly notable because their vessels are frequently associated with commerce, piracy, and the activities of the Orion Syndicate rather than with a conventional state military. Their warp technology nevertheless allows Orion ships to travel rapidly across large regions of space and to escape vessels that would otherwise be capable of overpowering them.

High-Speed Warp Propulsion

Orion warp drives are designed for high-speed operation and can achieve warp factors beyond the practical limits of most contemporary starships.

This capability gives Orion vessels considerable strategic mobility. An Orion ship can cross interstellar distances rapidly, reach remote markets and settlements, and withdraw from dangerous situations before slower vessels can respond.

The difference is particularly significant for Starfleet during the 2150s. The **NX-class Enterprise's Warp 5 capability represents a major Human achievement**, yet Orion vessels can operate at substantially higher velocities. A direct pursuit therefore cannot necessarily be resolved simply by matching an Orion vessel's course.

Orion propulsion technology demonstrates that the technological landscape of the 22nd century is not a straightforward progression in which the major political powers possess the most advanced technology. Smaller or less centralized civilizations can develop highly specialized technologies that outperform those of much larger powers in particular fields.

Xindi Warp Technology

The Xindi possess a diverse technological base because the Xindi are composed of several distinct species.

Their warp capabilities vary between Xindi subspecies and vessel types. During the early 22nd century, Xindi vessels demonstrate the ability to conduct extensive interstellar operations, although their technological development does not follow the same trajectory as that of Humans, Vulcans, or Klingons.

The Xindi demonstrate an important principle of 22nd-century technology: **there is no single technological path toward interstellar civilization**.

Different species can reach similar levels of capability through radically different engineering traditions.

Suliban Warp Technology

Suliban spacecraft possess highly advanced propulsion capabilities, particularly in terms of maneuverability and small-vessel performance.

However, Suliban technology requires special consideration because much of the technological advancement available to the Suliban Cabal is connected to the intervention of the mysterious temporal agent known as **“Future Guy”**.

Consequently, the Cabal's technological capabilities should not necessarily be treated as representative of the normal technological development of the Suliban species.

Their vessels demonstrate that advanced propulsion and maneuverability can be achieved through technological assistance from outside the normal historical development of a civilization.

Xindi Subspace Vortex Drive

The **Xindi subspace vortex drive** is a specialized form of faster-than-light propulsion used by the Xindi during the 22nd century. Rather than relying solely on a conventional warp field to propel a vessel through subspace, the technology creates a **subspace vortex** through which a vessel can travel at extremely high velocity.

The technology is particularly significant because the Xindi use subspace vortices for rapid movement across enormous distances. A vessel entering a vortex can traverse regions of space that would require considerably more time to cross using conventional warp propulsion.

The drive is therefore not simply a more powerful version of a conventional warp engine. It represents a **different approach to faster-than-light travel**, exploiting the structure of subspace itself to create a temporary high-speed passage.

Subspace Vortex Generation

A Xindi vessel equipped with the appropriate technology can generate a subspace vortex at a selected location. Once established, the vortex provides a temporary conduit through subspace.

The process requires sophisticated navigational and engineering systems. A vessel must establish the vortex correctly and maintain sufficient control over its trajectory while travelling through it. This makes the technology particularly valuable for long-distance transportation but less suitable as a direct replacement for conventional warp propulsion in every situation.

The Xindi's mastery of this technology demonstrates the sophistication of their understanding of subspace.

Strategic Advantages

The principal advantage of the subspace vortex drive is **range**.

A vessel can use the technology to cross enormous distances far more rapidly than would normally be possible with contemporary warp drives. This capability allows the Xindi to maintain operations across widely separated regions of space and makes their strategic mobility considerably greater than Starfleet initially expects.

For Starfleet, the technology represents a significant scientific discovery. Humanity's Warp 5 propulsion system is based upon conventional warp-field generation, whereas the Xindi demonstrate that interstellar distances can also be overcome by manipulating subspace itself.

Limitations

The subspace vortex drive is not without limitations. Generating and navigating a vortex requires specialized equipment and considerable energy. The technology is also dependent upon the ability to establish a stable vortex and accurately navigate through it.

Most importantly, the technology should **not be treated as simply giving every Xindi vessel unlimited faster-than-light speed**. It is a specialized propulsion method with its own operational requirements and is distinct from the normal warp drives used for routine travel.

TERRAN EMPIRE TECHNOLOGIES

Agony Booth

The Agony Booth is a cornerstone of discipline aboard Terran Empire starships. It was developed in 2155 by Doctor Phlox and Major Malcolm Reed.

Activation / Calibration: A character with access to the controls can perform a **Control + Medicine or Science Task** (Difficulty 1 to 2) to calibrate it to the target. Success grants the booth the **“Calibrated”** Trait (+1 bonus die or reduced Difficulty on subsequent uses against that target).

Inflicting Agony (Extended Task or Repeated Tasks): Treat sessions in the booth as an **Extended Task** (Work 10 - 20, depending on desired duration/intensity) or a series of opposed/resisted Tasks.

- **Base Task**: The operator makes a **Control + Medicine** (or **Presence + Command/Security** for intimidation) **vs. the victim's Fitness + Medicine** (or **Willpower/Discipline** equivalent).
    - Difficulty starts at 2, modified by the victim's Traits (e.g., **"High Pain Tolerance"** or **"Vulcan Nerve Conditioning"** increases Difficulty).
- Each successful interval by the operator inflicts **1 - 3 Stress** on the victim (more at higher intensity).
- Failure by the victim can add a Complication or the **"Agonized"** Trait.

Effects on the Victim:

- **Ongoing Pain**: While in the booth or immediately after, the victim gains the **"Agonized"** Trait. This adds +1 Difficulty to all Tasks (physical or mental) due to overwhelming pain and disorientation.
- **Stress Damage**: The booth ignores normal armor/protection and directly targets the nervous system. It can inflict **Stun-level** or **Lethal** effects depending on setting:
    - Low/Medium: Causes Stress and the **"Agonized"** Trait. No permanent Injury unless the victim is already low on Stress.
    - High/Full: Treat as a weapon with **Severity 3 - 4** (or higher for prolonged exposure). Victim must spend Stress equal to Severity to avoid an Injury or suffer one with the **"Neural Trauma"** or **"Severe Pain"** Trait.
- **Fatigue**: Maxing out Stress makes the victim **Fatigued** (all Tasks +1 Difficulty, one Attribute shut down). Prolonged use can lead to unconsciousness or death.

Interrogation Bonus: Characters in the booth suffer penalties to resist interrogation. The operator gains +1 or +2 to Persuade/Intimidate Tasks against them. A successful use can generate **1-2 Threat** for the GM (or Momentum for the operator if they're a player in a dark campaign).

Resistance / Escape:

- **Endure**: Victim can attempt a **Fitness + Command or Medicine Task** (Difficulty 3+) each interval to temporarily suppress pain (reduce Stress taken or remove the **"Agonized"** Trait for one round).

- **Break Out**: Requires a **Daring + Security** or **Strength + Athletics** Task (Difficulty 4) if restrained, or sabotage of controls from outside.
- **Medical Recovery**: After removal, a **Control + Medicine Task** (Difficulty 2-3) with proper equipment can remove the **"Agonized"** Trait and restore Stress faster.

Special Rules & Complications

- **Species Variations**: Some species resist better (e.g., Vulcans or Klingons might have Traits that reduce effects or allow them to channel pain into focus). Others (e.g., Ferengi or Betazoids) might suffer worse due to heightened senses.
- **Overuse**: Extended sessions at maximum capacity (beyond 30 minutes) can add the **"Permanent Neural Damage"** Trait, leading to long-term Complications like reduced Focus or recurring pain.
- **As a Scene Feature**: The GM can spend Threat (2-4) to declare a character is thrown into the booth during a boarding action or confrontation.

CHAPTER 10: WEAPONS & GEAR

United Earth Starfleet

The following is issued gear for united earth's starfleet's away teams.

Hand-Communicator

The Standard handheld communication tool issued by Starfleet. It is used for distance person-to-person communication or ship-to-person communication.



Handscanner



The standard handheld scanner tool issued by Starfleet. The hand scanner provided field personnel with vital sensor data by detecting life signs, taking atmospheric readings, mapping local environments, and interfacing with computer systems. In the 2170s Starfleet used an upgraded version of the Handscanner.

Medical Handscanner (only medical personnel)

The medical handscanner functioned as a portable diagnostic device that allowed Starfleet physicians to monitor vital signs, analyze alien physiology, and perform localized bio-scans in field conditions.

Phase Pistol



The phase pistol served as Starfleet's primary sidearm, firing focused particle beams with adjustable yield settings ranging from non-lethal stun to destructive vaporize. It is a far superior sidearm, than the older EM-33 Plasma Pistols.

ECS/Starfleet Plasma Rifle



The older plasma rifle remains in Starfleet service during 2151–2155 as a heavier carbine option, even as phase-pistols become the standard sidearm. It fires adjustable plasma bolts or beams that can be set to either stun or kill.

MACO Particle Rifle



The MACO-issued particle rifle is Starfleet's most advanced handheld weapon of the era, a rugged carbine that fires adjustable blue particle bolts from stun to lethal force capable of punching through armored targets. It has 2 settings like the phase pistol: Stun or Kill.

EM-33 Plasma Pistol



The EM-33 plasma pistol is an older Starfleet sidearm still seen in limited service during the early 2150s, firing plasma bolts that require the user to compensate for particle drift. It was largely phased out in favor of the more reliable phase-pistol.

Weapons used by other Species

- Vulcans and Tellarites using phase-rifles and phase-pistols
- Andorians, and Orions using plasma based hand-held weapons
- Tandarans, Cordanites, Suliban, Mazarite and Xindi are using Particle based hand-held weapons
- Klingons and Romulans are using disruptor-based hand-held weapons
- Klingons are also using melee weapons, like the Bat'leth, the Mek'leth and the D'k tahg dagger

CHAPTER 11: STARSHIPS

Earth Starfleet Starships

United Earth Starfleet

NX-Class Exploration Cruiser



The pinnacle of Earth’s NX Project, the **NX-Class** was United Earth's first true deep-space exploratory vessel and the first human starship capable of reaching **Warp 5**.

Lacking considerable defensive and offensive technology compared to the major galactic powers, the NX-Class relies on **polarizable hull plating** and **grapplers** to survive the open galaxy. Equipped with **pulsed phase-cannons** and **spatial/photonic torpedoes**, it bridges the gap between Earth’s early sub-warp defense forces and the formidable battlecruisers of the 22nd century. Highly adaptable, durable, and notoriously cramped, it stands as the rugged vanguard of Starfleet's earliest interstellar missions

Mission Profile: Multirole Explorer

Traits: UESPA Starship, NX-Class, Prototype, Experimental Warp 5 Drive

Systems					
COMMS	06	ENGINES	07	STRUCTURE	06
COMPUTERS	06	SENSORS	06	WEAPONS	06
DEPARTMENTS					
COMMAND	02	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	03	MEDICINE	02

Crew Support	3	SCALE	3
Hull Plating	6	RESISTANCE	2

Launch Bay: 3x Shuttlepods, Small Craft Readiness: 2

Attacks (2150):

- **Plasma Cannons: Energy, Close, 3**
- **Spatial Torpedoes: Torpedo, Medium, 2**
- **Grappler Cables: Strength 2**

Attacks (2151-2153)

- **Phase Cannons: Energy, Close, 4**
- **Spatial Torpedoes: Torpedo, Medium, 2**
- **Photonic Torpedoes (2153):Torpedo, Medium, 2, High Yield**
- **Grappler Cables: Strength 2**

Attacks (2153-2155):

- **Pulsed Phase Cannons: Energy, Close, 5, Versatile 1**
- **Photonic Torpedoes: Torpedo, Medium, 2, High Yield**
- **Grappler Cables: Strength 2**

Talents:

- **High-Resolution Sensors**
- **Rugged Design**
- **Improved Power Systems**

Special Rules

- **Experimental Vessel**
- **Polarized Hull Plating**

- **Grappler Cables**
- **Warp 5 Drive:** This is a new type of warp drive developed by humanity. It functions as normal warp drive till warp 4.5. It suffers a Complication on any roll of 19-20 when engaging warp 5.

Intrepid-type Light Cruiser



The Intrepid-Type was conceived as a backup for the Warp 5 project, the famous NX-class, if it had failed. The Intrepid-Type was planned as a smaller NX-class, but producible in higher amounts than the complicate NX-Class.

Mission Profile: Pathfinder and Reconnaissance Operations

Traits: UESPA Starship, Intrepid-Type, Dependable Workhorse, Warp 4 Drive

Systems					
COMMS	**06**	**ENGINES**	**08**	**STRUCTURE**	**05**
COMPUTERS	**05**	**SENSORS**	**06**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**03**	**SCIENCE**	**03**
CONN	**04**	**ENGINEERING**	**02**	**MEDICINE**	**01**

Crew Support	**3**	**SCALE**	**3**
Hull Plating	**5**	**RESISTANCE**	**2**

Launch Bay: 2x Shuttlepods, Small Craft Readiness: 2

Attacks:

- **Pulsed Phase Cannons:** **Energy, Close, 5, Versatile 1**
- **Spatial Torpedoes:** **Torpedo, Medium, 3**
- **Grappler Cables :** **Strength 2**

Talents:

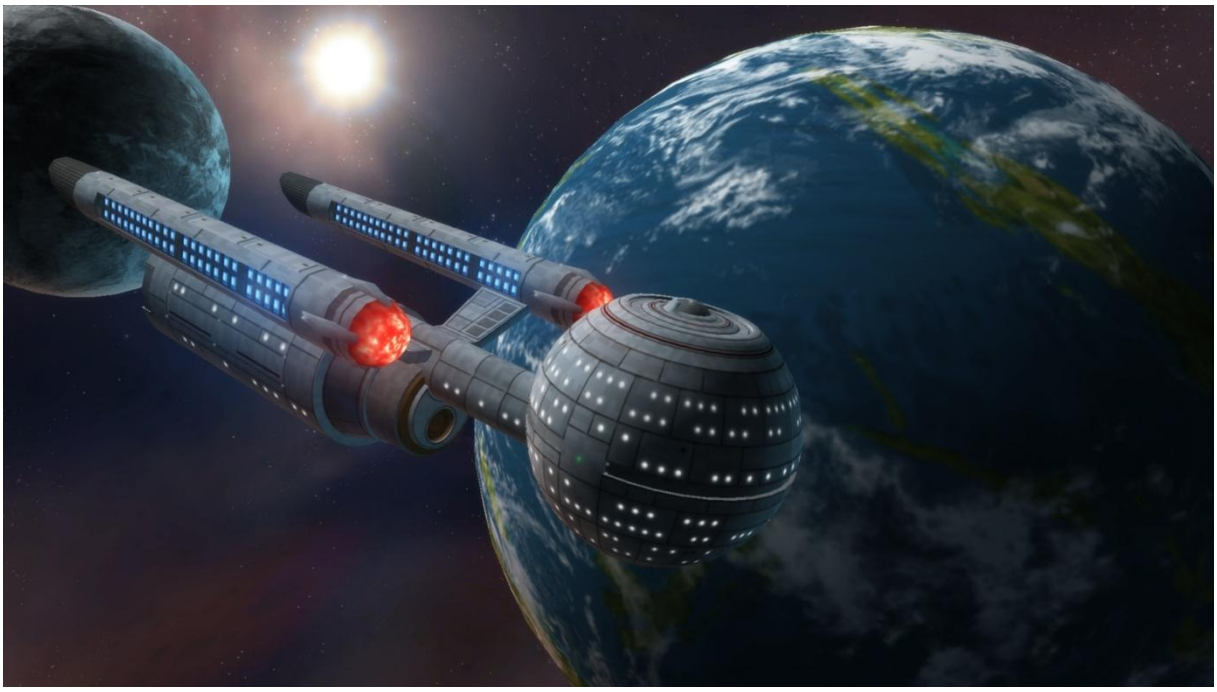
- **High Resolution Sensors**
- **Rugged Design**

- **Improved Power Systems**

Special Rules

- **Reliable**
- **Polarized Hull Plating**
- **Grappler Cables**

Daedalus-Class Science Ship



By 2150, the **Daedalus-Class** was already considered an aging relic of Earth's early interstellar push. Built around a distinct spherical primary hull, it represents a bygone era of Starfleet ship design, functional, modular, and built long before the sleeker *NX-Class* pushed the boundaries of human engineering.

Though slower than modern starships and hampered by outmoded systems, the *Daedalus* remains in service due to its durability, ease of maintenance, and massive internal volume. Outfitted with legacy **polarized hull plating**, standard **phase-cannons**, and spatial torpedoes, these rugged old ships are routinely relegated to support duties, long-range haulage, and second-line frontier patrols where newer vessels cannot be spared.

Mission Profile: Scientific and Survey Operations

Traits: UESPA Starship, Daedalus-Class, Long-Serving, Aging Relic, Warp 4 Drive

Systems					
COMMS	05	ENGINES	06	STRUCTURE	06
COMPUTERS	06	SENSORS	06	WEAPONS	06
DEPARTMENTS					
COMMAND	02	SECURITY	01	SCIENCE	04
CONN	01	ENGINEERING	05	MEDICINE	02

Crew Support	4	SCALE	3
Hull Plating	6	RESISTANCE	2

Launch Bay: 3x Shuttlepods

Small Craft Readiness: 2

Attacks:

- **Pulsed Phase Cannons:** **Energy, Close, 5, Versatile 1**
- **Spatial Torpedoes:** **Torpedo, Medium, 2**
- **Tractor Beam:** **Strength 2**

Talents:

- **Rugged Design**
- **Advanced Research Facilities**
- **Advanced Sensor Suites**
- **Dedicated Personnel (Science)**
- **Modular Laboratories**

Special Rules

- **Larger Crew**
- **Efficiency**
- **Polarized Hull Plating**
- **Grappler Cables**

Warp Delta Escort Vessel



Known informally for its sharp, triangular hull silhouette, the **Warp Delta** (often designated as the *Delta-Class*) represents the pre-NX generation of Earth Starfleet's coastal-style defense craft. Smaller and far more compact than the *NX* or *Intrepid* types, it was originally designed for short-range system defense and early interstellar boundary patrols.

Capable of low warp speeds, the Warp Delta is heavily reliant on sub-light maneuverability and rugged reliability. Though outpaced by mid-22nd-century engineering breakthroughs, these compact combatants remain a common sight across inner Earth territory, armed with early **phase-cannons** or spatial torpedoes and protected by basic **polarized hull plating**.

Mission Profile: Patrol

Traits: UESPA Starship, Warp Delta, Dependable Workhorse, Warp 3 Drive

Systems					
COMMS	**06**	**ENGINES**	**06**	**STRUCTURE**	**06**
COMPUTERS	**06**	**SENSORS**	**07**	**WEAPONS**	**06**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**04**	**ENGINEERING**	**02**	**MEDICINE**	**02**

Crew Support	**3**	**SCALE**	**3**
Hull Plating	**6**	**RESISTANCE**	**2**

Attacks:

- **Pulsed Phase Cannons:** **Energy, Close, 5, Versatile 1**
- **Spatial Torpedoes:** **Torpedo, Medium, 2**
- **Tractor Beam:** **Strength 2**

Talents:

- **Fast Targeting Systems**
- **High-Resolution Sensors**

Special Rules

- **Reliable**

Earth Smallcraft

Shuttlepod

The standard Smallcraft of earth's Starfleet. The maximum crew complement was seven people.



Traits: Smallcraft, Shuttlepod, Sublight

Systems					
COMMS	**03**	**ENGINES**	**02**	**STRUCTURE**	**02**
COMPUTERS	**03**	**SENSORS**	**02**	**WEAPONS**	**02**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**00**	**SCIENCE**	**00**
CONN	**01**	**ENGINEERING**	**00**	**MEDICINE**	**00**
Crew Support	**1**	**SCALE**	**1**		
Hull Plating	**2**	**RESISTANCE**	**1**		

Attacks:

- **Plasma Cannon: Energy, Close, 3**
- **Spatial Charges: Explosive Charge, Close, 2**

Talents

- **Extended Sensor Range**

Special Rules

- **Polarized Hull Plating**

Civilian Earth Ships

J-Class Freighter



The quintessential civilian workhorse of the 22nd century, the **J-Class** light freighter, and its ubiquitous variant, the *Y-Class*, forms the logistical lifeblood of early human interstellar trade. Built by civilian shipyards and operated primarily by independent cargo captains and the Earth Cargo Service, these modular haulers are slow, unpretentious, and built to endure months in deep space.

Lacking the advanced tactical systems of Starfleet vessels, a typical J-Class relies on **polarized hull plating** and a single defensive **plasma cannon** or defensive spatial turret for deterrence against pirates. What it lacks in speed and armaments, it makes up for with massive modular cargo bays, incredible ease of maintenance, and extreme operational longevity.

Mission Profile: Civilian Merchant Marine

Traits: UESPA Civilian Starship, J-Class, Aging Relic, Warp 2.5 Drive

Systems					
COMMS	**05**	**ENGINES**	**05**	**STRUCTURE**	**08**
COMPUTERS	**04**	**SENSORS**	**06**	**WEAPONS**	**04**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**02**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**04**	**MEDICINE**	**03**

Crew Support	**3**	**SCALE**	**2**
Hull Plating	**8**	**RESISTANCE**	**2**

Attacks:

- **Plasma Cannons:** **Energy, Close, 4**
- **Grappler Cables:** **Strength 1**

Talents:

- **Rugged Design**
- **Modular Cargo Bay**

Special Rules

- **Larger Crew**
- **Polarized Hull Plating**
- **Grappler Cables**

Y-Class Freighter



Introduced in the 2140s as a modern replacement for the aging *J-Class*, the **Y-Class** superfreighter is a massive, sluggish titan of human commercial shipping. Operating extensively under the Earth Cargo Service, these "Fort Wayne-class" haulers spend years at a time crawling between colonies and outposts, often serving as multi-generational homes for freighter families ("boomers").

Measuring significantly larger than Starfleet's *NX-Class* but capped at a modest Warp 1.8 to 2.0, a Y-Class relies on pure structural bulk, basic **polarized hull plating**, and minimal defensive armaments, typically a low-yield plasma cannon or spatial charge

thrower. It represents the height of mid-22nd-century civilian haulage, offering vast, highly modular freight bays capable of moving entire planetary industrial loads.

Mission Profile: Civilian Merchant Marine

Traits: UESPA Civilian Starship, Y-Class, Dependable Workhorse, Warp 3 Drive

Systems					
COMMS	04	ENGINES	07	STRUCTURE	07
COMPUTERS	05	SENSORS	06	WEAPONS	05
DEPARTMENTS					
COMMAND	01	SECURITY	02	SCIENCE	01
CONN	03	ENGINEERING	04	MEDICINE	03

Crew Support	2	SCALE	2
Hull Plating	7	RESISTANCE	1

Attacks:

- **Plasma Cannons: Energy, Close, 4**
- **Grappler Cables: Strength 2**

Talents:

- **Backup EPS Conduits [x1]**
- **Modular Cargo Bay**

Special Rules

- **Reliable**
- **Polarized Hull Plating**
- **Grappler Cables**

Sarajevo-Type



A 200-meter arrowhead hull with stacked passenger modules and modest warp nacelles, built to move people, not to chart the unknown. These ships run scheduled hops between Earth, nearby colonies, and other vessels at up to warp 3, fast enough for the inner sphere, too slow for deep space. Crews are small (~20); the rest of the interior is cabins, cargo, and a compact infirmary.

They are civilian hulls, often hired rather than commissioned: colony runs, VIP transfers, fleet rendezvous. Light phase cannons and grapplers are for deterrence and docking, not battle. Polarized plating is the only real defense. In 2154 ships of the type joined the welcome fleet for *Enterprise* NX-01 and the *Sarajevo* (NC-27) took Emory and Danica Erickson home from the Expanse.

Mission Profile: Colony Support

Traits: UESPA Civilian Starship, Sarajevo-Type, Transporter, Dependable Workhorse, Warp 3 Drive

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**07**
COMPUTERS	**05**	**SENSORS**	**07**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**02**	**SCIENCE**	**02**
CONN	**02**	**ENGINEERING**	**03**	**MEDICINE**	**04**

Crew Support	**3**	**SCALE**	**3**
Hull Palting	**7**	**RESISTANCE**	**3**

Attacks:

- **Pulsed Phase Cannons: Energy, Close, 5, Versatile 1**
- **Grappler Cables: Strength 2**

Talents:

- **Extensive Shuttlebays [x1]**
- **Rugged Design**
- **Modular Cargo Bay**

Special Rules

- **Reliable**
- **Polarized Hull Plating**
- **Grappler Cables**

Conestoga-Type



A one-way settler launched only a few years after Cochrane's first warp flight. Primitive warp drive, about warp 1.3, meant years in transit: the SS Conestoga took nine years (2069-2078) to reach Terra Nova with roughly two hundred colonists. On arrival the modules were broken down and rebuilt as the colony's first homes and workshops, the same way a Conestoga wagon was stripped for timber at the end of the trail.

These ships were refitted with a warp 3 drive in the 2150s to get colonists faster to their destination.

Traits: UESPA Civilian Starship, Conestoga-Type, Aging Relic, Colony Ship, Warp 3 Drive Refit

Systems					
COMMS	**05**	**ENGINES**	**07**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**06**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**02**	**SCIENCE**	**03**
CONN	**01**	**ENGINEERING**	**03**	**MEDICINE**	**04**

Crew Support	**3**	**SCALE**	**2**
Hull Plating	**6**	**RESISTANCE**	**1**

Attacks:

- **Grappler Cables: Strength 1**

Talents:

- **Advanced Medical Ward/Sickbay**
- **Rugged Design**

Special Rules

- **Larger Crew**

Vulcan Starships

Suurok-Class Science Cruiser



The majestic hallmark of Vulcan space superiority in the mid-22nd century, the **Suurok-Class** (also designated the *Surak-Class*) science cruiser represents the pinnacle of high-warp engine design and sensor technology. Defined by its iconic cylindrical hull suspended within a giant vertical annular (ring) warp drive, it easily outperforms Earth Starfleet vessels in speed, defense, and tactical firepower.

Capable of reaching Warp 7, the Suurok-Class is equipped with advanced **deflector shields**, powerful **tractor beams**, and formidable **photonic weaponry**. Though officially classified by the Vulcan High Command as exploration and research ships, these durable vessels are heavily armed and double as formidable battlecruisers when enforcing sector quarantines or diplomatic mandates.

Mission Profile: Scientific and Survey Operations

Traits: Vulcan Starship, Vulcan Science Cruiser, D'Kyr-Type, Dependable Workhorse

Systems					
COMMS	**06**	**ENGINES**	**07**	**STRUCTURE**	**05**
COMPUTERS	**08**	**SENSORS**	**07**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**01**	**SCIENCE**	**05**
CONN	**02**	**ENGINEERING**	**03**	**MEDICINE**	**02**
Crew Support	**4**	**SCALE**	**4**		
SHIELDS	**10**	**RESISTANCE**	**2**		

Attacks:

- **Particle Beam Banks:** **Energy, Medium, 6, Versatile 1**
- **Tractor Beam:** **Strength 3**

Talents:

- **Advanced Research Facilities**
- **Advances Sensor Suites**
- **Dedicated Personnel (Science)**
- **High-Resolution Sensors**

Special Rules

- **Reliable**

Suurok-Class Battlecruiser



While the Vulcan High Command officially designates the **Suurok-Class** as a combat-capable science vessel, dedicated military refits strips away much of its laboratory space to maximize tactical output. Representing the heavy muscle of the High Command, these variants serve as fleet flagships and heavy strike cruisers during major regional conflicts or territorial standoffs.

Retaining the class's iconic ring-shaped annular warp drive and high-speed Warp 6.5+ envelope, the combat variant pairs heavily fortified **deflector shields** with expanded forward- and aft-facing **particle beam arrays** and **photonic torpedo tubes**. Capable of shrugging off incoming fire that would shatter Earth or Andorian hulls, it stands as an imposing symbol of Vulcan deterrence across the mid-22nd century sector map.

Mission Profile: Tactical Operations

Traits: Vulcan Starship, Vulcan Battlecruiser, Suurok-class, Dependable Workhorse

Systems					
COMMS	05	ENGINES	07	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	07
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	02	ENGINEERING	03	MEDICINE	01
Crew Support	4	SCALE	4		
SHIELDS	14	RESISTANCE	3		

Attacks:

- **Particle Beams:** Energy, Medium, 6, Versatile 1
- **Photonic Torpedoes:** Torpedo, Medium, 3, High Yield
- **Tractor Beam:** Strength 3

Talents:

- **Fast Targeting Systems**
- **Advanced Shields [x1]**
- **Improved Hull Integrity**
- **Improved Damage Control**

Special Rules

- **Reliable**

D’Kyr-Type Science Cruiser



Operating as the scientific flagship of the Vulcan Science Directorate, the exploratory variant of the **D'Kyr-Type** is one of the most technologically formidable research vessels in the 22nd century. Built on the same massive 600-meter hull frame as its combat sibling, it dedicates vast internal volume to long-range sensor grids, stellar cartography suites, and specialized containment laboratories.

Capable of sustaining speeds exceeding Warp 7, the *D'Kyr* science vessel can navigate deep-space phenomena and hazardous stellar anomalies that would instantly destroy lesser ships. Even in its scientific role, it remains heavily fortified with high-capacity **deflector shields**, powerful **particle beam arrays**, and an auxiliary shuttle pod bay, ensuring Vulcan researchers can enforce quarantine protocols or defend themselves in uncharted sectors without needing military escort.

Mission Profile: Scientific and Survey Operations

Traits: Vulcan Starship, Vulcan Science Cruiser, D’Kyr-Type, State of the Art

Systems					
COMMS	**06**	**ENGINES**	**07**	**STRUCTURE**	**05**
COMPUTERS	**08**	**SENSORS**	**07**	**WEAPONS**	**06**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**01**	**SCIENCE**	**04**
CONN	**02**	**ENGINEERING**	**03**	**MEDICINE**	**03**
Crew Support	**5**	**SCALE**	**5**		
SHIELDS	**11**	**RESISTANCE**	**3**		

Attacks:

- **Particle Beams:** **Energy, Medium, 7, Versatile 1**
- **Tractor Beam:** **Strength 4**

Talents:

- **Advanced Research Facilities**
- **Advanced Sensor Suites**
- **Modular Laboratories**
- **Sophisticated Astrometrics Facilities**
- **Specialized Crew (Science)**
- **Improved Hull Integrity**

Special Rules

- **Peak Performance (Sensors)**

D’kyr-Type Battlecruiser



Significantly larger and more heavily armed than the *Suurok-Class*, the **D'Kyr-Type** serves as the primary frontline combatant and flag warship of the Vulcan High Command. Instantly recognizable by its massive, sweeping hull profile integrated directly into a heavy annular warp engine, the *D'Kyr* is engineered to project overwhelming force and command authority across Vulcan-influenced space.

Unlike dual-role science cruisers, the *D'Kyr-Type* is a dedicated combat vessel featuring a unique auxiliary craft dock embedded directly into its ventral superstructure. Outfitted with high-capacity **deflector shields**, precision **particle cannons**, and heavy **photonic torpedo tubes**, it possesses immense tactical superiority over regional rivals, capable of coordinating entire Vulcan battle groups or standing down hostile battlecruisers single-handedly.

Mission Profile: Battlecruiser

Traits: Vulcan Starship, D’Kyr-Battle-Type, State of the Art

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**06**
COMPUTERS	**06**	**SENSORS**	**06**	**WEAPONS**	**08**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**05**	**SCIENCE**	**02**
CONN	**02**	**ENGINEERING**	**02**	**MEDICINE**	**01**

Crew Support	**5**	**SCALE**	**5**
Shields	**21**	**RESISTANCE**	**4**

Attacks:

- **Particle Beams:** **Energy, Medium, 8, Versatile 1**
- **Photonic Torpedoes:** **Torpedo, Medium, 3, High Yield**
- **Tractor Beam:** **Strength 4**

Talents:

- **Command Ship**
- **Fast Targeting Systems**
- **Advanced Shields [x1]**
- **Advanced Sensor Suites**
- **Improved Hull Integrity**

Special Rules

- **Peak Performance (Weapons)**

Vulcan Smallcrafts

Vulcan Shuttle

The standard shuttlecraft used only on Vulcan Starships. It can fit up to 20 people and has a max. save speed of warp 3.



Traits: Smallcraft, Vulcan Shuttle, Warp capable

Systems					
COMMS	04	ENGINES	05	STRUCTURE	04
COMPUTERS	04	SENSORS	04	WEAPONS	03
DEPARTMENTS					
COMMAND	00	SECURITY	01	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	00

Crew Support	1	SCALE	2
Shields	7	RESISTANCE	1

Attacks

- **Tractor Beam (Strength 1)**

Talents

- **Rugged Design**
- **High-Resolution Sensors**

Tellarite Starships

Pralim-Class Tellarite Cruiser



Blocky, industrial, and exceptionally stubborn in battle, the **Pralim-class Cruiser** represents the backbone of the Tellarite Defense Fleet during the mid-22nd century. Measuring roughly 220 to 250 meters in length, these heavily armored warships embody Tellarite engineering philosophy: redundant systems, utilitarian design, and immense structural durability over aesthetic elegance. Widely deployed across Tellarite space during regional border disputes and later as a founding pillar of the Coalition of Planets and Starfleet's early allied task forces, the *Pralim* is built to hold the line in pitched battles, absorbing brutal punishment while laying down heavy forward fire.

Mission Profile: Logistical/Quartermaster

Traits: Tellarite Starship, Pralim-class, Dependable Workhorse

Systems					
COMMS	**05**	**ENGINES**	**07**	**STRUCTURE**	**08**
COMPUTERS	**05**	**SENSORS**	**06**	**WEAPONS**	**06**
DEPARTMENTS					
COMMAND	**04**	**SECURITY**	**02**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**04**	**MEDICINE**	**01**
Crew Support	**3**	**SCALE**	**3**		
SHIELDS	**18**	**RESISTANCE**	**3**		

Attacks:

- **Particle Beam Banks:** **Energy, Medium, 5, Intense**
- **Tractor Beam:** **Strength 2**

Talents:

- **Rugged Design**
- **Advanced Shields [x1]**
- **Backup EPS Conduits [x1]**

Special Rules

- **Reliable**

Tellarite Smallcrafts

Tellarite Shuttle

The standard shuttlecraft used only on Tellarite Starships.



Traits: Smallcraft, Tellarite Shuttle, Sublight

Systems					
COMMS	**02**	**ENGINES**	**04**	**STRUCTURE**	**04**
COMPUTERS	**02**	**SENSORS**	**03**	**WEAPONS**	**01**
DEPARTMENTS					
COMMAND	**00**	**SECURITY**	**01**	**SCIENCE**	**01**
CONN	**00**	**ENGINEERING**	**01**	**MEDICINE**	**00**
Crew Support	**1**	**SCALE**	**1**		
SHIELDS	**6**	**RESISTANCE**	**2**		

Talents

- **Improved Hull Integrity**
- **Improved Power Systems**

Andorian Starships

Andorian Cruiser



Vessels of the **Shar'ah-class** form the agile backbone of the Andorian Imperial Guard during the 22nd century. Featuring a sleek, blue-gray hull, distinctive swept wing struts, and a highly maneuverable frame, this class is tailored specifically for border patrols, long-range reconnaissance, Support operations and rapid interception. Compared to the significantly heavier *Kumari*-class, the Shar'ah-class prioritizes high agility, advanced sensor capabilities, and targeted strike power. It is exceptionally well-suited for tracking enemy signatures, cutting through electronic countermeasures or stealth fields, and executing swift, coordinated attacks.

Mission Profile: Logistical/Quartermaster

Traits: Andorian Imperial Guard Ship, Andorian Support Ship

Systems					
COMMS	**06**	**ENGINES**	**07**	**STRUCTURE**	**05**
COMPUTERS	**06**	**SENSORS**	**05**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**04**	**SECURITY**	**03**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**03**	**MEDICINE**	**01**
Crew Support	**2**	**SCALE**	**2**		
SHIELDS	**10**	**RESISTANCE**	**1**		

Attacks:

- **Particle Cannons:** **Energy, Close, 4, Versatile 1**
- **Tractor Beam:** **Strength 1**

Talents:

- **Rugged Design**
- **High-Resolution Sensors**

Special Rules

- **Reliable**

Kumari-Class Battle Cruiser



The ***Kumari*-class Battlecruiser** stands as the proud centerpiece and primary line-of-battle warship of the Andorian Imperial Guard during the mid-22nd century. Named in honor of the first ice-cutter to circumnavigate Andoria, this heavy combatant was specifically engineered to counter and match the formidable warships of the Vulcan High Command, such as the *D'Kyr* and *Surak* classes.

Measuring approximately 360 meters in length, the *Kumari* class features an aggressive, multi-tiered hull design, sharp forward sensor tines, and the signature blue-grey finish characteristic of Imperial Guard starships.

Mission Profile: Battlecruiser

Traits: Andorian Imperial Guard Ship, Kumari-Class, Warship

Systems					
COMMS	05	ENGINES	07	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	09
DEPARTMENTS					
COMMAND	02	SECURITY	05	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	01

Crew Support	3	SCALE	3
SHIELDS	13	RESISTANCE	2

Attacks:

- **Particle Cannons:** Energy, Close, 7, Intense
- **Particle Beams:** Energy, Medium, 6, Intense
- **Tractor Beam:** Strength 2

Talents:

- **Fast Targeting Systems**
- **Improved Impulse Drive [x1]**
- **Improved Damage Control**

Special Rules

- **Peak Performance (Weapons)**

Andorian Smallcrafts

Andorian Shuttle

The standard shuttlecraft used only on Andorian Starships. Eight People can fit inside.

Traits: Smallcraft, Andorian Shuttle, Sublight

Systems					
COMMS	**02**	**ENGINES**	**03**	**STRUCTURE**	**03**
COMPUTERS	**02**	**SENSORS**	**03**	**WEAPONS**	**03**
DEPARTMENTS					
COMMAND	**00**	**SECURITY**	**01**	**SCIENCE**	**00**
CONN	**02**	**ENGINEERING**	**00**	**MEDICINE**	**00**
Crew Support	**3**	**SCALE**	**1**		
SHIELDS	**5**	**RESISTANCE**	**2**		

Attacks:

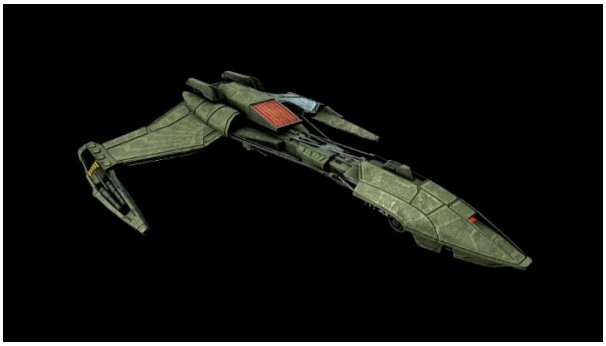
- **Particle Beam:** **Energy, Close, 3, Versatile 1**

Talents

- **Improved Reaction Control System**
- **Improved Hull Integrity**

Klingon Starships

D5-Class Battlecruiser



Serving as the formidable backbone of the Klingon Imperial Fleet during the mid-22nd century, the **D5-class Battlecruiser** embodies the warrior philosophy of the Klingon Empire. Measuring approximately 215 to 225 meters in length, the vessel features the iconic Klingon silhouette: a distinct forward command pod, a slender neck section, and broad impulse wing housings engineered for aggressive orbital and deep-space combat.

The D5-class was designed to project imperial power across volatile border sectors, capable of going toe-to-toe with rival warships from the Vulcan High Command or Earth's Starfleet, as well as enforcing dominion over subjugated worlds. By the 2150s, the D5 is considered an aging design.

Traits: Klingon Starship, D5-Class Battle Cruiser, Aging Relic, Dispersive Armor Plating, Warship

Systems					
COMMS	**06**	**ENGINES**	**07**	**STRUCTURE**	**07**
COMPUTERS	**07**	**SENSORS**	**06**	**WEAPONS**	**09**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**02**	**ENGINEERING**	**03**	**MEDICINE**	**01**

CREW SUPPORT	**3**	**SCALE**	**3**
SHIELDS	**14**	**RESISTANCE**	**4**

Attacks:

- **Disruptor Cannons: Energy, Close, 7, Intense**

- **Photon Torpedoes:** **Torpedo, Long, 5, High Yield**
- **Tractor Beam:** **Strength 2**

Talents:

- **Improved Warp Drive**
- **Improved Hull Integrity**

Special Rules

- **Larger Crew**
- **Dispersive Hull Plating:** The hull plating of this ship is more effective at dispersing attacks from directed energy weapons. Against attacks from energy weapons, the ship's Resistance is increased by +1. Further, this may reduce the damage suffered from an energy weapon attack to 0 (rather than to 1, as is normally the case).

Vo'n'Talk-Class Bird-of-Prey



A precursor to the iconic Klingon stealth warships of later centuries, the **Vo'n'Talk-class Bird-of-Prey** represents the quintessential light raider and scout of the Klingon Imperial Fleet in the early to mid-22nd century. Compact, predatory, and exceptionally fast, the vessel features swept-forward wings, a forward command pod, and a low radar-cross-section frame optimized for rapid insertion and hit-and-run ambushes.

While smaller than the D5-Class Battlecruiser or the Vulcan *D'Kyr*-class, the *Vo'n'Talk* relies on maneuverability, aggressive forward weaponry, to strike far above its weight class.

Traits: Klingon Starship, Vo'n'Talk Bird-of-Prey, Dependable Workhorse, Agile Raider

Systems					
COMMS	**06**	**ENGINES**	**08**	**STRUCTURE**	**06**
COMPUTERS	**06**	**SENSORS**	**07**	**WEAPONS**	**08**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**03**	**SCIENCE**	**02**
CONN	**03**	**ENGINEERING**	**03**	**MEDICINE**	**02**

CREW SUPPORT	**3**	**SCALE**	**3**
SHIELDS	**13**	**RESISTANCE**	**2**

Attacks:

- **Disruptor Cannons: Energy, Close, 6, Intense**
- **Photon Torpedoes: Torpedo, Middle, 4, High Yield**
- **Tractor Beam: Strength 2**

Talents:

- **Improved Reaction Control System**
- **Redundant Systems (Warp Drive)**
- **Secondary Reactors [x1]**

Special Rules

- **Reliable**

Raptor-Class Scout



Sleek, predatory, and utilitarian, the Raptor-class Scout is one of the earliest dedicated reconnaissance and raider vessels deployed by the Klingon Defense Force in the 22nd century. Compact and heavily built (measuring approximately 80 to 90 meters in length), the Raptor features an aggressive, avian-inspired profile with swept-back wings, a forward command beak, and exposed metallic plating designed for deep-space surveillance and covert operations.

Unlike the larger *D5*-class battlecruiser or the agile *Vo'n'Talk*-class raider, the Raptor was specifically engineered to operate independently for long periods in uncharted space, gathering tactical intelligence, surveying border regions, and executing covert ambushes.

Traits: Klingon Starship, Targ-Pit, Raptor-class Scout, Garbage Scow, Compact Size

Systems					
COMMS	**06**	**ENGINES**	**07**	**STRUCTURE**	**07**
COMPUTERS	**06**	**SENSORS**	**08**	**WEAPONS**	**06**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**03**	**SCIENCE**	**04**
CONN	**03**	**ENGINEERING**	**02**	**MEDICINE**	**01**

CREW SUPPORT	**2**	**SCALE**	**2**
SHIELDS	**12**	**RESISTANCE**	**2**

Attacks:

- **Disruptor Cannons:** **Energy, Close, 4, Intense**
- **Photon Torpedoes:** **Torpedo, Middle, 3, High Yield**
- **Tractor Beam:** **Strength 2**

Talents:

- **Reduced Sensor Silhouette**
- **High-Resolution Sensors**

Special Rules

- **Jury-Rigged**
- **Compact Vessel**

K’Toch Scout



Compact, aggressive, and built for speed, the K'Toch-class Scout represents one of the smallest dedicated recon craft deployed by the Klingon Imperial Fleet in the mid-22nd century. Measuring under 50 meters in length, this nimble vessel features a low-profile hull, exposed structural framing, and a heavily armored forward cockpit, designed specifically for rapid atmospheric deployment, perimeter security, and high-speed interception.

Often deployed in packs or attached as tender craft to larger Klingon outposts and task forces, the *K'Toch* fills the operational gap between heavy battlecruisers and short-range shuttlecraft.

Traits: Klingon Starship, K'Toch Scout, Compact Size

Systems					
COMMS	06	ENGINES	06	STRUCTURE	05
COMPUTERS	06	SENSORS	09	WEAPONS	07
DEPARTMENTS					
COMMAND	02	SECURITY	02	SCIENCE	04
CONN	03	ENGINEERING	03	MEDICINE	01
CREW SUPPORT	2	SCALE	2		
SHIELDS	9	RESISTANCE	1		

Attacks:

- **Disruptor Cannons: Energy, Close, 5, Intense**

Talents:

- **Rugged Design**
- **Improved Reaction Control System**

Special Rules

- **Refuses to Die**
- **Compact Vessel**

Romulan Starships

Romulan Bird of Prey



Eerie, dangerous, and shrouded in secrecy, the **Romulan Bird of Prey** is the premiere warship of the Romulan Star Empire during the mid-22nd century and the Earth-Romulan War. Measuring approximately 130 to 150 meters in length, this iconic vessel features a sleek, disk-like main hull with low-slung warp nacelles and a striking, hand-painted raptor emblem across its ventral plating, a warning of swift, cold destruction.

Operating primarily behind the shadows of the Romulan Neutral Zone and deep within enemy territory, the Bird-of-Prey relies on stealth, precise energy weapons, and psychological warfare to overwhelm its foes before they can even organize a counter-defense.

Mission Profile: Espionage/Intelligence

Traits: Romulan Starship, Bird of Prey, Loyalist

SYSTEMS					
COMMS	05	ENGINES	06	STRUCTURE	05
COMPUTERS	05	SENSORS	07	WEAPONS	07
DEPARTMENTS					
COMMAND	02	SECURITY	04	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	01

Crew Support	3	SCALE	3
Shields	12	RESISTANCE	2

Launch Bay: 2x Shuttles, Small Craft Readiness: 2

Attacks:

- **Disruptor Cannons:** **Energy, Close, 6, Intense**
- **Disruptor Pulse:** **Torpedo, Medium, 4, High Yield**
- **Tractor Beam:** **Strength 2**

Talents:

- **Reduced Sensor Silhouette**
- **High-Resolution Sensors**
- **Electronic Warfare Systems**
- **Romulan Cloaking Device (Prototype)**

Special Rules

- **Once more unto Breach**

Romulan Drone Ship (Modified Romulan Warbird)



A terrifying pinnacle of mid-22nd-century Romulan covert technology, the **Romulan Drone Ship** is an experimental, telepresence-piloted prototype designed by the Romulan Star Empire to destabilize interstellar politics without risking a single Romulan life. Featuring a smooth, organic, bug-like hull with glowing sensor nodes and specialized hull emitters, this uncrewed warship operates entirely via remote neural control over vast interstellar distances using a specialized telepathic pilot or relay matrix.

Engineered specifically to provoke war between rival alpha quadrant powers, including Earth, Andoria, Tellar, and Vulcan, the drone ship utilizes advanced multi-spectral holographic projection, allowing it to disguise its physical shape, engine signature, and weapon outputs to perfectly mimic virtually any known starship.

Mission Profile: Tactical Operations

Traits: Romulan Starship, Drone Ship, Remotely controlled, Prototype

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**06**
COMPUTERS	**06**	**SENSORS**	**05**	**WEAPONS**	**09**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**04**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**02**	**MEDICINE**	**02**

Crew Support	**0**	**SCALE**	**3**
Shields	**13**	**RESISTANCE**	**3**

Attacks:

- **Disruptor Cannons:** **Energy, Close, 7, Intense**
- **Disruptor Banks:** **Energy, Medium, 6, Intense**
- **Tractor Beam:** **Strength 2**

Talents:

- **Fast Targeting Systems**
- **Electronic Warfare Systems**
- **Multispectral Holographic Emitter System:** When activated, the MES allows the ship to assume the appearance of nearly any other vessel.
- **Tri-phasic Weapon Emitter:** The ship is able to emulate weapon signatures of many species (like Andorian, Vulcans, Earth, Tellarites etc.)
- **Automated Self-Repair Matrix:** Once per scene, the ship can immediately clear one Breach on a System by spending 1 Momentum or adding 1 Threat to the Gamemaster's pool without requiring a crew action.

Special Rules

- **Experimental Vessel**
- **Remotely Controlled:** The Vessel is remotely controlled by a powerful telepath. It cannot suffer personal casualties or onboard boarding actions in standard ways.

Orion Starships

Orion Interceptor



Fast, predatory, and hawk-like in silhouette, the **Orion Interceptor** is a mainstay attack craft of the Orion Syndicate throughout the mid-22nd century. Featuring a beak-like forward command module, sweeping aft wings, and a battle-worn hull, these vessels are designed specifically for ambush, piracy, and hit-and-run slave raids along the borderlands of major Alpha and Beta Quadrant powers.

While relatively compact (roughly 40 to 50 meters in length), the Interceptor packs high mobility and specialized boarding hardware to incapacitate prey rather than destroy it outright, maximizing the profit value of captured cargo and personnel.

Traits: Orion Interceptor, Dependable Workhorse

Systems					
COMMS	05	ENGINES	09	STRUCTURE	05
COMPUTERS	05	SENSORS	05	WEAPONS	06
DEPARTMENTS					
COMMAND	03	SECURITY	03	SCIENCE	02
CONN	04	ENGINEERING	02	MEDICINE	01

Crew Support	3	SCALE	3
SHIELDS	11	RESISTANCE	2

Attacks:

- **Particle Cannon: Energy, Medium, 5, Versatile 2**

Talents:

- **Improved Reaction Control System**
- **Improved Impulse Drive [x1]**
- **Electronic Warfare Systems**

Special Rules

- **Reliable**

Orion Barge



Massive, bulbous, and decadently appointed, the **Orion Barge** serves as a mobile palace, trade hub, and heavy flagship for powerful Syndicate bosses (such as Har-rad-Sar in the mid-22nd century). Measuring well over 300 meters in length, these hulking vessels prioritize luxury, internal cargo volume, and heavily fortified defense systems over speed or maneuverability. Part luxury yacht and part heavily armed

slave freighter, the Barge functions as an autonomous seat of power from which an Orion warlord can negotiate lucrative contracts, display captured cargo, or manage regional Syndicate operations far from imperial borders.

Traits: Orion Barge, Orion Cruiser

Systems					
COMMS	05	ENGINES	05	STRUCTURE	08
COMPUTERS	05	SENSORS	05	WEAPONS	09
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02
Crew Support	5	SCALE	5		
SHIELDS	17	RESISTANCE	5		

Attacks:

- **Particle Beams:** **Energy, Medium, 8, Versatile 1**
- **Disruptor Cannons:** **Energy, Close, 9, Intense**
- **Photon Torpedoes:** **Torpedo, Medium, 5, High Yield**
- **Tractor Beam:** **Strength 4**

Talents:

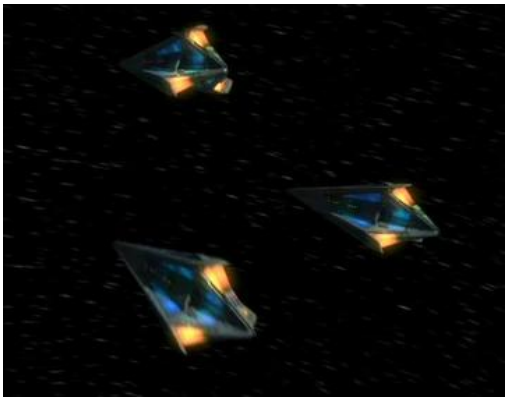
- **Improved Damage Control**
- **Electronic Warfare Systems**
- **Fast Targeting Systems**
- **Improved Hull Integrity**
- **Secondary Reactors [x1]**

Special Rules

- **Peak Performance (Structure)**
- **Pleasure Suites (function as Diplomatic Suites)**
- **Hidden Emplacements:** Hull plating disguises the weapons aboard this ship. These weapons are not immediately detectable, and when hidden require an Insight + Security Task assisted by a ship's Sensors + Security with a Difficulty of 3, to detect. Before attacking, the crew must spend a Minor Action to ready the emplacements. To hide them also requires a Minor Action

Tholian Starships

Tholian Web Spinner



Geometric, crystalline, and distinctly non-humanoid in construction, the Tholian Web Spinner is the core tactical vessel of the Tholian Assembly during the 22nd century. Measuring roughly 60 to 80 meters in length, these sleek, wedge-shaped craft feature glowing energy grids integrated directly into their heat-shielded hull plating, reflecting the high-temperature environment required to sustain Tholian life. While a single Web Spinner is armed with standard tetryon emitters, its true lethality lies in coordinated fleet tactics. When acting in unison, multiple Spinners can weave an impenetrable, energy-draining barrier known as the **Tholian Web** around target vessels or entire sectors of space.

Traits: Tholian Starship, Web Spinner

Systems					
COMMS	**05**	**ENGINES**	**07**	**STRUCTURE**	**04**
COMPUTERS	**05**	**SENSORS**	**05**	**WEAPONS**	**08**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**04**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**02**	**MEDICINE**	**02**
Crew Support	**2**	**SCALE**	**2**		
SHIELDS	**10**	**RESISTANCE**	**1**		

Attacks:

- **Tetryon Beams:** **Energy, Medium, 5, Depleting**
- **Energy Dampening Weapon:** **Torpedo, Medium, 3, Dampening**
- **Tractor Beam:** **Strength, 1**

Talents:

- **Improved Impulse Drive [x1]**
- **Annular Confinement Jacketing**

Special Rules

- **Tholian Weave Generator: This needs at least 2 ships.** As a Difficulty 2 task using Control + Security, the Weaver encases a ship in a smaller Tholian Web, which acts Tractor Beam (Strength 5). On an effect, the ship takes 1 damage to its shields. As long as the Weave is activated, the captured ship's weapons cannot hit a target outside.

Suliban Cabal Starships

Suliban Cell Ship



Small, agile, and deceptively lethal, the **Cell Ship** is the fundamental tactical unit of the Suliban Cabal during the 22nd century. Measuring roughly 3 to 4 meters in length, these single-pilot stealth craft are engineered primarily for infiltration, ambush, and covert reconnaissance.

What makes the Cell Ship particularly dangerous in fleet actions is its modular design: dozens or even hundreds of individual Cell Ships can interlock using magnetic docking clamps to form larger composite vessels or formidable, heavily armed battle platforms.

Traits: Suliban Cell Ship, Small Craft

Systems					
COMMS	**05**	**ENGINES**	**04**	**STRUCTURE**	**03**
COMPUTERS	**04**	**SENSORS**	**04**	**WEAPONS**	**03**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**01**	**SCIENCE**	**00**
CONN	**02**	**ENGINEERING**	**00**	**MEDICINE**	**00**

Crew Support	**0**	**SCALE**	**1**
Hull Plating	**3**	**RESISTANCE**	**1**

Attacks:

- **Particle Beam: Energy, Medium, 3**

Talents:

- **Suliban Cloaking Device**

Special Rules

- **Polarized Hull Plating**

Suliban Freighter



Imposing, asymmetrical, and heavily industrial, the **Suliban Freighter** serves as a vital logistics spine for both nomadic civilian populations and Cabal operations in the 22nd century. Measuring roughly 200 to 250 meters in length, these ships feature a distinctive central structural spine anchored by a forward command bow, with massive cargo pods, fuel bladders, and habitat units mounted along its flank frames.

Traits: Suliban Freighter

Systems					
COMMS	**06**	**ENGINES**	**07**	**STRUCTURE**	**05**
COMPUTERS	**06**	**SENSORS**	**05**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**02**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**04**	**MEDICINE**	**03**

Crew Support	**3**	**SCALE**	**2**
Hull Plating	**5**	**RESISTANCE**	**2**

Attacks:

- **Particle Beams: Energy, Medium, 4, Versatile 1**
- **Tractor Beam : Strength 1**

Talents:

- **Improved Warp Drive [x1]**
- **Suliban Cloaking Device**

Special Rules

- **Polarized Hull Plating**
- **Docking Tubes: 10 Suliban Cell Ships are able to dock on the freighter**

Suliban Stealth Cruiser



Sleek, aggressive, and clad in dark armor plating, the **Suliban Stealth Cruiser** serves as the primary capital ship and strike vessel for the Suliban Cabal during the 22nd century. Measuring roughly 80 to 110 meters in length, these multi-engine war-ships combine formidable offensive firepower with advanced cloaking technology supplied by their future benefactor in the Temporal Cold War.

Traits: Suliban Stealth Cruiser, Disavowed

Systems					
COMMS	06	ENGINES	06	STRUCTURE	06
COMPUTERS	06	SENSORS	07	WEAPONS	06
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	03
CONN	03	ENGINEERING	01	MEDICINE	01

Crew Support	3	SCALE	3
Hull Plating	6	RESISTANCE	2

Attacks:

- **Particle Beam Banks: Energy, Medium, 4, Versatile 1**
- **Particle Cannons: Energy, Close, 5, Versatile 1**
- **Tractor Beam : Strength 2**

Talents:

- **Reduced Sensor Silhouette**
- **Electronic Warfare Systems**
- **Suliban Cloaking Device**

Special Rules

- **Any Knowledge of your Actions**
- **Polarized Hull Plating**

Xindi Starships

Xindi-Insectoid Patrol Ship



The **Xindi-Insectoid Patrol Ship** is a compact, highly agile variant of the larger Insectoid warships, designed primarily for short-range perimeter defense, border interdiction, and swift intercept missions within the Delphic Expanse. Its needle-like, bio-organic hull presents a minimal target profile and enables extreme maneuverability during tactical engagements.

Traits: Xindi Council Ship, Insectoid Patrol Vessel

Systems					
COMMS	**06**	**ENGINES**	**05**	**STRUCTURE**	**05**
COMPUTERS	**06**	**SENSORS**	**07**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**04**	**SCIENCE**	**03**
CONN	**04**	**ENGINEERING**	**01**	**MEDICINE**	**02**
Crew Support	**2**	**SCALE**	**2**		
SHIELDS	**11**	**RESISTANCE**	**1**		

Attacks:

- **Particle Cannons: Energy, Close, 4, Intense**

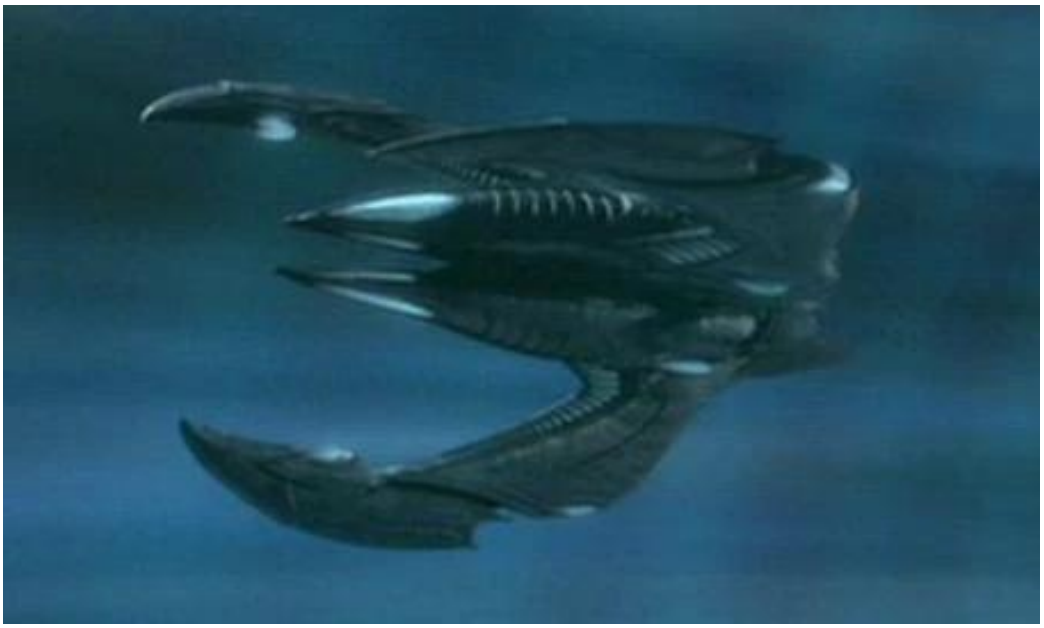
Talents:

- **High-Resolution Sensors**
- **Improved Reaction Control System**

Special Rules

- **Peak Performance (Weapons)**
- **Subspace Vortex Drive (till 2154)**

Xindi-Insectoid Warship



Xindi-Insectoid Warship Spaceframe Overview

Distinctive for its sharp, organic, and needle-like hull configuration, the **Xindi-Insectoid Warship** is a fast, highly maneuverable combat vessel engineered by the hyper-agile Insectoid species. Reflecting their communal hive architecture, the vessel's defining operational feature is its **decentralized command structure**: the ship lacks a traditional bridge or central command deck. Access terminals, tactical control, and engineering conduits are distributed across the entire hull, allowing any crew member to interface with and direct ship operations from virtually any compartment. The ship is also equipped with a subspace vortex drive, using subspace corridors in the Delphic expanse.

Traits: Xindi Council Ship, Insectoid Warship

Systems					
COMMS	05	ENGINES	05	STRUCTURE	05
COMPUTERS	05	SENSORS	07	WEAPONS	10
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02

Crew Support	3	SCALE	3
SHIELDS	12	RESISTANCE	2

Attacks:

- **Particle Cannons: Energy, Close, 7, Intense**
- **Spatial Torpedoes: Torpedo, Long, 3**

Talents:

- **Cluster Torpedoes**
- **Independent Weapon Power**
- **Redundant Systems (Weapons)**

Special Rules

- **Peak Performance (Weapons)**
- **Subspace Vortex Drive (till 2153)**

Xindi-Reptilian Warship



The aggressive backbone of the Xindi military effort in the Delphic Expanse, the **Xindi-Reptilian Warship** is a heavily armored, fast-attack combat vessel engineered purely for destruction and sector domination. Characterized by its menacing, angular hull, sharp forward prows, and long aft superstructure booms, the design reflects the fierce, unforgiving nature of its Reptilian commanders.

Significantly outgunning early Earth Starfleet vessels like the *NX-Class*, the Reptilian warship features robust **deflector shields** and thick, heat-dissipating hull armor suited for high-intensity dogfights and atmospheric combat. Its formidable armament includes heavy **particle beam cannons**, high-yield energy torpedo launchers, and localized bio-weapons deployment racks. Designed to operate both independently in wolfpack tactics or as line combatants guarding the Superweapon project, these warships prioritize martial dominance and tactical durability over crew comfort. It relies on standard **warp drive** for conventional interstellar transit, while also utilizing an advanced **subspace vortex drive** to open interspatial conduits for rapid, long-distance deployment.

Like all Xindi ships, it utilizes a subspace vortex drive

Traits: Xindi Council Ship, Xindi Reptilian Warship

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**05**	**WEAPONS**	**07**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**03**	**SCIENCE**	**01**
CONN	**02**	**ENGINEERING**	**03**	**MEDICINE**	**01**
Crew Support	**4**	**SCALE**	**4**		
SHIELDS	**13**	**RESISTANCE**	**3**		

Attacks:

- **Particle Cannons: Energy, Close, 8, Intense**
- **Spatial Torpedoes: Torpedo, Long, 5, High Yield**
- **Tractor Beam: Strength 3**

Talents:

- **Rapid-Fire Torpedo Launcher**
- **Independent Weapon Power**
- **Point Defense System**
- **Improved Power Systems**

Special Rules

- **State of the Art (Structure)**
- **Subspace Vortex Drive (till 2153)**

Xindi-Primate Cruiser



Serving as the intellectual command and coordination backbone of the Xindi Council fleet, the **Xindi-Primate Cruiser** combines advanced diplomatic, tactical, and scientific systems into a highly balanced design. Featuring an elegant, elongated green hull characterized by sweeping forward prongs and smooth organic curves, the vessel reflects the calculated, pragmatic nature of its Primate captains.

Equipped with a standard **warp drive** for interstellar transit alongside an advanced **subspace vortex drive** for long-range deployment, the Primate Cruiser matches the strategic mobility of its sister species' warships. Protected by robust **deflector shields** and adaptive composite hull plating, its tactical layout features targeted **particle beam cannons** and spatial torpedo banks. Superior sensor arrays, electronic warfare suites, and diplomatic flag facilities make it exceptional as a fleet command ship and tactical coordinator within the Delphic Expanse.

Traits: Xindi Council Ship, Xindi-Primate Cruiser

Systems					
COMMS	**07**	**ENGINES**	**06**	**STRUCTURE**	**05**
COMPUTERS	**06**	**SENSORS**	**06**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**02**	**SCIENCE**	**03**
CONN	**03**	**ENGINEERING**	**02**	**MEDICINE**	**02**

Crew Support	**3**	**SCALE**	**3**
SHIELDS	**10**	**RESISTANCE**	**3**

Attacks:

- **Particle Beam Banks: Energy, Medium, 5, Versatile 1**
- **Spatial Torpedoes: Torpedo, Medium, 2**

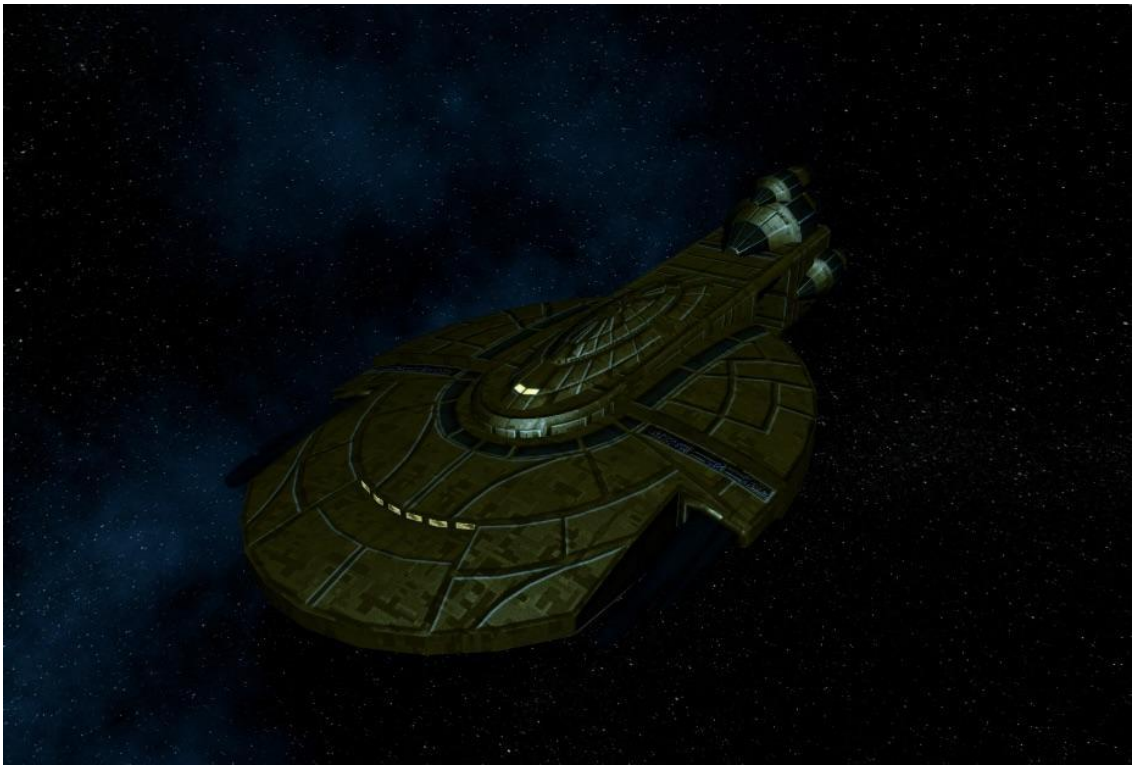
Talents:

- **Diplomatic Suites**
- **Extended Sensor Range**
- **Improved Hull Integrity**

Special Rules

- **Reliable**
- **Subspace Vortex Drive (till 2153)**

Xindi-Arboreal Cruiser



Reflecting the calm, methodical disposition of its creators, the **Xindi-Arboreal Cruiser** is a heavy, durable warship designed for defense, resource transport, and long-range logistics across the Delphic Expanse. Featuring a rounded, bulbous hull with wood-like, organic textures and heavy structural plating, the vessel prioritizes endurance and system redundancy over raw sub-light agility.

Equipped with standard **warp drive** for sub-luminal and interstellar cruising alongside a **subspace vortex drive** for rapid long-range travel, the Arboreal Cruiser matches

the strategic mobility of the rest of the Xindi fleet. Protected by formidable **deflector shields** and thick composite armor, its tactical systems feature heavy **particle beam cannons** and energy torpedo launchers. Due to its spacious internal layout, the vessel frequently serves as a heavy cargo transport for critical material assets, such as Kemocite shipments or as a resilient anchor line in defensive fleet engagements.

Traits: Xindi Council Ship, Xindi-Arboreal Cruiser

Systems					
COMMS	**07**	**ENGINES**	**06**	**STRUCTURE**	**05**
COMPUTERS	**06**	**SENSORS**	**06**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**02**	**SCIENCE**	**03**
CONN	**03**	**ENGINEERING**	**02**	**MEDICINE**	**02**

Crew Support	**3**	**SCALE**	**3**
SHIELDS	**10**	**RESISTANCE**	**3**

Attacks:

- **Particle Beam Banks: Energy, Medium, 5, Versatile 1**
- **Spatial Torpedoes: Torpedo, Medium, 2**

Talents:

- **Rugged Design**
- **Improved Damage Control**
- **Improved Impulse Drive [x1]**

Special Rules

- **Lucky**
- **Subspace Vortex Drive (till 2153)**

Xindi-Aquatic Scout Ship



The **Xindi-Aquatic Scout Ship** is a highly specialized reconnaissance and fast transit vessel engineered by the ocean-dwelling race of the Xindi. Possessing a distinctive organic silhouette resembling a manta ray with sweeping wing structures, its internal environment is completely flooded with seawater to support its cetacean crew during long-range deployments.

Although much smaller and more agile than the massive Aquatic Cruisers, this scout ship is equipped with exceptional sensor suites and advanced defensive systems. Alongside a standard **warp drive**, the vessel utilizes a **subspace vortex drive** for rapid transit through the hazardous Delphic Expanse. Armed with light **particle beam banks** and long-range spatial scan arrays, it excels at reconnoitering hostile sectors, tracking spatial anomalies, and serving as a swift courier for Aquatic leadership.

Traits: Xindi Council Starship, Xindi-Aquatic Scout Ship

Systems					
COMMS	**05**	**ENGINES**	**08**	**STRUCTURE**	**05**
COMPUTERS	**06**	**SENSORS**	**06**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**02**	**SCIENCE**	**03**
CONN	**04**	**ENGINEERING**	**02**	**MEDICINE**	**01**

Crew Support	**3**	**SCALE**	**3**
SHIELDS	**10**	**RESISTANCE**	**2**

Attacks:

- **Particle Beam Banks:** **Energy, Medium, 5, Versatile 1**
- **Spatial Torpedoes:** **Torpedo, Medium, 2**

Talents:

- **High-Resolution Sensors**

- **Reduced Sensor Silhouette**
- **Extended Sensor Range**
- **Dual Environment (Water)**

Special Rules

- **Lucky**
- **Subspace Vortex Drive (till 2153)**

Xindi-Aquatic Cruiser



The pinnacle of naval engineering within the Delphic Expanse, the **Xindi-Aquatic Cruiser** (often designated as a Warcruiser) is a gargantuan, heavily armed vessel fielded by the aquatic species of the Xindi Alliance. Dwarf-like in comparison, Earth's *NX-Class* can fit comfortably within its ventral docking bay. The entire internal structure of the vessel is completely flooded with saltwater to support its cetacean crew, requiring specialized environmental air-locks and force fields for visiting air-breathers.

Protected by exceptionally formidable **deflector shields** and bio-organic composite hull plating, the Aquatic Cruiser serves as the heavy capital ship and tactical anchor of the Xindi fleet. It features standard **warp drive** systems alongside a powerful **subspace vortex drive** capable of opening massive interspatial conduits to transport entire strike forces. Equipped with devastating bio-metallic **particle beam arrays** and torpedo launchers, the cruiser's sheer defensive resilience and firepower make it one of the most dangerous starships in the 22nd century.

Traits: Xindi Council Starship, Xindi-Aquatic Cruiser

Systems					
COMMS	06	ENGINES	07	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	08
DEPARTMENTS					
COMMAND	03	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	01	MEDICINE	02

Crew Support	6	SCALE	6
SHIELDS	15	RESISTANCE	4

Attacks:

- **Particle Beam Banks:** **Energy, Medium, 9, Versatile 1**
- **Spatial Torpedoes:** **Torpedo, Medium, 3**
- **Tractor Beam:** **Strength 5**

Talents:

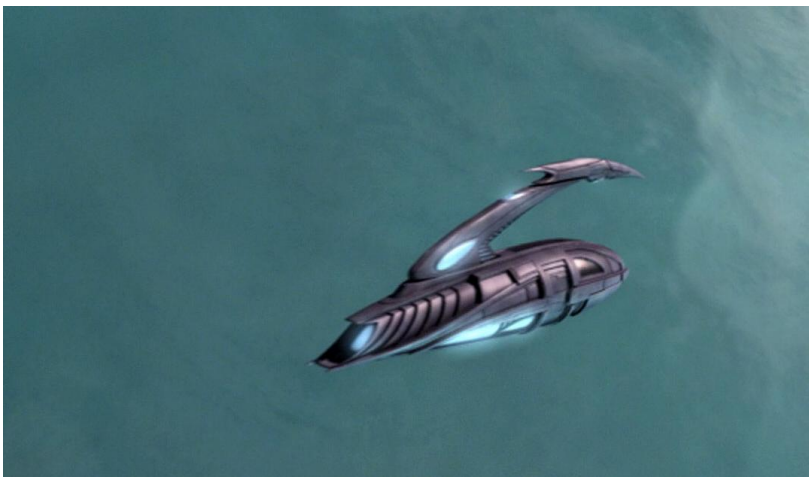
- **Command Ship**
- **Dual Environment (Water)**
- **High-Resolution Sensors**
- **Improved Hull Integrity**
- **Secondary Reactors [x1]**
- **Improved Power Systems**

Special Rules

- **Reliable**
- **Subspace Vortex Drive (till 2154)**

Xindi Smallcrafts

Xindi-Insectoid Assault Shuttle



Traits: Xindi Starship, Xindi-Insectoid Assault Shuttle

Systems					
COMMS	**02**	**ENGINES**	**02**	**STRUCTURE**	**03**
COMPUTERS	**02**	**SENSORS**	**02**	**WEAPONS**	**03**
DEPARTMENTS					
COMMAND	**0**	**SECURITY**	**01**	**SCIENCE**	**00**
CONN	**02**	**ENGINEERING**	**00**	**MEDICINE**	**00**

Crew Support	**0**	**SCALE**	**1**
SHIELDS	**5**	**RESISTANCE**	**2**

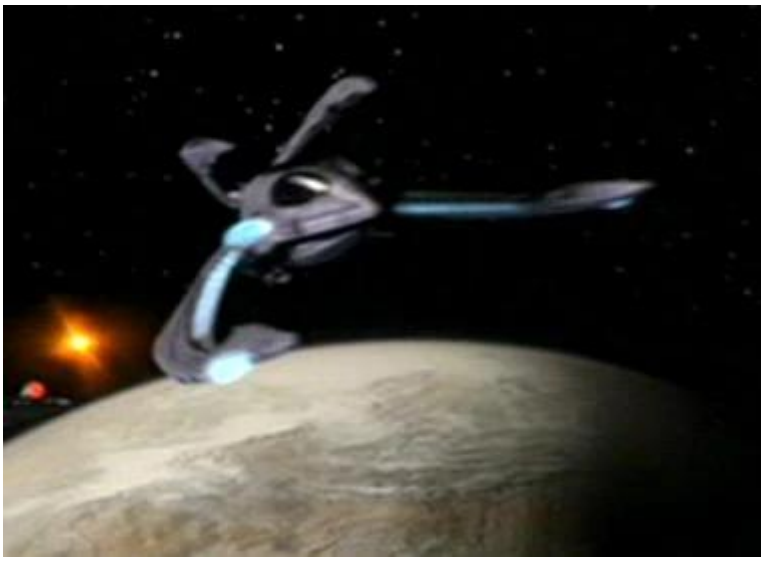
Attacks

- **Particle Cannons:** **Energy, Close, 4, Intense**
- **Spatial Torpedoes:** **Torpedo, Close, 2**

Talents:

- **Improved Hull Integrity**

Xindi-Insectoid Scout Ship



Mission Profile: Scout Ship (Runabout)

Traits: Xindi Starship, Xindi-Insectoid Scout Ship, Warp Capable

Systems					
COMMS	**04**	**ENGINES**	**04**	**STRUCTURE**	**04**
COMPUTERS	**04**	**SENSORS**	**04**	**WEAPONS**	**04**
DEPARTMENTS					
COMMAND	**0**	**SECURITY**	**01**	**SCIENCE**	**01**
CONN	**02**	**ENGINEERING**	**00**	**MEDICINE**	**00**

Crew Support	**0**	**SCALE**	**2**
SHIELDS	**6**	**RESISTANCE**	**1**

Attacks

- **Particle Beams: Energy, Close, 4, Intense**

Talents:

- **Improved Reaction Control System**
- **High-Resolution Sensors**

Xindi-Primate Shuttle



Mission Profile: Shuttle

Traits: Xindi Starship, Xindi-Primate Shuttle, Sublight

Systems					
COMMS	**02**	**ENGINES**	**03**	**STRUCTURE**	**02**
COMPUTERS	**03**	**SENSORS**	**02**	**WEAPONS**	**02**
DEPARTMENTS					
COMMAND	**0**	**SECURITY**	**00**	**SCIENCE**	**00**
CONN	**02**	**ENGINEERING**	**01**	**MEDICINE**	**00**

Crew Support	**0**	**SCALE**	**1**
SHIELDS	**3**	**RESISTANCE**	**1**

Talents:

- **Improved Impulse Drive**

Xindi-Arboreal Shuttle



Mission Profile: Shuttle

Traits: Xindi Starship, Xindi-Arboreal Shuttle, Sublight

Systems					
COMMS	**02**	**ENGINES**	**02**	**STRUCTURE**	**03**
COMPUTERS	**03**	**SENSORS**	**02**	**WEAPONS**	**02**
DEPARTMENTS					
COMMAND	**00**	**SECURITY**	**00**	**SCIENCE**	**01**
CONN	**01**	**ENGINEERING**	**01**	**MEDICINE**	**00**

Crew Support	**0**	**SCALE**	**1**
Hull Plating	**4**	**RESISTANCE**	**1**

Talents:

- **Improved Impulse Drive**

Pirate Starships

Nausicaan Pirate Raider



The terror of early human trade routes, the **Nausicaan Pirate Raider** is an aggressive, asymmetrical combat craft favored by mercenary bands and raider syndicates operating throughout the mid-22nd century. Heavily customized and often retrofitted from scavenged military hulls, these vessels are designed around a single tactical doctrine: fast ambush, overwhelming localized firepower, and swift boarding actions.

Outpacing slow cargo haulers like the *J-Class* or *Y-Class*, a Nausicaan raider relies on high-acceleration sub-light engines, heavy magnetic **grappling clamps**, and physical breaching tubes. Protected by basic **deflector shields** and improvised armor plating, its offensive suite features high-output **particle cannons** and energy-draining boarding charges. Operating frequently in pack tactics, these raiders target vulnerable freighter corridors before planetary defense forces can react.

Traits: Nausicaan Raider, Dependable Workhorse, Warp 3 Drive

Systems					
COMMS	05	ENGINES	06	STRUCTURE	05
COMPUTERS	05	SENSORS	07	WEAPONS	07
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02

Crew Support	3	SCALE	3
SHIELDS	9	RESISTANCE	3

Attacks:

- **Plasma Cannons:** **Energy, Close, 6**
- **Spatial Torpedoes:** **Torpedo, Medium, 2**
- **Grappler Cables:** **Strength 2**

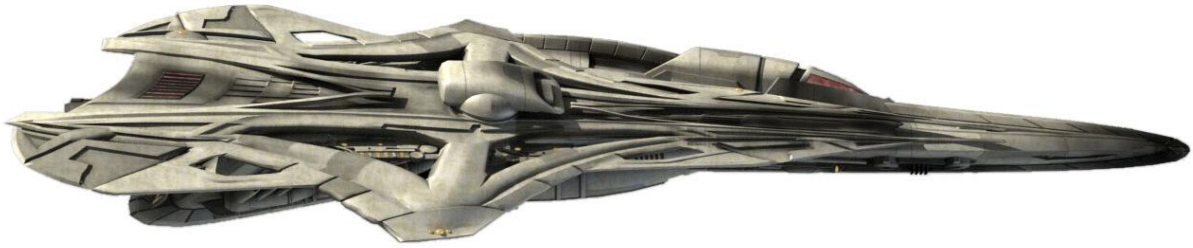
Talents:

- **Fast Targeting Systems**
- **Improved Hull Integrity**
- **Modular Cargo Bays**

Special Rules

- **Reliable**
- **Primitive Shield Technology: Shields = Structure + Security**

Small Pirate Ship



A small pirate ship, equipped for quick short-and-run missions. It has a Warp 2 drive, is equipped with plasma cannons and spatial torpedoes and also utilizes deflector shields.

Traits: Pirate Starship, Lucky Ship, Warp 2 Drive

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**05**
COMPUTERS	**05**	**SENSORS**	**06**	**WEAPONS**	**07**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**04**	**ENGINEERING**	**01**	**MEDICINE**	**02**

Crew Support	**2**	**SCALE**	**2**
SHIELDS	**11**	**RESISTANCE**	**1**

Attacks:

- **Plasma Cannons: Energy, Medium, 5**
- **Spatial Torpedoes: Torpedo, Medium, 3**
- **Grappler Cables: Strength, 1**

Talents:

- **Fast Targeting Systems**
- **Electronic Warfare Systems**

Special Rules

- **Lucky**

Pirate Cruiser



A bigger cruiser utilized by pirates. This ship is equipped with plasma cannons and spatial torpedoes, along with deflector shields. It's max. speed is warp 3.

Traits: Pirate Starship, Garbage Scow, Warp 3 Drive

Systems					
COMMS	**05**	**ENGINES**	**07**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**07**	**WEAPONS**	**07**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**05**	**ENGINEERING**	**01**	**MEDICINE**	**02**
Crew Support	**3**	**SCALE**	**3**		
SHIELDS	**13**	**RESISTANCE**	**2**		

Attacks:

- **Plasma Cannons:** **Energy, Medium, 6**
- **Spatial Torpedoes:** **Torpedo, Medium, 3**
- **Grappler Cables:** **Strength, 2**

Talents:

- **Fast Targeting Systems**
- **Electronic Warfare Systems**
- **Improved Impulse Drive [x1]**

Special Rules

- **Jury-Rigged**

Regional Powers Starships

Arkonian

Arkonian Patrol Ship



The **Arkonian Patrol Ship** (often classified as a light patrol craft or shuttle-sized scout) is a compact, highly maneuverable craft utilized by the Arkonian fleet for short-range territorial defense, localized system interdiction, and environmental scouting. Comparable in scale to an Earth Starfleet **shuttlepod**, this small vessel is engineered to operate in tight planetary atmospheres or hostile thermal environments, such as the scorched surface of *Aksani Prime*, where larger starships cannot safely maneuver.

Despite its tiny footprint, the Arkonian patrol ship carries remarkably sophisticated defense systems for its size. Lacking the massive power core of a heavy warship, it compensates by utilizing hull heat-resistant hull plating. Armed with forward-mounted light **pulse cannons**, it relies on high sub-light agility, thermal sensor suites, and stealthy terrain masking to intercept intruders, enforce border security, and conduct close-range reconnaissance.

Traits: Arkonian Military Ship, Arkonian Patrol Ship, Small Craft

Systems					
COMMS	**03**	**ENGINES**	**02**	**STRUCTURE**	**02**
COMPUTERS	**03**	**SENSORS**	**02**	**WEAPONS**	**02**
DEPARTMENTS					
COMMAND	**00**	**SECURITY**	**01**	**SCIENCE**	**00**
CONN	**02**	**ENGINEERING**	**00**	**MEDICINE**	**00**

Crew Support	**0**	**SCALE**	**1**
Hull Plating	**2**	**RESISTANCE**	**1**

Attacks:

- **Pulse Cannons: Energy, Medium, 3**

Talents:

- **Independent Weapon Power**
- **Polarized Hull Plating**

Arkonian Destroyer



The frontline combatant of the Arkonian fleet, the **Arkonian Destroyer** is a fast, heavily armed warship engineered for swift tactical engagements and aggressive border defense. Refined through decades of territorial friction with neighbors like the Vulcan High Command, its streamlined, predatory hull design emphasizes high sub-light acceleration and forward energy output over long-range crew comfort.

Equal to or slightly exceeding an Earth *NX-Class* in raw combat capability, the Arkonian Destroyer is protected by resilient **deflector shields** and fortified thermal insulation. Armed primarily with rapid-fire **pulse cannons**, these warships are operated by disciplined, suspicious crews who rigidly enforce Arkonian sovereign space and security directives.

Traits: Arkonian Military Ship, Arkonian Destroyer, Dependable Workhorse

Systems					
COMMS	**05**	**ENGINES**	**05**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**05**	**WEAPONS**	**09**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**04**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**02**	**MEDICINE**	**02**

Crew Support	**3**	**SCALE**	**3**
Hull Plating	**6**	**RESISTANCE**	**2**

Attacks:

- **Pulse Cannons: Energy, Medium, 7, Versatile 1**

Talents:

- **Improved Damage Control**
- **Improved Power Systems**
- **Improved Reaction Control System**
- **Dedicated Personnel (Security)**

Special Rules

- **Reliable**
- **Polarized Hull Plating**

Axanar

Axanar Cargo Ship



A civilian freighter operated by the Axanar during the 22nd century.

Traits: Axanar Civilian Starship, Cargo Freighter, Warp 5 Drive

Systems					
COMMS	**05**	**ENGINES**	**07**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**07**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**02**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**04**	**MEDICINE**	**03**

Crew Support	**3**	**SCALE**	**3**
SHIELDS	**11**	**RESISTANCE**	**3**

Attacks:

- **Tractor Beam: Strength 2**

Talents:

- **Backup EPS Conduits [x1]**
- **Modular Cargo Bays**
- **Improved Hull Integrity**

Special Rules

- **Peak Performance (Weapons)**

Axanar Warship



Operated by the reptilian, trigendered Axanar, the **Axanar Warship** is a sturdy, heavily compartmented vessel designed primarily for territorial defense and escorting vital interstellar trade convoys. Exhibiting an elongated, boxy hull architecture constructed from dense metallic alloys, the design prioritizes structural integrity and compartmentalization to survive prolonged engagements in hazardous environments.

Roughly comparable in scale to an Earth *NX-Class*, the Axanar warship relies on **deflector shields** and thick hull plating for defense. Its tactical loadout features forward-mounted **particle beam emitters**. Engineered by a peaceful yet cautious civilization, these ships are typically deployed to deter piracy and guard trade routes, though Axanar commanders will defend their sovereign space with disciplined efficiency.

Traits: Axanar Warship, State of the Art

Systems					
COMMS	**05**	**ENGINES**	**05**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**05**	**WEAPONS**	**09**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**05**	**SCIENCE**	**02**
CONN	**02**	**ENGINEERING**	**02**	**MEDICINE**	**01**
Crew Support	**3**	**SCALE**	**3**		
SHIELDS	**19**	**RESISTANCE**	**2**		

Attacks:

- **Particle Beams: Energy, Medium, 7, Depleting, Devastating**
- **Tractor Beam: Strength 2**

Talents:

- **Improved Damage Control**
- **Independent Weapon Power**
- **Improved Shield Recharge [x1]**
- **Advanced Shields [x1]**

Special Rules

- **Peak Performance (Weapons)**

Enolian Authority

Enolian Patrol Ship



Operated by the police and security forces of the Enolian Authority, the **Enolian Patrol Ship** is a nimble, mid-sized warship tailored for law enforcement, customs interdiction, and prisoner transport across Enolian space. Featuring a distinctive multi-pronged hull profile with swept-back engine nacelles, these vessels are designed to strictly regulate trade routes and police regional transit hubs like the Canamar penal colony.

Traits: Enolian Authority Ship, Patrol Vessel

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**06**	**WEAPONS**	**06**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**04**	**ENGINEERING**	**01**	**MEDICINE**	**02**

Crew Support	**2**	**SCALE**	**2**
Hull Plating	**6**	**RESISTANCE**	**1**

Attacks:

- **Particle Beams: Energy, Medium, 3, Versatile 1**

Talents:

- **Fast Targeting Systems**
- **Extended Sensor Range**

Special Rules

- **Reliable**
- **Polarized Hull Plating**

Illyrians

Illyrian Freighter



The **Illyrian Freighter** is a mid-sized, utilitarian transport vessel utilized by the genetically engineered Illyrians during the mid-22nd century. Measuring approximately 120 to 150 meters in length, the ship features a modular, industrial design with an exposed structural spine, heavy cargo container clamps, and a central aft engine housing built for long-haul durability rather than speed or combat.

Traits: Illyrian Starship, Freighter

Systems					
COMMS	06	ENGINES	07	STRUCTURE	05
COMPUTERS	06	SENSORS	06	WEAPONS	04
DEPARTMENTS					
COMMAND	02	SECURITY	03	SCIENCE	01
CONN	03	ENGINEERING	04	MEDICINE	02

Crew Support	2	SCALE	2
Hull Plating	5	RESISTANCE	2

Attacks:

- **Particle Cannons: Energy, Medium, 4, Versatile 1**

Talents:

- **Improved Hull Integrity**
- **Modular Cargo Bay**

Special Rules

- **Jury-Rigged**
- **Polarized Hull Plating**
- **Internal Force Fields: Can activate internal force fields, that blocks away teams and transporter beams**

Kovaalan

Kovaalan Starship



The **Kovaalan Starship** is a fast, heavily armed patrol combatant encountered within the subspace corridors of the Delphic Expanse. Employed by the territorial Kovaalans, most notably encountered during Enterprise's attempt to navigate a shortcut through a subspace corridor in the Delphic Expanse, these warships are built specifically to secure, control, and defend strategic spatial anomalies against any unauthorized entry.

Characterized by a compact, dark metallic hull and high-output propulsion units, Kovaalan vessels operate with absolute hostility toward trespassers. Their commanders exhibit zero tolerance for negotiation, instantly engaging foreign ships that enter their guarded transit routes.

Traits: Kovaalan Ship, Patrol vessel, State of the Art

Systems					
COMMS	05	ENGINES	06	STRUCTURE	05
COMPUTERS	05	SENSORS	07	WEAPONS	07
DEPARTMENTS					
COMMAND	01	SECURITY	05	SCIENCE	02
CONN	04	ENGINEERING	01	MEDICINE	02

Crew Support	3	SCALE	3
SHIELDS	13	RESISTANCE	2

Attacks:

- **Particle Cannons: Energy, Close, 6, Devastating, Piercing**

Talents:

- **High-Resolution Sensors**
- **Fast Targeting Systems**
- **Reduced Sensor Silhouette**

Special Rules

- **Peak Performance (Weapons)**

Kriosian Kingdom

Krios Battlecruiser



The frontline warship of the Sovereign Dynasty of Krios Alpha during the mid-22nd century, the **Kriosian Battlecruiser** is a heavy, rugged combat vessel built to project power across Kriosian territory and enforce sovereignty against regional neighbors. Engineered during an era of internal political instability and external planetary disputes, its bulky, heavily angular hull emphasizes durability and sheer operational endurance.

Outclassing early Earth Starfleet vessels like the *NX-Class* in raw displacement, the 22nd-century Kriosian battlecruiser relies on dense **armored hull plating** and reliable **deflector shields**. Its offensive suite features multiple heavy **particle cannons** and plasma arrays designed for ship-to-ship broadsides. Capable of carrying troops and atmospheric assault craft, it serves as a versatile workhorse for planetary blockades, troop transport, and heavy patrol.

Traits: Krios Fleet Ship, Krios Battlecruiser, State of the Art

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**05**
COMPUTERS	**05**	**SENSORS**	**05**	**WEAPONS**	**09**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**03**	**ENGINEERING**	**02**	**MEDICINE**	**01**

Crew Support	**3**	**SCALE**	**3**
SHIELDS	**12**	**RESISTANCE**	**3**

Attacks:

- **Particle Beams:** **Energy, Medium, 7, Versatile 1**
- **Plasma Cannons:** **Energy, Close, 6**
- **Spatial Torpedoes:** **Torpedo, Medium, 5**

Talents:

- **Rapid-Fire Torpedo Launcher**
- **Cluster Torpedoes**
- **Improved Hull Integrity**

Special Rules

- **Peak Performance (Engines)**

Malurian

Malurian Warship



Significantly larger and more heavily armed than an Earth *NX-Class*, the **Malurian Warship** represents the aggressive, resource-hungry expansionism of the Malurian civilization in the early 22nd century. Designed for intimidation, orbital domination, and heavy planetary exploitation, these dark, bulky warships prioritize overwhelming firepower and defensive protection over scientific versatility.

Equipped with high-yield **energy shields**, devastating **particle beam weapons**, and orbital bombardment suites, a Malurian warship easily outmatches early human starships in a direct tactical engagement. Often deployed to safeguard clandestine mining operations or enforce territorial claims on less-developed worlds, it serves as a formidable regional threat across the unaligned sectors of the frontier.

Traits: Malurian Starship, Warship, State of the Art

Systems					
COMMS	**05**	**ENGINES**	**05**	**STRUCTURE**	**07**
COMPUTERS	**05**	**SENSORS**	**05**	**WEAPONS**	**09**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**05**	**SCIENCE**	**01**
CONN	**02**	**ENGINEERING**	**02**	**MEDICINE**	**02**
Crew Support	**4**	**SCALE**	**4**		
SHIELDS	**21**	**RESISTANCE**	**3**		

Attacks:

- **Malurian Particle Beams: Energy, Medium, 8, Versatile 1, Piercing**
- **Spatial Torpedoes: Torpedo, Medium, 4**
- **Tractor Beam: Strength, 3**

Talents:

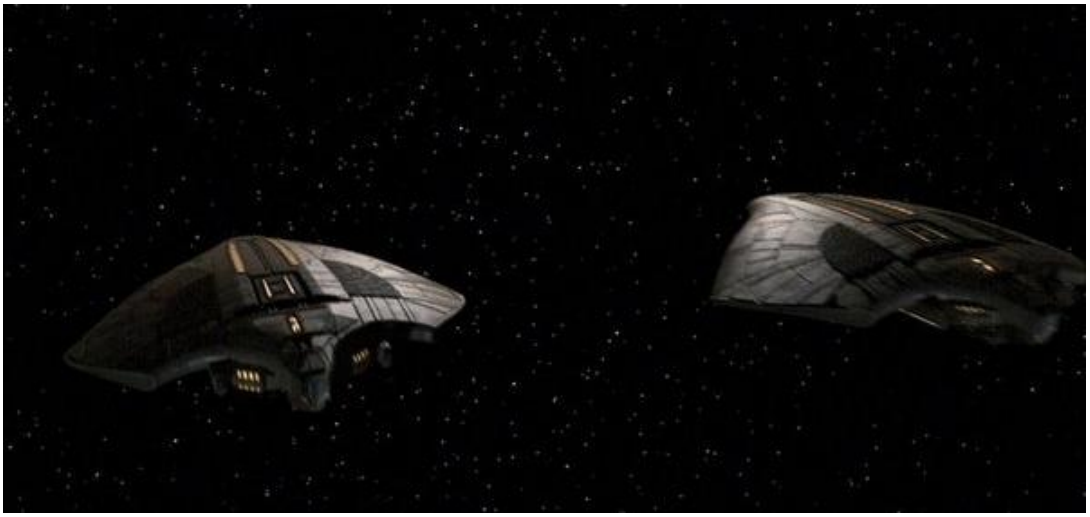
- **Fast Targeting Systems**
- **Modular Cargo Bays**
- **Improved Damage Control**
- **Advanced Shields [x1]**

Special Rules

- **Reliable**

Mazarite

Mazarite Warship



The primary patrol and combat vessel of the Mazarite Republic, the **Mazarite Warship** is a fast, heavily armed corvette-class vessel designed for sector defense, political interdiction, and planetary security. Featuring a distinct rounded, crescent-shaped hull profile with integrated impulse housing, it reflects Mazar's status as a moderately advanced mid-22nd century power operating within the Vulcan sphere of influence.

Outpacing Earth Starfleet's *NX-Class* in speed and sensor sensitivity, the Mazarite warship relies on dependable **deflector shields** and high-density hull composite plating. Its armament consists of forward-mounted **directed-energy cannons**. Engineered to operate effectively in small wolfpacks or high-warp pursuits, these vessels are frequently fielded by Mazarite security forces and official state agencies to enforce local law and pursue high-value fugitives.

Traits: Mazarite Warship, Dependable Workhorse, Warp 5 Drive

Systems					
COMMS	06	ENGINES	06	STRUCTURE	05
COMPUTERS	06	SENSORS	05	WEAPONS	07
DEPARTMENTS					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02

Crew Support	3	SCALE	3
SHIELDS	12	RESISTANCE	2

Attacks:

- **Directed Energy Weapons: Energy, Medium, 6, Versatile 1**

Talents:

- **Annular Confinement Jacketing**
- **Electronic Warfare Systems**
- **Improved Power Systems**

Special Rules

- **Reliable**

Osaarian

Osaarian Merchant Ship



Osaarian freighters are modest in performance compared to dedicated military vessels. Lacking energy shields, they rely on basic **polarized hull plating** and structural damping fields for environmental protection. Tactical systems are strictly defensive, typically limited to a pair of light **particle beams** intended to deter minor spaceborne threats or opportunistic scavengers. Its spacious holds and adaptable layout made it a dependable workhorse across pre-Expanse trade routes.

Traits: Osaarian Starship, Trader, Dependable Workhorse

Systems					
COMMS	**05**	**ENGINES**	**05**	**STRUCTURE**	**08**
COMPUTERS	**06**	**SENSORS**	**06**	**WEAPONS**	**05**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**02**	**SCIENCE**	**02**
CONN	**02**	**ENGINEERING**	**04**	**MEDICINE**	**03**

Crew Support	**3**	**SCALE**	**3**
Hull Plating	**8**	**RESISTANCE**	**3**

Attacks:

- **Particle Beams: Energy, 5, Medium, Versatile 1**
- **Tractor Beam: Strength, 2**

Talents:

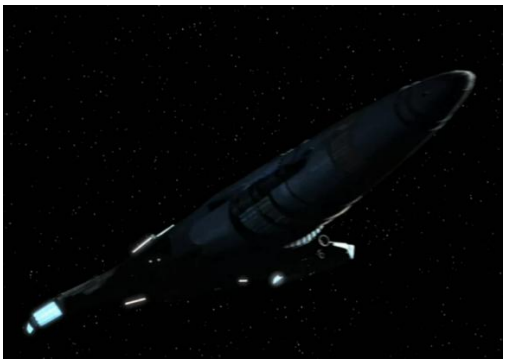
- **Backup EPS Conduits [x1]**
- **Modular Cargo Bays**
- **Rugged Design**

Special Rules

- **Reliable**
- **Polarized Hull Plating**

Rigelian Ships

Rigelian Scoutship



Mission Profile: Patrol

Traits: Rigelian Trade Commission Ship, Rigelian Scout Ship, Small Crew

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**05**
COMPUTERS	**05**	**SENSORS**	**05**	**WEAPONS**	**08**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**03**	**SCIENCE**	**02**
CONN	**04**	**ENGINEERING**	**02**	**MEDICINE**	**01**

Crew Support	**1**	**SCALE**	**3**
SHIELDS	**11**	**RESISTANCE**	**1**

Attacks:

- **Particle Cannons:** **Energy, Close, 6, Intense**
- **Photonic Torpedoes:** **Torpedo, Medium, 3, High Yield**
- **Tractor Beam:** **Strength 2**

Talents:

- **High-Resolution Sensors**
- **Fast Targeting Systems**
- **Improved Warp Drive**

Special Rules

- **Peak Performance (Weapons)**

Suukaalai (Tret's species) Starships

Containment Enforcment Vessel



The **Suukaalai Containment Vessel** is a specialized heavy patrol and military interdiction ship deployed by the Suukaalai specifically to enforce the strict planetary quarantine surrounding the Loque'eque homeworld. Built to contain extreme biological hazards and prevent the escape of the mutagenic Loque'eque virus, these vessels operate on a zero-tolerance operational protocol: intercept, isolate, and destroy any craft that breaches the quarantine zone.

Traits: Travari Starship, Containment Vessel, Dependable Workhorse

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**07**	**WEAPONS**	**06**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**05**	**SCIENCE**	**02**
CONN	**03**	**ENGINEERING**	**01**	**MEDICINE**	**02**

Crew Support	**3**	**SCALE**	**3**
SHIELDS	**14**	**RESISTANCE**	**2**

Attacks:

- **Particle Cannons: Energy, Close, 5, Dampening, Piercing**
- **Tractor Beam: Strength 3**

Talents:

- **Fast Targeting Systems**
- **Annular Confinement Jacketing**
- **Improved Shield Recharge [x1]**

Special Rules

- **Reliable**

Tandaran

Tandaran Patrol Ship



The workhorse of the Tandaran Military Command, the **Tandaran Patrol Ship** is a compact, highly maneuverable escort warship engineered for sector security, interdiction, and anti-Suliban operations. Built by a civilization locked in a decades-long cold war against the Suliban Cabal, its aggressive C-shaped hull design prioritizes high sub-light acceleration, heavy forward firepower, and rapid response capabilities over long-range crew comfort.

Traits: Tandaran Ship, Patrol Vessel

Systems					
COMMS	**04**	**ENGINES**	**06**	**STRUCTURE**	**07**
COMPUTERS	**04**	**SENSORS**	**06**	**WEAPONS**	**07**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**04**	**ENGINEERING**	**01**	**MEDICINE**	**02**

Crew Support	**2**	**SCALE**	**2**
Hull Plating	**7**	**RESISTANCE**	**1**

Attacks:

- **Pulse Cannons: Energy, Medium, 5, Intense**

Talents:

- **Fast Targeting Systems**
- **Extended Sensor Range**

Special Rules

- **Reliable**
- **Polarized Hull Plating**

Torothan Clan

Torothan Cruiser



The **Torothan Cruiser** is a specialized planetary defense and atmospheric patrol vessel operated by the Torothan Clan. Unlike conventional 22nd-century starships, the vessel is engineered purely for sub-orbital and atmospheric operations; it lacks warp capability and pulse-impulse engines required to break orbital escape velocity, rendering it completely incapable of vacuum spaceflight.

Traits: Torothan Clan Ship, Planetary Patrol Vessel

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**07**	**WEAPONS**	**07**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**04**	**ENGINEERING**	**01**	**MEDICINE**	**02**
Crew Support	**2**	**SCALE**	**2**		
Hull Plating	**6**	**RESISTANCE**	**1**		

Attacks:

- **Particle Cannons: Energy, Medium, 5**
- **Spatial Torpedoes: Torpedo, Medium, 3**

Talents:

- **High-Resolution Sensors**
- **Fast Targeting Systems**

Special Rules

- **Reliable**
- **Polarized Hull Plating**

Triannons

Triannon Vessel



Originating from deep within the Delphic Expanse, the Triannon Vessel is a vertically oriented warship fielded by the zealots of Triannon. Engineered primarily to survive the hazardous spatial anomalies of their home sector rather than engage in advanced interstellar fleet warfare, its distinct, layered bronze hull architecture features heavy insulation against environmental distortion at the expense of tactical technological development.

Lacking energy shields entirely, the Triannon vessel relies solely on polarized hull plating for defense. Its armament, composed of primitive plasma pulse cannons, is noticeably inferior to the phase cannons and spatial torpedoes carried by Earth's *NX-Class*. Operated by deeply religious crews locked in a century-long holy war against the Uragiti, these ships compensate for their technological shortcomings with fanatical aggression and overwhelming numerical deployment.

Traits: Triannon Vessel, Long-Range Patrol Vessel, Dependable Workhorse

Systems					
COMMS	06	ENGINES	06	STRUCTURE	05
COMPUTERS	06	SENSORS	07	WEAPONS	06
DEPARTMENTS					
COMMAND	02	SECURITY	04	SCIENCE	02
CONN	04	ENGINEERING	01	MEDICINE	02

Crew Support	1	SCALE	2
Hull Plating	5	RESISTANCE	2

Attacks:

- **Free Electron Laser Cannons: Energy, Medium, 3**

Talents:

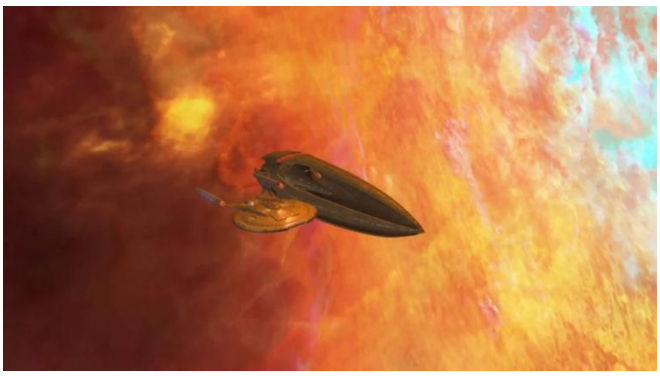
- **Improved Power Systems**

Special Rules

- **Reliable**
- **Polarized Hull Plating**

Vissians

Vissian Stratocruiser



Representing one of the most technologically sophisticated spacefarers encountered by Earth Starfleet in the 22nd century, the **Vissian Stratocruiser** is a massive, highly advanced exploratory cruiser. Easily dwarfing an *NX-Class* in scale and capability, its sleek, teardrop-shaped hull is built for deep-space science, diplomatic outreach, and stellar cartography under extreme astrophysical conditions.

Operating with warp engines capable of speeds well beyond Warp 7, the Vissian vessel is protected by high-capacity **deflector shields** and advanced trinesium hull insulation, allowing it to navigate close to hypergiant stars and solar flares without structural risk. The ship carries specialized sub-surface exploration craft, such as stratospheric pod vessels capable of diving deep into stellar atmospheres, alongside advanced **particle beam arrays** and spatial charge launchers for tactical self-defense.

Traits: Vissian Starship, Exploration Vessel

Systems					
COMMS	**05**	**ENGINES**	**10**	**STRUCTURE**	**05**
COMPUTERS	**07**	**SENSORS**	**08**	**WEAPONS**	**01**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**01**	**SCIENCE**	**04**
CONN	**02**	**ENGINEERING**	**03**	**MEDICINE**	**02**
Crew Support	**4**	**SCALE**	**4**		
SHIELDS	**15**	**RESISTANCE**	**3**		

Launch Bay: Stratopod

Attacks:

- **Particle Beams: Energy, Medium, 5, Versatile 1**
- **Tractor Beam: Strength, 3**

Talents:

- **Advanced Sensor Suites**
- **Sophisticated Astrometrics Facilities**
- **Improved Warp Drive [x1]**
- **High-Resolution Sensors**
- **Advanced Shields [x1]**

Special Rules

- **Peak Performance (Engines)**
- **Trinesium Hull:** Gains +1 to Resistance and can withstand temperatures up to 18.000 degrees.

Unknown Aliens Starships

Triglobulin Harvester Starship



Encountered by the *NX-01 Enterprise* in early 2151 (ENT: *"Fight or Flight"*), the **Triglobulin Harvester** is a sinister, predatory starship operated by an anonymous alien species notorious for biogenic piracy. Built as a specialized butcher-and-extraction craft, the vessel is engineered specifically to disable target ships, attach magnetic/mechanical umbilical clamps, and harvest biological compounds, most notably triglobulin, a valuable fluid produced by the Axanar lymphatic system used in medicines, vaccines, and aphrodisiacs.

The harvester features a heavy, dark hull design equipped with specialized **magnetic grapples and hull-drilling umbilicals** designed to breach enemy pressure hulls. Its tactical layout relies on powerful **directed energy beam emitters** capable of crippling propulsion systems without destroying the valuable organic cargo inside. Furthermore, the ship carries sophisticated **bio-scanner arrays** used to sweep target crews for compatible lymphatic or biogenic fluids prior to boarding and extraction.

Traits: Harvester Starship, Terror, Predatory Marauder

Systems					
COMMS	**05**	**ENGINES**	**05**	**STRUCTURE**	**03**
COMPUTERS	**05**	**SENSORS**	**07**	**WEAPONS**	**10**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**04**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**02**	**MEDICINE**	**02**
Crew Support	**3**	**SCALE**	**3**		
SHIELDS	**10**	**RESISTANCE**	**4**		

Attacks:

- **Directed-Energy Beams:** **Energy, Medium, 7, Versatile 2**
- **Tractor Beam:** **Strength, 4**
- **Grappler Cables/Drill:** **Strength 2**

Talents:

- **Reinforced Hull (Ablative Armor)**
- **High-Powered Tractor Beam**
- **Advanced Medical Ward/Sickbay**
- **High-Resolution Sensors**

Special Rules

- **Dreaded**
- **Grappler Cables**

Marauder



The mysterious, unnamed starship encountered by the Enterprise *NX-01* is a predatory, highly advanced combat vessel designed for surprise ambushes and tactical subversion. Possessing an aggressive, asymmetrical hull geometry, the vessel operates with silent, ruthless precision, refusing all communication attempts while disabling foreign craft to extract technical data or resources.

The vessel's defining tactical advantage is its **sensor-absorbent hull matrix**, which renders standard 22nd-century spatial scanners nearly useless at long range and grants exceptional stealth capabilities. In combat, it deploys a specialized **dampening field generator** to project localized energy-dampening waves, effectively suppressing an enemy vessel's power grid, tactical targeting arrays, and impulse propulsion. Armed with high-output **disruptor banks and torpedoes** that far outmatch early spatial torpedoes and unpolarized plating, it stands as one of the most dangerous unknown threats in regional deep space.

Traits: Elachi Starship, Terror, Sensor Absorbent Hull

Systems					
COMMS	05	ENGINES	07	STRUCTURE	07
COMPUTERS	05	SENSORS	06	WEAPONS	07
DEPARTMENTS					
COMMAND	03	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	01
Crew Support	3	SCALE	3		
SHIELDS	13	RESISTANCE	2		

Launch Bay: Boarding Pods

Attacks:

- **Sickle Disruptor Banks: Energy, Medium, 6, Intense, Depleting**
- **Energy Torpedoes: Torpedo, Medium, 4, Depleting, High Yield**
- **Tractor Beam: Strength 4**

Talents:

- **Improved Warp Drive [x1]**
- **High-Resolution Sensors**
- **Improved Power Systems**
- **Electronic Warfare Systems**

Special Rules

- **Dreaded**
- **Dampening Field:** Once per scene, the crew may activate the Dampening Field as a Task using Control + Engineering (Difficulty 3), assisted by the

ship's Computers + Engineering ratings. This is not a conventional attack and cannot be countered by shields. Activating this system requires spending 2 Momentum (Immediate). On a success, Shields, Weapons and Engines are deactivated as long as the field is activated.

- **Sensor Absorbent Hull:** Every Sensor related task, targeting this ship gets a +3 Difficulty

Mirror Universe Starships

Imperial Starfleet Starships

NX-Class Battlecruiser



Mission Profile: Battlecruiser

Traits: Terran Empire Starship, NX-Class, Warship, Infamous, Warp 5 Drive

Systems					
COMMS	**05**	**ENGINES**	**05**	**STRUCTURE**	**07**
COMPUTERS	**06**	**SENSORS**	**05**	**WEAPONS**	**07**
DEPARTMENTS					
COMMAND	**03**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**02**	**ENGINEERING**	**03**	**MEDICINE**	**01**

Crew Support	**3**	**SCALE**	**3**
Hull Plating	**7**	**RESISTANCE**	**3**

Launch Bay: 6x Assault Shuttles, Small Craft Readiness: 3

Attacks:

- **Pulsed Phase Cannons: Energy, Close, 6, Versatile 1**
- **Photonic Torpedoes: Torpedo, Middle, 3, High Yield**
- **Tractor Beam: Strength 2**

Talents:

- **Rapid-Fire Torpedo Launcher**
- **Improved Hull Integrity**

- **Improved Damage Control**

Special Rules

- **Peak Performance (Weapons)**
- **Agony booth**
- **Polarized Hull Plating**

Intrepid-Type Light Cruiser



Mission Profile: Tactical Operations

Traits: Terran Starship, Intrepid-Type, Dependable Workhorse, Warp 5 Drive

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**06**
COMPUTERS	**05**	**SENSORS**	**06**	**WEAPONS**	**07**
DEPARTMENTS					
COMMAND	**02**	**SECURITY**	**04**	**SCIENCE**	**01**
CONN	**03**	**ENGINEERING**	**03**	**MEDICINE**	**02**

Crew Support	**3**	**SCALE**	**3**
Hull Plating	**6**	**RESISTANCE**	**2**

Launch Bay: 3x Assault Shuttles, Small Craft Readiness: 2

Attacks:

- **Pulsed Phase Cannons: Energy, Close, 6, Versatile 1**
- **Photonic Torpedoes: Torpedo, Medium, 3, High Yield**
- **Tractor Beam: Strength 2**

Talents:

- **Fast Targeting Systems**
- **Electronic Warfare Systems**
- **Independent Weapon Power**

Special Rules

- **Reliable**
- **Agony Booth**
- **Polarized Hull Plating**

Neptune-Class Escort Vessel



These Vessels are used by the Terran Empire to patrol trade routes or star systems.

Mission Profile: Patrol

Traits: Terran Starship, Neptune-Class, Dependable Workhorse, Warp 4 Drive

Systems					
COMMS	**05**	**ENGINES**	**06**	**STRUCTURE**	**05**
COMPUTERS	**05**	**SENSORS**	**07**	**WEAPONS**	**07**
DEPARTMENTS					
COMMAND	**01**	**SECURITY**	**04**	**SCIENCE**	**02**
CONN	**04**	**ENGINEERING**	**02**	**MEDICINE**	**02**

Crew Support	**3**	**SCALE**	**3**
SHIELDS	**5**	**RESISTANCE**	**2**

Attacks:

- **Pulsed Phase Cannons: Energy, Close, 6, Versatile 1**
- **Photon Torpedoes: Torpedo, Medium, 3, High Yield**
- **Tractor Beam: Strength 2**

Talents:

- **Fast Targeting Systems**
- **Improved Reaction Control System**

Special Rules

- **Reliable**
- **Agony Booth**
- **Polarized Hull Plating**

CHAPTER 12: ALLIES AND ADVERSARIES

This chapter provides stat profiles and tactical guidelines for the major non-player characters (NPCs) encountered across the 2150s. Designed for quick reference during play, these profiles feature the iconic captains, diplomats, MACO detachment leaders, and secretive adversaries who defined the early era of space exploration.

Major Allies

UNITED EARTH & STARFLEET

Vice Admiral Maxwell Forrest



The pragmatic, highly respected head of Starfleet Command in San Francisco. Forrest acts as the primary buffer between Earth's deep-space ambitions and the patronizing oversight of the Vulcan High Command. He was also in charge of the NX project.

Attributes: Control 11, Daring 09, Fitness 09, Insight 10, Presence 11, Reason 10

Disciplines: Command 5, Conn 3, Engineering 2, Medicine 1, Science 2, Security 3

Focuses: Starfleet Protocol, Administration, Interspecies Diplomacy, Crisis Management

Values: *"Humanity must learn to walk on its own feet."*

Stress: 12 | **Resistance:** 0

Attacks:

- **Phase Pistol:** Ranged, 4 System Strain/Damage, Size 1H, Charge

Species Ability:

- **Faith of the Heart**

Talents

- **Resolute**
- **Spirit of Discovery**

Special Abilities:

- **Commanding Presence:** Whenever an ally in the same scene attempts a Command or Diplomacy Task, Forrest may grant them 1 bonus d20.

- **Diplomatic Weight:** Reduce the Difficulty of all Command Tasks made to coordinate with Vulcan or regional political delegates by 1.

Ambassador Jonathan Harris

An influential United Earth diplomat who serves as a vital bridge during high-stakes interstellar negotiations across the Alpha Quadrant.

Attributes: Control 10, Daring 08, Fitness 08, Insight 11, Presence 11, Reason 10

Disciplines: Command 5, Conn 2, Engineering 1, Medicine 1, Science 3, Security 2

Focuses: Negotiation, Coalition Dynamics, Earth Foreign Policy, Cultural Etiquette

Values: *"A shared threat makes partners out of former enemies."*

Stress: 10 | **Resistance:** 0

Species Ability:

- **Faith of the Heart**

Talents

- **Resolute**
- **Spirit of Discovery**

Special Abilities:

- **Coalition Architect:** When mediating between traditional rivals (e.g., Vulcans, Andorians, and Tellarites), Harris generates 1 bonus Momentum on any successful Command or Insight Task.

Agent Daniels (31st-Century Temporal Operative)

A covert operative from the 31st century posing as a Starfleet crewman aboard the Enterprise NX-01. Daniels guides key figures through temporal incursions to preserve the true timeline and secure the future founding of the Federation.



Attributes: Control 11, Daring 10, Fitness 10, Insight 11, Presence 09, Reason 12

Disciplines: Command 3, Conn 3, Engineering 4, Medicine 2, Science 5, Security 4

Focuses: Temporal Mechanics, Timeline Preservation, Covert Surveillance, Future Technology

Values: *"The timeline must be preserved at all costs."*

Stress: 14 | **Resistance:** 0

Attacks:

- **Temporal Observational Device / Phaser:** Ranged, 4 Damage, Size 1H, Charge

Species Ability:

- **Faith of the Heart**

Talents

- **Resolute**
- **Spirit of Discovery**

Special Abilities:

- **Temporal Displacement:** Once per mission, Daniels can spend 1 Determination to extract himself or an ally from immediate physical danger, briefly shifting their phase state out of normal space-time.
- **Future Knowledge:** When performing a Science or Security Task involving temporal anomalies, Daniels generates 1 bonus Momentum on success.

Andorian Empire



Commander Thy'lek Shran (Andorian Imperial Guard)

The fiery, intensely loyal commander of the Andorian warship Kumari. Though initially viewing Humans with suspicion as Vulcan puppets, Shran's debt of honor to Captain Jonathan Archer makes him one of United Earth's greatest allies.

Attributes: Control 10, Daring 12, Fitness 11, Insight 09, Presence 10, Reason 09

Disciplines: Command 4, Conn 4, Engineering 2, Medicine 1, Science 2, Security 5

Focuses: Starship Tactical, Ushaan Combat, Imperial Guard Protocol, Intimidation

Values: *"An Andorian never forgets a debt of honor."*

Stress: 16 | **Resistance:** 1 (Imperial Guard Tunic)

Attacks:

- **Andorian Particle Plasma Carbine:** Ranged, 6 Damage, Size 2H, Vicious 1
- **Ushaan-tor Ice Axe:** Melee, 5 Damage, Size 1H, Vicious 1, Piercing 1

Species Ability:

- **Intense**

Talents:

- **Proud and Honorable**
- **The Ushaan**

Special Abilities:

- **Aggressive Vector Control:** When piloting or commanding an Andorian battlecruiser during Evasive Action, gain 1 free Momentum on success.

Vulcan Confederacy

Ambassador Soval



The long-serving Vulcan Ambassador to Earth. Initially condescending and protective of Vulcan oversight, Soval evolves into a vital, deeply respected ally of humanity who risks his political standing to expose corruption in the High Command.

Attributes: Control 12, Daring 08, Fitness 09, Insight 11, Presence 11, Reason 12

Disciplines: Command 5, Conn 2, Engineering 1, Medicine 2, Science 4, Security 2

Focuses: Interspecies Diplomacy, Vulcan High Council Policy, Earth Relations

Values: *"Logic must guide our guardianship of young worlds."*

Stress: 11 | **Resistance:** 0

Attacks:

- **Nerve Pinch:** Melee, 3 Damage, Size 1H, Intense, Non-Lethal

Species Ability

- **Mental Discipline**

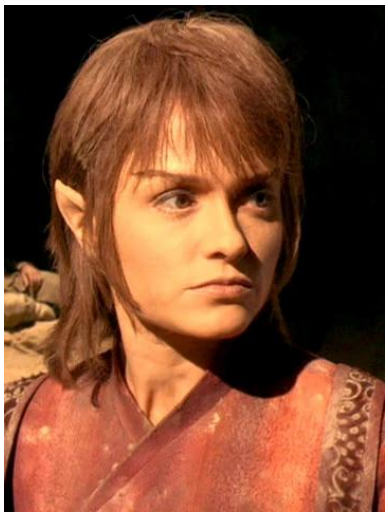
Talents

- **Kolinahr**
- **Nerve Pinch**

Special Abilities:

- **Veteran Envoy:** Reduce the Difficulty of all Social and Command Tasks made during formal diplomatic arbitrations by 1.
- **Suppressed Emotion:** Soval is immune to Social Tasks intended to provoke anger, fear, or emotional panic.

T'Pau (Syrrannite Reformer)



A brilliant Vulcan philosopher, political dissident, and katric master. T'Pau recovered the Kir'Shara (the unadulterated writings of Surak), unseating the corrupt High Command and steering Vulcan back to logic and peace.

Attributes: Control 12, Daring 09, Fitness 10, Insight 11, Presence 10, Reason 12

Disciplines: Command 4, Conn 1, Engineering 2, Medicine 3, Science 5, Security 3

Focuses: Teachings of Surak, Mind Meld, Vulcan History, Desert Survival

Values: *"Logic is the foundation of function."*

Stress: 13 | **Resistance:** 0

Species Ability

- **Mental Discipline**

Talents

- **Kolinahr**
- **Nerve Pinch**
- **Mind-Meld**

Special Abilities:

- **Katric Master:** T'Pau can perform Katric transfers, Mind Melds, and telepathic tasks without incurring extra Difficulty penalties.
- **Logical Calm:** Once per scene, T'Pau can spend 1 Momentum to completely ignore a Complication arising from emotional or psychological manipulation.

United Planets of Tellar



Ambassador Gral (United Planets of Tellar)

An aggressive, stubborn Tellarite delegate who fiercely defends his Republic's trade claims while participating in the historic Babel Conference.

Attributes: Control 09, Daring 11, Fitness 10, Insight 09, Presence 11, Reason 10

Disciplines: Command 4, Conn 2, Engineering 3, Medicine 1, Science 2, Security 3

Focuses: Debate & Arbitration, Tellarite Law, Trade Contracts, Industrial Policy

Values: *"If an argument isn't worth shouting over, it isn't worth holding."*

Stress: 13 | **Resistance:** 1 (Dense Hide)

Species Ability:

- **Sturdy**

Talents:

- **Incisive Scrutiny**
- **Asking the Right Questions**

Special Abilities:

- **Razor-Sharp Debate:** When participating in a formal debate or negotiation, Gral increases the Difficulty of any opponent's attempt to intimidate or trick him by +1.

Major Adversaries

Silik (Suliban Cabal Leader)



The genetically altered commander of the Suliban Cabal who takes direct orders from a 28th-century entity ("Future Guy") to subvert regional stability.

Species: Suliban (Genetically Modified)

Traits: Suliban, Cabal Leader

Affiliation: Suliban Cabal

Attributes: Control 11, Daring 11, Fitness 12, Insight 09, Presence 08, Reason 10

Disciplines: Command 3, Conn 4, Engineering 3, Medicine 1, Science 3, Security 5

Focuses: Infiltration, Genetic Modification, Plasma Weapons, Sabotage

Values: *"Future Guy has promised our people a true homeworld."*

Stress: 17 | **Resistance:** 1 (Subcutaneous Cellular Density)

Attacks:

- **Cabal Plasma Blaster:** Ranged, 5 Damage, Size 1H, Vicious 1
- **Sub-Dermal Strike:** Melee, 4 Damage, Size 1H, Piercing 2

Species Ability: Genetic Inflitration Suite

Talents:

Special Abilities:

- **Chromatophore Camouflage:** Silik can alter his skin texture and color. Tasks to visually detect or scan Silik while he is taking cover suffer +2 Difficulty.
- **Skeletal Contortion:** Silik treats any Task made to slip through tight bulkheads, escape physical restraints, or bypass mechanical barriers as 2 Difficulty lower (minimum 0).

Duras (Klingon Imperial Fleet)



A relentless, dishonorable Klingon ship commander who pursued Captain Jonathan Archer across the quadrant to restore his house's standing after Klaang's escape, ultimately leading to Archer's trial on Qo'noS.

Species: Klingon

Traits: House of Duras Leader

Affiliation: Klingon Empire, House of Duras

Attributes: Control 09, Daring 12, Fitness 11, Insight 07, Presence 10, Reason 08

Disciplines: Command 4, Conn 3, Engineering 2, Medicine 1, Science 1, Security 5

Focuses: Raptor-Class Battle Tactics, Disruptor Marksmanship, Personal Vendetta, Intimidation

Values: *"The House of Duras will have its vengeance."*

Stress: 16 | **Resistance:** 1 (Klingon Armor)

Attacks:

- **Klingon Disruptor Pistol:** Ranged, 5 Damage, Size 1H, Vicious 1
- **D'k tahg Dagger:** Melee, 4 Damage, Size 1H, Piercing 1

Species Ability:

- **Brak'lul**

Talents

- **To Battle!**
- **Killer's Instinct**

Special Abilities:

- **Relentless Tracker:** Duras gains +1 bonus d20 on all Conn and Security Tasks made to pursue, lock onto, or track a target ship he has designated as his quarry.

Commander Dolim



The fanatical, ruthless warlord of the Xindi-Reptilian faction who hijacked the Superweapon to execute total genocide against humanity.

Species: Xindi-Reptilian

Traits: Cold-Blooded, Councilor

Affiliation: Xindi Council, Sphere Builders

Attributes: Control 10, Daring 12, Fitness 12, Insight 07, Presence 10, Reason 08

Disciplines: Command 4, Conn 3, Engineering 1, Medicine 1, Science 1, Security 5

Focuses: Tactical Assault, Thermal Cannons, Xindi-Reptilian Hegemony, Intimidation

Values: *"Patience is for the dead."*

Stress: 17 | **Resistance:** 2 (Scaly Hide & Tactical Armor)

Attacks:

- **Biorifle:** Ranged, 6 Damage, Size 2H, Piercing 1
- **Claw Strike:** Melee, 5 Damage, Size 1H, Vicious 1

Species Ability

- **Durable Physiology**

Talents

- **Triumph Against Any Odds**
- **Cold-Blooded Supremacy**

Special Abilities:

- **Ruthless Aggression:** When Dolim spends Threat to gain extra d20s on a Security Task, his attacks gain the Vicious 1 quality.

Vosk (Na'kuhl Faction Leader)



A ruthless temporal fanatic who altered 20th-century history by assisting Nazi Germany, attempting to build a temporal conduit to conquer time itself. He is the leader of a radical Na'kuhl faction, which is part of the Temporal Liberation Front.

Species: Na'kuhl

Traits: Temporal Awareness

Affiliation: Temporal Liberation Front, Na'kuhl

Attributes: Control 11, Daring 10, Fitness 10, Insight 09, Presence 11, Reason 12

Disciplines: Command 5, Conn 2, Engineering 5, Medicine 1, Science 5, Security 3

Focuses: Temporal Mechanics, Sub-Space Field Engineering, Ideological Command

Values: *"Time is a weapon, and history belongs to the victor."*

Stress: 13 | **Resistance:** 0

Attacks:

- **Na'kuhl Plasma Pistol:** Ranged, 6 Damage, Size 1H, Vicious 1

Species Ability:

- **Temporal Insight**

Talents:

- **Future Tech Specialist**
- **Voice of Authority**
- **Methodical Planning**
- **Calculated Fanatic**

Special Abilities:

- **Temporal Manipulation:** Once per scene, Vosk may force a player character to re-roll any successful Task made in his presence by spending 2 Threat.

Administrator V’Las of Vulcan High Command



The autocratic leader of the Vulcan High Command prior to his overthrow. V’Las is directly responsible for the shift of Vulcan culture towards isolationism and militarism. Operating under covert Romulan manipulation, V'Las sought to launch a preemptive invasion of Andoria.

Species: Vulcan

Traits: High Command Leader, Tal Shiar Collaborate

Affiliation: Confederacy of Vulcan, High Command, Conservative Vulcan faction, Tal Shiar

Attributes: Control 12, Daring 08, Fitness 09, Insight 10, Presence 11, Reason 12

Disciplines: Command 5, Conn 1, Engineering 2, Medicine 2, Science 4, Security 3

Focuses: High Command Policy, Subterfuge, Vulcan Logic, Fleet Mobilization

Values: *"Logic dictates absolute control over emotional volatility."*

Stress: 12 | **Resistance:** 0

Attacks:

- **Vulcan Particle Repeater: Ranged, 4 Damage, Size 1H**
- **Nerve Pinch: Melee, 3 Damage, Size 1H, Intense, Non-Lethal**

Species Ability

- **Mental Discipline**

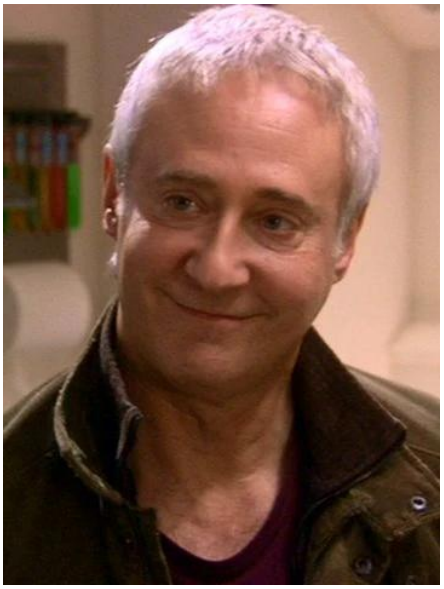
Talents

- **Kolinahr**
- **Nerve Pinch**
- **Well-informed**

Special Abilities:

- **Dogmatic Authority:** V'Las increases the Difficulty of any Social Task made to persuade or deceive him by +2 unless supported by unassailable logical evidence.
- **V'Shar Network:** Once per scene, V'Las may spend 2 Threat to summon a squad of 3 V'Shar security operatives into the scene.

DR. ARIK SOONG (GENETICS ROGUE & CYBERNETICIST)



A brilliant, renegade Cybernetics and Genetics scientist incarcerated for stealing human Augment embryos from Cold Station 12. Soong views his genetically engineered "children" as the future of humanity, inadvertently setting off the Klingon Augment Virus crisis.

Species: Human

Traits: Rogue Genetic Scientist, Criminal

Affiliation: United Earth (formerly), Soong's Children

Attributes: Control 10, Daring 09, Fitness 08, Insight 10, Presence 10, Reason 12

Disciplines: Command 3, Conn 2, Engineering 4, Medicine 5, Science 5, Security 1

Focuses: Human Augment Genetics, Cold Station Protocols, Bio-Engineering, Cybernetics

Values: *"Evolution cannot be chained by fear."*

Stress: 09 | **Resistance:** 0

Attacks:

- **Phase Pistol:** Ranged, 3 Damage, Size 1H, Charge

Species Ability:

- **Faith of the Heart**

Talents

- **Resolute**
- **Spirit of Discovery**
- **Learn from Failure**
- **Theory into Practice**

Special Abilities:

- **Master Geneticist:** Reduce the Difficulty of all Medicine and Science Tasks involving genetic editing, viral synthesis, or Augment biology by 1.
- **Charismatic Creator:** Soong can use his Reason or Presence + Command to inspire or manipulate Augment NPCs, granting them 1 bonus d20 on tactical tasks.

Admiral Valdore



The brilliant, cold Romulan Admiral who orchestrated the drone-ship crisis to incite war between Earth, Vulcan, Andoria, and Tellar.

Species: Romulan

Traits: Ruthless, Paranoid

Affiliation: Romulan Star Empire

Attributes: Control 12, Daring 09, Fitness 09, Insight 11, Presence 11, Reason 11

Disciplines: Command 5, Conn 3, Engineering 3, Medicine 1, Science 3, Security 4

Focuses: Shadow Warfare, Telepresence Tactics, Imperial Senate Politics, Strategy

Values: *"The galaxy belongs to those who shape its fears."*

Stress: 13 | **Resistance:** 0

Attacks:

- **Romulan Disruptor:** Ranged, 5 Damage, Size 1H, Vicious 1

Species Ability

- **Paranoia**

Talents

- **Decisive Leadership**
- **Plan of Action**
- **Fleet Commander**
- **Tactical Counter Measures**

Special Abilities:

- **Master Strategist:** Valdore may spend 1 Threat to immediately grant any Romulan vessel or drone under his command a free re-roll on a Tactical or Sensor Task.

CHAPTER 13: GAMEMASTER THE 22ND CENTURY

Running a *Star Trek Adventures* 2nd Edition campaign set between 2150 and 2155 presents a fundamentally different narrative and tactical experience from the TOS, TMP, Lost Era, TNG or PIC eras. This is an era without the safety net of a vast Federation, without Prime Directives to offer absolute moral frameworks, and without modern Starfleet conveniences like protective force shields, high-speed warp travel, or reliable long-range subspace relays.

Themes of the Early Era

Isolation and Vulnerability

In the 2150s, a Starfleet crew operates on the absolute edge of known space. If an NX-class or NV-class starship suffers a warp core breach or structural failure in the Delphic Expanse or border sectors, help is weeks away; if it exists at all. Gamemasters should emphasize the weight of distance. Sensors are lower resolution, repairs require physical EVA work or improvised spaceport drydocks, and medical emergencies demand specialized alien research rather than a quick wave of a tricorder.

Morality Without Rules

The Prime Directive does not exist in this era. Captain Jonathan Archer and his contemporaries must figure out interstellar ethics on the fly, balancing scientific curiosity against the unintended consequences of technological contamination. GMs should present players with genuine moral dilemmas:

- Should you supply sub-warp species with defensive weaponry to save them from Orion Syndicate slavers?
- Do you intervene in a brutal regional war between the Arkonians and Vulcans, or maintain strict neutrality?

First Contact as a High-Stakes Gamble

First contact in the 22nd century is unpredictable and frequently dangerous. Without universal translators fully calibrated for exotic dialects or established diplomatic protocols, minor cultural missteps can lead to instant military standoffs. Players should feel the tension of stepping onto an unmapped world where their actions set the historical precedent for how Earth is perceived across entire sectors.

Managing Lower Technology

GMs should enforce the mechanical and tactical limitations of the era to highlight the unique flavor of 2150s spaceflight:

- **Polarized Hull Plating:** Ships take direct damage to structural integrity far faster than vessels equipped with 23rd/24th/25th-century energy shields.

Emphasize hull breaches, internal system fires, and emergency bulkhead seals during starship combat.

- **Transporter Hesitation:** Transporters are certified primarily for cargo. Biotransport is viewed with severe skepticism and fear by crews, reserve it for dire emergencies or require extra Task Difficulty checks.
- **Wide usage of Smallcrafts:** Shuttlepods are still more trusted than transporters. Use Shuttlepods for ship-to-ship transport, planetary exploration and other uses.
- **MACO Integration:** Incorporate Military Assault Command Operations (MACO) squads into boarding actions and planetary surveys to contrast military efficiency against Starfleet's scientific exploratory mindset.

Campaign Theme	Primary Focus	Primary Factions & Hooks
Frontier Explorers	Charting unknown sectors, making First Contact, cataloging anomalies.	Unaligned regional species (Axanar, Xyrillians, Tesnians), ECS freighters.
Shadows of the Temporal Cold War	Stopping temporal incursions, protecting the historical timeline.	Suliban Cabal, Daniels/31st-Century Operatives, Na'kuhl proxies.
Crucible of War	High-stakes survival, tactical infiltration, sector defense.	Xindi Crisis in the Delphic Expanse, MACO tactical deployments.
Diplomatic Vanguard	Building bridges between suspicious, historical rivals.	Coalition of Planets creation (Vulcans, Andorians, Tellarites)

Running Historical Events Without Canon Paralysis

Gamemasters often worry that setting a campaign alongside established events, such as the Xindi Crisis or the Romulan Drone-Ship Crisis, will restrict player agency or force them into the shadow of the *Enterprise NX-01*. Use the following strategies to keep player characters at the center of the action:

The Parallel Front Strategy: While the *Enterprise* searches for the Xindi superweapon in Sector 4, the players' crew is assigned to defend the outer colonies from

Xindi-Reptilian raiding parties, uncover bio-weapon test sites, or secure vital dilithium supply routes needed for Starfleet's fleet refits.

The Domino Effect: Allow player choices to alter local history without destroying galactic continuity. If players successfully negotiate an early truce between an Andorian fleet unit and a Vulcan outpost, that peaceful precedent directly enables Archer's later negotiations at the Babel Conference.

CHAPTER 14: PLAYER OPTIONS & CHARACTER CREATION SUPPORT

Major Factions Player Options

United Earth (Starfleet & Civilian)

1. Environment: Sub-Atomic Reconstruction Zone

Description: You grew up in one of the long-term post-atomic restoration zones in North America or Asia, living amidst the lingering scars of World War III. You watched desolate wastes transform into thriving, green ecologies thanks to early warp-era cleanup efforts.

Attributes: +1 Fitness, +1 Insight

Disciplines: +1 Science, +1 Engineering

Focuses: Environmental Remediation, Radiation Safety, Soil Chemistry, Reconstruction Logistics

2. Upbringing: Earth Cargo Service (ECS) Lineage

Description: Born aboard a low-warp J-class or Y-class freighter, you spent your youth hopping between frontier outposts at sub-warp speeds. You learned ship maintenance, zero-g operations, and barter before you ever set foot on a planet.

Attributes: +1 Daring, +1 Control (Accepted) OR +1 Reason (Rebelled)

Disciplines: +1 Engineering, +1 Conn

Focuses: Low-Warp Engines, Auxiliary Piloting, Cargo Logistics, Impromptu Repairs

3. Career Track: MACO Detachment

Description: You enlisted in the Military Assault Command Operations (MACO) branch. Trained for planetary assault, boarding actions, and direct combat, you were assigned to a Starfleet vessel to handle ground threats during unstable regional crises.

Attributes: +1 Fitness, +1 Daring

Disciplines: +1 Security, +1 Fitness

Focuses: Boarding Tactics, Close-Quarters Combat, Heavy Ordnance, Reconnaissance

4. Career Event: Breaking the Barrier

Description: You served as a test pilot or research engineer on an experimental impulse or warp-prototype program (like the NX-Program). You survived a engine failure or unexpected flight anomaly that nearly cost you your life.

Attributes: +1 Daring

Disciplines: +1 Conn or +1 Engineering

Focuses: High-Speed Piloting, Core Calibration, Emergency Diagnostics, Flight Dynamics

5. Career Event: First Contact Diplomatic Slip

Description: You were part of an early landing party on an unaligned world. You accidentally violated a subtle local custom or protocol, like the Kreetassan public eating taboo, and had to personally smooth over the incident before open hostility broke out.

Attributes: +1 Presence

Disciplines: +1 Command or +1 Science

Focuses: Cultural Protocol, De-escalation, Foreign Etiquette, Crisis Mediation

Confederacy of Vulcan

1. Environment: The Burning Sands of the Forge

Description: You were raised near or within the irradiated, harsh expanse of the Vulcan Forge, far from the polished cities of the High Command. You learned survival, self-reliance, and deep meditation amidst extreme desert conditions.

Attributes: +1 Fitness, +1 Control

Disciplines: +1 Medicine, +1 Survival

Focuses: Desert Survival, Mind-Meld Preservation, Katric Lore, Heat Endurance

2. Upbringing: Syrrannite Reformist Household

Description: Your family secretly followed the true, uncorrupted teachings of Surak, reading forbidden texts and seeking the lost Kir'Shara while avoiding the eyes of the V'Shar intelligence agency.

Attributes: +1 Insight, +1 Reason

Disciplines: +1 Command, +1 Science

Focuses: Classical Logic, Ancient Scriptures, Stealth Meditation, Subterfuge

3. Career Track: V'Shar Counter-Intelligence

Description: You joined the internal security and intelligence apparatus of the High Command. You were trained to investigate covert incursions, hunt political dissidents, and analyze regional espionage threats from Andoria or Orion.

Attributes: +1 Control, +1 Insight

Disciplines: +1 Security, +1 Science

Focuses: Surveillance Analysis, Interrogation, Forensic Logic, Covert Infiltration

4. Career Event: Exposed Vulcan Overreach

Description: During a routine border patrol or station assignment, you uncovered a secret operation by militaristic High Command faction leaders (like Administrator V'Las) that violated neutral treaties.

Attributes: +1 Reason

Disciplines: +1 Command or +1 Security

Focuses: Ethical Logic, Internal Auditing, Encryption Analysis, Command Protocol

5. Career Event: Paan Mokar Stand-off

Description: You were stationed on a combat cruiser or outpost during a high-stakes standoff with the Andorian Imperial Guard over a disputed border territory.

Attributes: +1 Daring

Disciplines: +1 Conn or +1 Security

Focuses: Subspace Sensors, Tactical Positioning, Standoff Negotiation, Target Locking

Andorian Empire

1. Environment: Subterranean Ice Caverns

Description: You grew up in the deep geothermal ice-cities beneath the surface of Andoria. Navigating crowded tunnels and extreme thermal gradients made you hyper-aware of your environment and loyal to your local cavern community.

Attributes: +1 Fitness, +1 Insight

Disciplines: +1 Engineering, +1 Security

Focuses: Structural Geology, Thermal Control, Subterranean Navigation, Environmental Suit Operation

2. Upbringing: Martial Keth Bloodline

Description: Raised in a proud military clan (Keth), your childhood was defined by combat drills, family lineage recitations, and lessons on duty to the Empire.

Attributes: +1 Daring, +1 Presence

Disciplines: +1 Security, +1 Command

Focuses: Ushaan Martial Art, Clan Law, Small-Unit Tactics, Intimidation

3. Career Track: Imperial Guard Battlecruiser Crew

Description: You were posted directly to a *Kumari*-class battlecruiser. You trained for high-speed vector combat, point-blank particle cannon barrages, and aggressive ship-to-ship boarding actions.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Conn, +1 Security

Focuses: Particle Cannons, Flank Maneuvers, Hull Breaching, High-G Piloting

4. Career Event: Called to the Ushaan

Description: A bitter personal or professional dispute resulted in a formal challenge under the code of the Ushaan. You either fought with the ushaan-tor ice-axe yourself or served as a champion for a comrade.

Attributes: +1 Fitness

Disciplines: +1 Security or +1 Command

Focuses: Ice-Axe Combat, Dueling Protocols, Hemodynamic Endurance, Martial Honor

5. Career Event: Joint Operation with "Pink-Skins"

Description: You participated in an unprecedented combined mission alongside Earth Starfleet officers, overcoming your initial suspicions to form a lasting bond of mutual respect.

Attributes: +1 Presence

Disciplines: +1 Command or +1 Conn

Focuses: Combined Operations, Interspecies Cooperation, Alien Fleet Tactics, Tactical Signal Sharing

United Planets of Tellar

1. Environment: Industrial River Basin

Description: You were raised in Tellar Prime's dense, heavily industrialized river valleys, surrounded by mineral refineries, automated foundries, and trade docks.

Attributes: +1 Reason, +1 Fitness

Disciplines: +1 Engineering, +1 Science

Focuses: Industrial Smelting, Hydro-Thermal Power, Metallurgy, Waste Reclamation

2. Upbringing: Technocrat Guild Dynasty

Description: Your parents were senior lawyers, engineers, or guild directors in the Congress of Technocrats. Family dinners were ruthless formal debate tournaments where every assertion had to be defended.

Attributes: +1 Presence, +1 Reason

Disciplines: +1 Command, +1 Engineering

Focuses: High-Speed Litigation, Contract Analysis, Rhetorical Debating, Resource Valuation

3. Career Track: Merchant Navy Escort

Description: You served aboard heavily armored Tellarite utility cruisers, guarding valuable mineral transports against Nausicaan raiders and Orion pirates along chaotic trade corridors.

Attributes: +1 Control, +1 Fitness

Disciplines: +1 Security, +1 Conn

Focuses: Heavy Hull Plating, Plasma Mining Beams, Escort Formations, Convoy Logistics

4. Career Event: Won a Congressional Debate

Description: You earned your commission or an official trade mandate by winning a public debate before the Congress of Technocrats, tearing down an opponent's legal or technical argument.

Attributes: +1 Presence

Disciplines: +1 Command or +1 Science

Focuses: Verbal Provocation, Cross-Examination, Arbitration, Regulatory Codes

5. Career Event: Asteroid Claim Jump Standoff

Description: While surveying a rich belt, an armed competitor tried to jump your guild's mining claim. You held the line using heavy utility beams and strict legal threats.

Attributes: +1 Control

Disciplines: +1 Engineering or +1 Security

Focuses: Survey Sensors, Mining Lasers, Property Law, Structural Reinforcement

Klingon Empire

1. Environment: Industrial Feudal Estate

Description: You grew up on a Great House estate on Qo'noS or a border colony, living under the absolute rule of a High Council warlord surrounded by agricultural laborers, weapon smiths, and house guards.

Attributes: +1 Fitness, +1 Daring

Disciplines: +1 Security, +1 Medicine

Focuses: Feudal Loyalty, Hand-to-Hand Combat, Hunting, Physical Endurance

2. Upbringing: Marginalized Non-Warrior Caste

Description: You were raised by parents who belonged to the legal, scientific, or medical professions during an era when the dominant warrior caste was actively stripping civilian classes of power.

Attributes: +1 Insight, +1 Reason

Disciplines: +1 Science, +1 Medicine

Focuses: Imperial Jurisprudence, Empirical Research, Surgical Stabilization, Subverting Authority

3. Career Track: Imperial Raider Crew

Description: You served aboard a Raptor-class or early Bird-of-Prey scout vessel, patrolling aggressive border sectors, raiding independent outposts, and securing glory for your House.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Security, +1 Conn

Focuses: Disruptor Banks, Atmospheric Assault, Orbital Bombardment, Target Acquisition

4. Career Event: Mutated by the Augment Strain

Description: You or a close kin were infected during the 2154 Augment Virus epidemic, losing your cranial ridges and fighting to maintain your standing in a society that suddenly viewed you with fear and disgust.

Attributes: +1 Fitness

Disciplines: +1 Medicine or +1 Security

Focuses: Viral Pathogens, Neural Resistance, Intimidation, Genetic Diagnostics

5. Career Event: Disgraced House Feud

Description: Your Great House was betrayed or defeated in a covert feud by a rival family, forcing you to fight as a dishonored warrior or mercenary to rebuild your bloodline's honor.

Attributes: +1 Daring

Disciplines: +1 Command or +1 Conn

Focuses: Bat'leth Mastery, Survival, Covert Assault, Retaliatory Strategy

Orion Syndicate

1. Environment: Deep-Space Freeport (e.g., Rigel X)

Description: You grew up in the sprawling, lawless lower tiers of an open interstellar trade port, surrounded by black markets, smuggler dens, and foreign mercenaries.

Attributes: +1 Insight, +1 Daring

Disciplines: +1 Conn, +1 Security

Focuses: Streetwise, Black-Market Appraisal, Urban Concealment, Pickpocketing/Lockpicking

2. Upbringing: Matriarchal Household

Description: You were raised in the court of an Orion Matriarch, learning early that public muscle is secondary to covert manipulation, biological pheromones, and economic leverage.

Attributes: +1 Presence, +1 Insight

Disciplines: +1 Command, +1 Medicine

Focuses: Pheromonal Chemistry, Psychological Manipulation, Negotiation, Extortion

3. Career Track: Corsair / Freebooter Privateer

Description: You served on an Orion raider or interceptor, specializing in disabling freighter warp drives, deploying boarding harpoons, and seizing cargo before defense patrols arrived.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Conn, +1 Security

Focuses: Tractor Beams, Subspace Interception, Engine Disabling, Boarding Actions

4. Career Event: Executed a High-Stakes Heist

Description: You planned or executed a daring raid on a heavily guarded shipment of unrefined dilithium or prototype warp components belonging to a major power.

Attributes: +1 Control

Disciplines: +1 Engineering or +1 Conn

Focuses: Security Override, Transponder Spoofing, Cargo Salvage, Escape Infiltration

5. Career Event: Broke the Syndicate Oath

Description: You skimmed profits, double-crossed a Syndic boss, or helped a target escape, barely surviving the resulting death mark placed on your head.

Attributes: +1 Daring

Disciplines: +1 Security or +1 Command

Focuses: Counter-Tracking, Evasion, False Identities, Poison Resistance

Romulan Star Empire

1. Environment: Reman Deep-Core Mining Colony

Description: You were raised on or assigned to oversee the brutal subterranean dilithium mines of Remus (Ch'Havran), learning to operate in absolute darkness amid volatile seismic conditions.

Attributes: +1 Fitness, +1 Reason

Disciplines: +1 Security, +1 Engineering

Focuses: Low-Light Survival, Subterranean Geology, Shock-Troop Suppression, Heavy Mining Gear

2. Upbringing: Patrician Senate Bloodline

Description: Raised among the ruling elite of Romulus (Ch'Rihan), your early life was defined by classical education, imperial philosophy, political backstabbing, and total devotion to the State.

Attributes: +1 Reason, +1 Presence

Disciplines: +1 Command, +1 Science

Focuses: Imperial History, Rhetorical Deception, Political Intrigue, State Philosophy

3. Career Track: Tal Shiar Operative

Description: You were recruited into the covert intelligence agency of the Empire. You were trained in false-flag operations, deep-cover infiltration, and covert sabotage.

Attributes: +1 Control, +1 Insight

Disciplines: +1 Security, +1 Science

Focuses: False-Flag Operations, Counter-Intelligence, Interrogation, Subconscious Conditioning

4. Career Event: Drone-Ship Telepresence Trial

Description: You served as a technician, controller, or security officer attached to the secret telepresence drone-ship project designed to incite war between regional powers.

Attributes: +1 Control

Disciplines: +1 Conn or +1 Engineering

Focuses: Telepresence Rigs, Holographic Emitters, Neural Interfaces, Signal Relay Systems

5. Career Event: Infiltrated the Vulcan High Command

Description: Utilizing your shared physical appearance, you spent years undercover on Vulcan or at a border outpost, covertly steering local policy toward aggression.

Attributes: +1 Insight

Disciplines: +1 Command or +1 Science

Focuses: Vulcan Cultural Mimicry, Covert Signal Encryption, Subversive Policy, Deep-Cover Operations

Suliban Cabal

1. Environment: Nomadic Refugee Enclave

Description: You grew up in a scattered, unaligned caravan of Suliban freighters, fleeing persecution from regional powers like the Tandarans after the destruction of your homeworld.

Attributes: +1 Insight, +1 Fitness

Disciplines: +1 Engineering, +1 Conn

Focuses: Caravan Logistics, Life-Support Patching, Scavenging, Evasive Navigation

2. Upbringing: Genetic Augmentation Subject

Description: Selected by Cabal leadership, your body was altered using 28th-century biotechnology granted by the "Future Guy," giving you chameleon-like skin, enhanced flexibility, or wall-crawling abilities.

Attributes: +1 Fitness, +1 Control

Disciplines: +1 Security, +1 Medicine

Focuses: Bio-Enhancement Integration, Infiltration, Subcutaneous Alteration, Physical Contortion

3. Career Track: Temporal Stealth Infiltrator

Description: You served as a frontline operative for the Cabal, piloting cell ships and conducting covert sabotage across the timeline to fulfill directives from your future benefactor.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Conn, +1 Security

Focuses: Particle Cloaking, Cellular Ship Docking, Temporal Chronitons, Infiltration

4. Career Event: Detention Camp Escape

Description: You were interned in a harsh Tandaran detention complex simply for being Suliban. You staged a successful riot or break-out to regain your freedom.

Attributes: +1 Daring

Disciplines: +1 Security or +1 Engineering

Focuses: Force Field Sabotage, Guard Subjugation, Tunneling, Prison Escapes

5. Career Event: Temporal Incursion Anomaly

Description: During a mission involving 28th-century temporal tech, a equipment failure exposed you to time-displacement anomalies, giving you a haunting glimpse of alternate timelines.

Attributes: +1 Insight

Disciplines: +1 Science or +1 Conn

Focuses: Temporal Dynamics, Chroniton Scans, Reality Anchor Calibration, Anomaly Navigation

Minor Factions Player Options

Mazarite Republic

1. Environment: High-Security Government Megaplex

Description: You were raised in the heavily guarded capital cities of Mazar, where public life is closely monitored by state police and political loyalty is constantly audited.

Attributes: +1 Reason, +1 Control

Disciplines: +1 Command, +1 Security

Focuses: Bureaucratic Protocol, State Security, Surveillance Systems, Legal Defense

2. Upbringing: State Ministry Dynasty

Description: Born into a high-ranking family of Mazarite ministry officials, your childhood was steeped in political maneuvering, diplomatic maneuvering, and state secrets.

Attributes: +1 Presence, +1 Insight

Disciplines: +1 Command, +1 Science

Focuses: Government Policy, Public Relations, Subterfuge, High-Society Etiquette

3. Career Track: Ministry of Security Agent

Description: You served as an operative in the Mazarite security forces, specializing in internal affairs investigations, counter-espionage, and high-profile asset protection.

Attributes: +1 Control, +1 Insight

Disciplines: +1 Security, +1 Command

Focuses: Interrogation, Asset Protection, Counter-Intelligence, Forensic Analysis

4. Career Event: Corruption Whistleblower Standoff

Description: You uncovered deep-seated corruption within the Mazarite High Ministry, forcing you to choose between protecting corrupt officials or leaking evidence to external allies.

Attributes: +1 Reason

Disciplines: +1 Security or +1 Command

Focuses: Data Leak Extraction, Internal Auditing, Evidence Preservation, Crisis Mediation

5. Career Event: Escort of the Vulcan Ambassador

Description: You were assigned to provide tactical protection for a high-value foreign envoy during a period of intense civil and political unrest on Mazar.

Attributes: +1 Control

Disciplines: +1 Conn or +1 Security

Focuses: VIP Protection, Tactical Positioning, Ambush Countermeasures, Threat Assessment

The Enolian Authority

1. Environment: Orbital Transport Hub

Description: You grew up on a massive Enolian orbital station, surrounded by thousands of transient freighters, foreign crews, and strict penal enforcement patrols.

Attributes: +1 Insight, +1 Daring

Disciplines: +1 Conn, +1 Security

Focuses: Station Traffic Control, Transshipment Laws, Cargo Inspection, Zero-G Operations

2. Upbringing: Penal Magistrate Household

Description: Raised by officials working within the Enolian judicial and penal system, you were taught to view order, strict legal adherence, and swift detention as the only barriers against chaos.

Attributes: +1 Reason, +1 Control

Disciplines: +1 Command, +1 Security

Focuses: Enolian Legal Code, Detention Procedures, Contract Enforcement, Judicial Evidence

3. Career Track: Interception Flight Guard

Description: You piloted Enolian police interceptors, patrolling system borders to impound unregistered vessels and apprehend suspect freighters trying to bypass local customs.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Conn, +1 Security

Focuses: Vessel Impoundment, Interceptor Piloting, Subspace Tracking, Boarding Enforcement

4. Career Event: Mistaken Arrest Scandal

Description: You were involved in apprehending high-profile foreign officers under false charges, having to untangle judicial red tape to resolve the diplomatic incident.

Attributes: +1 Insight

Disciplines: +1 Command or +1 Conn

Focuses: Judicial Dispute Resolution, Transponder Forensics, Extradition Law, De-escalation

5. Career Event: Enterprise Prisoner Transfer

Description: You managed or guarded a high-security prisoner transfer involving Earth Starfleet personnel, handling sudden escape attempts or external ambushers.

Attributes: +1 Fitness

Disciplines: +1 Security or +1 Medicine

Focuses: Restraint Protocols, Security Monitoring, Prisoner Transport, Close-Quarters Defense

The Kriosian Kingdom

1. Environment: Courtly Sovereign Citadel

Description: You grew up in the sprawling royal cities of Krios Prime, steeped in aristocratic tradition, monarchical decrees, and centuries of dynastic conflict.

Attributes: +1 Presence, +1 Insight

Disciplines: +1 Command, +1 Science

Focuses: Royal Protocol, Dynastic History, Court Diplomacy, Heraldry

2. Upbringing: Sovereign Empath Lineage

Description: Born into a lineage trained to serve or advise the royal court, you learned to navigate intense emotional manipulation and subtle political negotiations.

Attributes: +1 Presence, +1 Control

Disciplines: +1 Medicine, +1 Command

Focuses: Empathic Nuance, Emotional Regulation, Negotiation, Royal Law

3. Career Track: Royal Guard Escort

Description: You enlisted in the elite Kriosian Royal Guard, tasked with defending the monarchy, securing royal chanceries, and repelling Valtese insurgents.

Attributes: +1 Fitness, +1 Daring

Disciplines: +1 Security, +1 Command

Focuses: Defensive Formations, Honor Guard Tactics, Royal Defense, Precision Marksmanship

4. Career Event: Valtese Insurgency Clash

Description: You survived or repelled a covert strike staged by Valtese rebels aiming to destabilize the Kriosian monarchy or disrupt peace negotiations.

Attributes: +1 Daring

Disciplines: +1 Security or +1 Conn

Focuses: Counter-Insurgency, Tactical Guarding, Urban Firefights, Perimeter Security

5. Career Event: Sovereign Metamorph Custody

Description: You were assigned to safeguard a rare and valuable political figure, such as a Kriosian Empath or Metamorph, during crucial diplomatic negotiations.

Attributes: +1 Insight

Disciplines: +1 Command or +1 Medicine

Focuses: Cultural Sensitivity, Behavioral Observation, High-Stakes Escort, Stress Management

The Arkonian Realm

1. Environment: Arid Planetary Outpost

Description: You grew up on a dry, wind-swept Arkonian colony, where water scarcity and harsh climate conditions demanded strict discipline and resource conservation.

Attributes: +1 Fitness, +1 Reason

Disciplines: +1 Engineering, +1 Science

Focuses: Arid Survival, Moisture Reclamation, Thermal Management, Structural Engineering

2. Upbringing: Military Scout Caste

Description: Raised by Arkonian patrol officers, you were brought up with a deep distrust of foreign powers (especially Vulcans) and trained in relentless border vigilance.

Attributes: +1 Daring, +1 Fitness

Disciplines: +1 Security, +1 Conn

Focuses: Border Patrol, Xenophobic Defense, Survival Tactics, Reconnaissance

3. Career Track: Battle-Cruiser Sensor Officer

Description: You served aboard an Arkonian warships, operating advanced sensor arrays designed to track stealth craft, border infiltrators, and foreign probes.

Attributes: +1 Control, +1 Reason

Disciplines: +1 Science, +1 Conn

Focuses: Sensor Array Calibration, Thermal Imaging, Target Lock, Subspace Scanning

4. Career Event: Stranded with an Enemy

Description: After a crash landing on a hostile desert world, you were forced to cooperate with an enemy officer (such as a Vulcan pilot) to survive extreme conditions.

Attributes: +1 Fitness

Disciplines: +1 Science or +1 Survival

Focuses: Cooperative Survival, Heat Physiology, Field Medicine, Cross-Species Communication

5. Career Event: Subspace Probe Interception

Description: You detected and disabled a foreign covert probe operating deep inside Arkonian sovereign space, retrieving its encrypted data banks intact.

Attributes: +1 Control

Disciplines: +1 Engineering or +1 Science

Focuses: Signal Decryption, Probe Salvage, Electronic Countermeasures, System Hacking

The Vissians

1. Environment: High-Tech Metropolitan Hub

Description: You were raised in a prosperous, highly advanced Vissian city where scientific inquiry, deep-space exploration, and technological innovation are celebrated daily.

Attributes: +1 Reason, +1 Insight

Disciplines: +1 Science, +1 Engineering

Focuses: Advanced Computing, Applied Physics, Scientific Methodology, Automated Systems

2. Upbringing: Three-Gender Household (Cogenitor Care)

Description: Raised in a traditional Vissian family consisting of a male, female, and cogenitor, you learned complex social dynamics and an appreciation for specialized biological roles.

Attributes: +1 Insight, +1 Presence

Disciplines: +1 Medicine, +1 Command

Focuses: Biological Relations, Social Dynamics, Household Coordination, Empathic Harmony

3. Career Track: Exploration Corps Stellar Cartographer

Description: You joined the prestigious Vissian scientific exploration fleet, using advanced warp-5+ vessels to chart stellar phenomena and make peaceful contact with alien worlds.

Attributes: +1 Reason, +1 Control

Disciplines: +1 Science, +1 Conn

Focuses: Stellar Phenomena, Deep-Space Navigation, Survey Instrumentation, First Contact Protocol

4. Career Event: Solar Sub-Surface Probe Launch

Description: You participated in a groundbreaking scientific mission to launch a specialized research craft into the upper atmosphere or core of a star.

Attributes: +1 Control

Disciplines: +1 Engineering or +1 Science

Focuses: Solar Shielding, High-Heat Physics, Thermal Probe Telemetry, Deep-Sensors

5. Career Event: Biological Ethics Dispute

Description: You faced a moral dilemma involving foreign interference in traditional Vissian social structures or cogenitor rights during an interspecies exchange.

Attributes: +1 Insight

Disciplines: +1 Medicine or +1 Command

Focuses: Interspecies Ethics, Cultural Preservation, Conflict Mediation, Bioethics

The Triannons (The Divine Realm)

1. Environment: Sacred Shrine Colony

Description: You were raised in a devout Triannon settlement where every aspect of architecture, civic planning, and daily life was dictated by religious devotion to the "Creators."

Attributes: +1 Presence, +1 Reason

Disciplines: +1 Command, +1 Science

Focuses: Sacred Texts, Temple Architecture, Religious History, Ritual Protocol

2. Upbringing: Zealous Theological Lineage

Description: Born into a strict religious household, your upbringing centered on studying sacred texts, enforcing moral purity, and preparing for holy conflicts against heretics.

Attributes: +1 Presence, +1 Daring

Disciplines: +1 Security, +1 Command

Focuses: Theological Rhetoric, Ideological Defense, Scriptural Analysis, Dogmatic Law

3. Career Track: Holy Ship Zealot Guard

Description: You served aboard a Triannon holy warship, defending sacred spatial anomalies (the Delphic Expanse spheres) and purging heretical influence from local sectors.

Attributes: +1 Daring, +1 Fitness

Disciplines: +1 Security, +1 Conn

Focuses: Shipboard Assault, Sacred Defense, Boarding Action, Organic Armor Operation

4. Career Event: Sphere Worship Expedition

Description: You embarked on a pilgrimage to a massive Delphic Expanse Sphere, witnessing spatial anomalies that tested your faith and engineering capabilities.

Attributes: +1 Reason

Disciplines: +1 Science or +1 Engineering

Focuses: Spatial Anomaly Physics, Gravimetric Analysis, Sphere Scans, Religious Exegesis

5. Career Event: Heretic Sect Purge

Description: You were forced to choose between executing harsh dogma against a rival Triannon faction or seeking a peaceful compromise during a schism.

Attributes: +1 Presence

Disciplines: +1 Command or +1 Security

Focuses: Sectarian Negotiation, Ideological De-escalation, Moral Courage, Crisis Leadership

The Kreetassans

1. Environment: High-Protocol Citadel

Description: You grew up on the orderly Kreetassan homeworld, where every public interaction is governed by meticulous, highly sensitive cultural protocols and taboos.

Attributes: +1 Control, +1 Insight

Disciplines: +1 Command, +1 Medicine

Focuses: High Protocol, Etiquette Codes, Architectural Layout, Public Decorum

2. Upbringing: Diplomatic Chancery Lineage

Description: Your parents were senior protocol officers who taught you that failing to observe precise diplomatic formalities is an unforgivable offense against civility.

Attributes: +1 Reason, +1 Presence

Disciplines: +1 Command, +1 Science

Focuses: Formal Negotiations, Cultural Taboo Auditing, Apology Rituals, Protocol Law

3. Career Track: Sector Trade & Etiquette Fleet

Description: You served on a Kreetassan vessel tasked with establishing trade agreements across neighboring sectors while demanding absolute adherence to Kreetassan customs.

Attributes: +1 Control, +1 Reason

Disciplines: +1 Conn, +1 Command

Focuses: Trade Negotiation, Off-World Logistics, Subspace Signals, Cultural Demands

4. Career Event: Offense at the Eating Ritual

Description: A foreign delegation committed a major cultural offense (such as consuming food in public view), requiring you to demand a formal ritual apology before trading could resume.

Attributes: +1 Presence

Disciplines: +1 Command or +1 Science

Focuses: Ritual Apology Demand, Diplomatic Mediation, Cultural Boundary Setting, Offense Resolution

5. Career Event: Contaminated Plasma Exchange

Description: A critical trade exchange involving engine plasma went wrong due to foreign miscommunication, requiring rapid technical intervention to prevent an explosion.

Attributes: +1 Control

Disciplines: +1 Engineering or +1 Conn

Focuses: Plasma Containment, Emergency Transfer, Subspace Communication, Technical Trade

The Takret Militia

1. Environment: Militarized Frontier Habitat

Description: You grew up in a fortified Takret border settlement under constant military readiness, where every citizen is expected to participate in local defense.

Attributes: +1 Fitness, +1 Daring

Disciplines: +1 Security, +1 Engineering

Focuses: Perimeter Defense, Fortification Repair, Emergency Drills, Weapon Maintenance

2. Upbringing: Anti-Infection / Quarantine Household

Description: Raised in a society terrified of airborne pathogens and biological contamination, your family enforced strict bio-containment routines and xenophobic isolation.

Attributes: +1 Control, +1 Reason

Disciplines: +1 Medicine, +1 Security

Focuses: Biological Isolation, Quarantine Enforcement, Decontamination, Pathogen Screening

3. Career Track: Takret Patrol Interceptor

Description: You piloted a Takret Militia patrol ship, clearing sector space of foreign ships suspected of carrying biological hazards or illegal salvage.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Conn, +1 Security

Focuses: Sub-Light Pursuit, Bio-Scan Targeting, Hull Boarding Prevention, Warning Fire

4. Career Event: Shipboard Bio-Infection Breach

Description: A foreign vessel or crew brought a unknown pathogen onto your station or ship, forcing you to enforce immediate, absolute quarantine procedures.

Attributes: +1 Reason

Disciplines: +1 Medicine or +1 Security

Focuses: Bio-Hazard Isolation, Quarantine Enforcement, Field Sterilization, Decontamination

5. Career Event: Renegade Militia Mutiny

Description: Rogue elements within the Takret Militia tried to commandeer your vessel to launch an unauthorized strike against foreign explorers.

Attributes: +1 Daring

Disciplines: +1 Command or +1 Security

Focuses: Counter-Mutiny, Command Override, Small-Unit Combat, Vessel Retaking

The Antarans

1. Environment: Industrial Fortress City

Description: You grew up in Antaran cities built with deep underground bunkers and heavy surface defenses, a legacy of historic, brutal wars fought against Denobula.

Attributes: +1 Reason, +1 Fitness

Disciplines: +1 Engineering, +1 Security

Focuses: Bunker Construction, Planetary Defense, Ballistic Metallurgy, Military Logistics

2. Upbringing: Historical Animosity Household

Description: You were raised on family stories of past Denobulan atrocities, instilling a deep-seated suspicion of foreign motives and a strong sense of martial duty.

Attributes: +1 Daring, +1 Insight

Disciplines: +1 Security, +1 Command

Focuses: Antaran History, Cultural Pride, Defensive Tactics, Historical Analysis

3. Career Track: Defense Fleet Artillery Specialist

Description: You served in the Antaran space defense fleet, operating heavy planetary defense cannons and ship-to-ship missile banks.

Attributes: +1 Control, +1 Daring

Disciplines: +1 Security, +1 Engineering

Focuses: Heavy Artillery, Subspace Missile Systems, Shield Overloading, Target Acquisition

4. Career Event: Denobulan Medical Exchange Crisis

Description: You were forced to interact with a Denobulan medical or scientific crew during a joint emergency, confronting inherited prejudice to complete the objective.

Attributes: +1 Insight

Disciplines: +1 Command or +1 Medicine

Focuses: Prejudice Overcoming, Emergency Cooperation, Joint Operations, Pragmatic Diplomacy

5. Career Event: Orbital Defense Battery Failure

Description: During a live-fire sector exercise, an orbital artillery platform experienced a critical power surge that threatened to destroy a neighboring civilian sector.

Attributes: +1 Control

Disciplines: +1 Engineering or +1 Security

Focuses: Heavy Weapon Overrides, Emergency Power Rerouting, Power Grid Stabilization, Hazard Mitigation

The Arin'sen

1. Environment: Canopy Forest Settlements

Description: You grew up in the massive, high-altitude arboreal settlements of the Arin'sen homeworld, accustomed to life far above the ground and delicate ecological balances.

Attributes: +1 Fitness, +1 Insight

Disciplines: +1 Science, +1 Conn

Focuses: Arboreal Navigation, Ecological Systems, High-Altitude Survival, Zero-G Balancing

2. Upbringing: Eco-Custodian Guild

Description: Raised by planetary resource custodians, you learned the importance of living in total equilibrium with nature and preserving raw planetary resources.

Attributes: +1 Reason, +1 Insight

Disciplines: +1 Science, +1 Engineering

Focuses: Environmental Conservation, Renewable Power, Forestry Analysis, Ecological Law

3. Career Track: Atmospheric Survey Scout

Description: You piloted nimble atmospheric and low-orbit scout vessels, monitoring planetary ecologies and searching for unpolluted resource sites across neighboring systems.

Attributes: +1 Control, +1 Daring

Disciplines: +1 Conn, +1 Science

Focuses: Atmospheric Piloting, Environmental Scanning, Weather Navigation, Resource Scouting

4. Career Event: Industrial Exploitation Clash

Description: You defended a pristine alien world or colony against aggressive off-world mining syndicates seeking to strip-mine local habitats.

Attributes: +1 Daring

Disciplines: +1 Security or +1 Command

Focuses: Eco-Defense, Resource Preservation, Industrial Counter-Action, Negotiation

5. Career Event: Super-Storm Rescue Operations

Description: You piloted a rescue vessel through a catastrophic atmospheric mega-storm to evacuate stranded scientific teams from a canopy station.

Attributes: +1 Control

Disciplines: +1 Conn or +1 Engineering

Focuses: Storm Navigation, Atmospheric Turbulence, Search and Rescue, Emergency Evacuation

The Kalar

1. Environment: Primitive Crag-Tribe Stronghold

Description: You grew up in the rugged, mountainous crags of Rigel IV, where survival depended on physical strength, territorial defense, and loyalty to your warrior tribe.

Attributes: +1 Fitness, +1 Daring

Disciplines: +1 Security, +1 Fitness

Focuses: Mountain Climbing, Primitive Weapons, Tribal Warfare, Wilderness Survival

2. Upbringing: Tribal Warlord Bloodline

Description: Raised by a Kalar chieftain or head warrior, you were taught to rule through physical dominance, lead raiding parties, and challenge rival clans for territory.

Attributes: +1 Fitness, +1 Presence

Disciplines: +1 Security, +1 Command

Focuses: Hand-to-Hand Combat, Intimidation, Clan Leadership, Melee Weapons

3. Career Track: Planetary Mercenary Enforcer

Description: Leaving Rigel IV, you hired out your immense physical strength and combat prowess as an enforcer or shock trooper for off-world syndicates and traders.

Attributes: +1 Fitness, +1 Control

Disciplines: +1 Security, +1 Conn

Focuses: Heavy Weapons, Close-Quarters Combat, Bodyguarding, Shock Assault

4. Career Event: Defeated a Superior Beast

Description: You single-handedly slew or captured a legendary predatory beast on your homeworld, earning a warrior name and high standing within your tribe.

Attributes: +1 Fitness

Disciplines: +1 Security or +1 Survival

Focuses: Predatory Tracking, Beast Taming/Slaying, Adrenaline Control, Wilderness Combat

5. Career Event: Off-World Mercenary Raid

Description: You participated in a high-stakes raid on a fortified off-world research outpost or trade depot, breaching heavy bulkheads with brute force.

Attributes: +1 Daring

Disciplines: +1 Security or +1 Engineering

Focuses: Structural Breaching, Heavy Ordnance, Raid Tactics, Objective Capture

The Borothans

1. Environment: Scientific Research Sanctuary

Description: You were raised in the quiet, highly controlled academic cities of Boroth, surrounded by ancient libraries, advanced laboratories, and historical archives.

Attributes: +1 Reason, +1 Control

Disciplines: +1 Science, +1 Medicine

Focuses: Academic Research, Historical Archiving, Biological Analysis, Data Indexing

2. Upbringing: Healer Guild Dynasty

Description: Born into a lineage of renown Borothan physicians and herbalists, your youth was dedicated to studying botanical medicine, alien biology, and healing remedies.

Attributes: +1 Insight, +1 Reason

Disciplines: +1 Medicine, +1 Science

Focuses: Botanical Pharmacology, Medical Triage, Exotic Pathology, Natural Remedies

3. Career Track: Planetary Medical Researcher

Description: You served as a field doctor or bio-researcher aboard Borothan vessels, traveling to distant worlds to collect rare botanical samples and cure foreign ailments.

Attributes: +1 Reason, +1 Insight

Disciplines: +1 Medicine, +1 Science

Focuses: Field Surgery, Sample Collection, Chemical Analysis, Epidemic Control

4. Career Event: Curative Breakthrough

Description: You successfully synthesized a cure for a fatal, mysterious virus that was decimating a neighboring colony or trade outpost.

Attributes: +1 Reason

Disciplines: +1 Medicine or +1 Science

Focuses: Synthetic Pharmacology, Pathogen Neutralization, Vaccine Development, Clinical Trials

5. Career Event: Sacred Botanical Theft

Description: Off-world smugglers attempted to steal rare, protected medicinal plants from a Borothan sanctuary, requiring you to track and recover the specimens.

Attributes: +1 Insight

Disciplines: +1 Security or +1 Science

Focuses: Asset Recovery, Botanical Preservation, Tracking, Forensic Chemistry

The Eska

1. Environment: Game-Reserve Wilderness Colony

Description: You grew up on rugged frontier planets modified by the Eska into massive hunting reserves, where survival depended on tracking game and navigating wild terrain.

Attributes: +1 Fitness, +1 Insight

Disciplines: +1 Security, +1 Science

Focuses: Wilderness Tracking, Camouflage, Trapping, Environmental Adaptability

2. Upbringing: Master Hunter Guild

Description: Raised by legendary Eska big-game hunters, you were taught to respect the stalk, master high-powered hunting rifles, and view all dangerous environments as arenas of honor.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Security, +1 Conn

Focuses: Marksman Rifles, Prey Behavioral Analysis, Stealth, Scent Suppression

3. Career Track: Reserve Safari Guide

Description: You served as a scout and safari master, guiding high-status Eska hunting parties through uncharted wildernesses and protecting them from apex alien predators.

Attributes: +1 Control, +1 Fitness

Disciplines: +1 Security, +1 Command

Focuses: Safari Expeditions, Precision Sniping, Predator Control, Field Leadership

4. Career Event: Hunt for the Rogue Shapeshifter

Description: You participated in a legendary hunt targeting a rare, highly intelligent shapeshifting species (such as a Wraith), testing your tracking skills to their absolute limit.

Attributes: +1 Insight

Disciplines: +1 Security or +1 Science

Focuses: Thermal Tracking, Pheromonic Scans, Counter-Camouflage, Trapping Techniques

5. Career Event: Shipboard Hunting Trophies Escape

Description: Dangerous live game escaped containment aboard an Eska transport ship, forcing you to hunt down the loose predators in dark, cramped corridors.

Attributes: +1 Daring

Disciplines: +1 Security or +1 Conn

Focuses: Enclosed Space Hunting, Tranquilizer Marksmanship, Internal Containment, Rapid Reflexes

Gosi's Species

1. Environment: Tranquil Agricultural Settlement

Description: You were raised on a peaceful, technologically modest agrarian planet, living in harmony with small rural communities far from interstellar trade routes.

Attributes: +1 Insight, +1 Presence

Disciplines: +1 Science, +1 Command

Focuses: Agronomy, Soil Ecology, Community Mediation, Sustainable Living

2. Upbringing: Village Elder Tradition

Description: Raised by village storytelling elders, you learned the value of oral tradition, peaceful coexistence, hospitality, and communal decision-making.

Attributes: +1 Presence, +1 Insight

Disciplines: +1 Command, +1 Medicine

Focuses: Community Leadership, Oral History, Conflict Resolution, Hospitality Protocols

3. Career Track: Local Trade Envoy

Description: You represented your home settlement in dealings with off-world traders and passing freighters, bartering fresh agricultural yields for essential machinery.

Attributes: +1 Reason, +1 Presence

Disciplines: +1 Command, +1 Engineering

Focuses: Barter Economy, Agricultural Export, Equipment Maintenance, Honest Negotiation

4. Career Event: Interspecies Guest Hospitality Crisis

Description: A vessel of stranded off-worlders arrived at your village, requiring you to manage scarce community resources while accommodating alien needs.

Attributes: +1 Presence

Disciplines: +1 Command or +1 Medicine

Focuses: Emergency Housing, Cross-Cultural Hospitality, Resource Rationing, Mediation

5. Career Event: Blight Contamination Recovery

Description: A rare crop blight threatened your community's food supply, prompting you to work with off-world scientists to develop an organic remedy.

Attributes: +1 Reason

Disciplines: +1 Science or +1 Medicine

Focuses: Botanical Pathology, Crop Salvage, Biological Treatment, Community Relief

The Illyrians

1. Environment: Terraform Frontier Colony

Description: You grew up in a harsh, barely habitable colony world undergoing active terraforming, where selective genetic modifications were necessary simply to breathe the air.

Attributes: +1 Fitness, +1 Reason

Disciplines: +1 Engineering, +1 Science

Focuses: Atmosphere Modification, Extremophile Survival, Bio-Engineering, Terraforming

2. Upbringing: Selective Augmentation Lineage

Description: Raised in a society that views tailored genetic modification as a practical tool for environmental adaptation, you were augmented at birth to thrive in harsh climates.

Attributes: +1 Fitness, +1 Control

Disciplines: +1 Science, +1 Medicine

Focuses: Gene-Splicing Knowledge, Genetic Adaptations, Physiological Monitoring, Self-Regulation

3. Career Track: Terraforming Fleet Engineer

Description: You served aboard an Illyrian terraforming ship, operating atmospheric processors, biological seeders, and environmental modification arrays.

Attributes: +1 Control, +1 Reason

Disciplines: +1 Engineering, +1 Science

Focuses: Atmospheric Processors, Environmental Calibration, Geo-Engineering, Sub-Surface Drilling

4. Career Event: Anti-Augment Prejudice Encounter

Description: You encountered intense hostility or exclusion from anti-augmentation powers (like Starfleet or the Vulcan High Command) due to your genetic enhancements.

Attributes: +1 Insight

Disciplines: +1 Command or +1 Security

Focuses: Discrimination Defense, Concealment, Rights Advocacy, Calm Under Pressure

5. Career Event: Atmospheric Processor Collapse

Description: A primary terraforming engine suffered a catastrophic failure on your colony, requiring you to use your augmented physical traits to fix the reactor manually.

Attributes: +1 Fitness

Disciplines: +1 Engineering or +1 Science

Focuses: Reactor Overrides, Environmental Containment, Extreme Hazard Repairs, Bio-Resilience

The Ktarians

1. Environment: Deep-Core Subterranean Caverns

Description: You grew up in the sprawling underground cities of Ktaria Prime, accustomed to subterranean transport systems, low light, and high-density living.

Attributes: +1 Insight, +1 Control

Disciplines: +1 Engineering, +1 Conn

Focuses: Subterranean Transit, Sub-Surface Architecture, Low-Light Navigation, Geo-Mining

2. Upbringing: Game-Developer / Neuro-Tech Guild

Description: Raised in a family that specialized in optic and neural technology, you were exposed to subtle neurological persuasion, optic interfaces, and interactive simulations.

Attributes: +1 Reason, +1 Insight

Disciplines: +1 Science, +1 Engineering

Focuses: Neural Interfaces, Subliminal Programming, Optic Engineering, Interactive Software

3. Career Track: Sector Merchant Escort

Description: You served on a Ktarian commercial cruiser, protecting valuable trade routes and tech shipments from Orion raiders and Nausicaan pirates.

Attributes: +1 Control, +1 Daring

Disciplines: +1 Conn, +1 Security

Focuses: Shipboard Defensive Weapons, Trade Escort, Subspace Interception, Cargo Security

4. Career Event: Neural Interface Innovation

Description: You developed or tested an advanced optical or neural interface system that enhanced user reaction times but posed unexpected psychological risks.

Attributes: +1 Reason

Disciplines: +1 Science or +1 Engineering

Focuses: Neuro-Interface Calibration, Subliminal Diagnostics, Ergonomic Software, System Security

5. Career Event: Trade Route Ambush Repelled

Description: While escorting a Ktarian trade convoy, your vessel was ambushed by pirates, and you successfully tricked the enemy using sub-space decoy signals.

Attributes: +1 Daring

Disciplines: +1 Conn or +1 Security

Focuses: Electronic Decoys, Subspace Spoofing, Tactical Evasion, Convoy Defense

The Lorillians

1. Environment: Sub-Aquatic Dome City

Description: You grew up in a sealed underwater city on Lorillia, where life support maintenance, pressure regulation, and fluid dynamics are everyday concerns.

Attributes: +1 Control, +1 Fitness

Disciplines: +1 Engineering, +1 Science

Focuses: Hydro-Dynamics, Life Support Engineering, High-Pressure Systems, Aquatic Survival

2. Upbringing: Multi-Stage Developmental Family

Description: Raised in a culture where children require specialized breath-nourishment until adulthood, your family was hyper-focused on health, developmental stages, and biological care.

Attributes: +1 Insight, +1 Presence

Disciplines: +1 Medicine, +1 Science

Focuses: Developmental Biology, Environmental Respirators, Pediatrics, Family Care

3. Career Track: Deep-Space Logistics Fleet

Description: You served aboard Lorillian freighter transports, managing specialized life-support cargo and delivering environmental atmospheric mixes across the sector.

Attributes: +1 Reason, +1 Control

Disciplines: +1 Conn, +1 Engineering

Focuses: Environmental Cargo, Life-Support Systems, Transport Navigation, Pressurized Storage

4. Career Event: Life-Support System Rupture

Description: A primary atmosphere regulator failed on your ship or outpost, requiring you to adapt specialized Lorillian breath-gear to save non-Lorillian crew members.

Attributes: +1 Control

Disciplines: +1 Engineering or +1 Medicine

Focuses: Atmosphere Mixing, Emergency Breathing Systems, Rapid Patching, Bio-Safety

5. Career Event: Interspecies Nursery Escort

Description: You successfully navigated a dangerous sector while transporting vulnerable Lorillian young, defending your ship from pirate threats.

Attributes: +1 Daring

Disciplines: +1 Conn or +1 Command

Focuses: High-Priority Escort, Defense Maneuvers, Passenger Safety, Evasive Flight

The Osaarians

1. Environment: Plasma-Storm Nebula Base

Description: You were raised on a hidden outpost tucked inside a volatile plasma nebula, learning to navigate extreme subspace interference and dangerous ion storms.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Conn, +1 Engineering

Focuses: Ion Storm Navigation, Subspace Shielding, Nebula Scans, Improvised Repair

2. Upbringing: Privateer / Pirate Crew Clan

Description: Raised aboard an Osaarian pirate vessel, your youth was spent learning how to raid automated cargo ships, scavenge dilithium, and evade regional patrols.

Attributes: +1 Daring, +1 Insight

Disciplines: +1 Security, +1 Conn

Focuses: Ship-to-Ship Raiding, Subspace Traps, Salvage Extraction, Counter-Surveillance

3. Career Track: Vessel Infiltration Specialist

Description: You served as a boarding officer on an Osaarian privateer ship, using plasma-cutters and grappling cables to board foreign vessels and strip their tech.

Attributes: +1 Fitness, +1 Daring

Disciplines: +1 Security, +1 Engineering

Focuses: Plasma Cutting, Boarding Operations, Zero-G Combat, Cargo Hijacking

4. Career Event: Stole Starfleet Technology

Description: You successfully boarded or scavenged an advanced Earth or Vulcan vessel, acquiring high-warp components or weapon schematics for your fleet.

Attributes: +1 Daring

Disciplines: +1 Security or +1 Engineering

Focuses: Alien Tech Reverse-Engineering, Covert Boarding, Quick Dismantling, Heist Execution

5. Career Event: Escaped a Vulcan Blockade

Description: Trapped inside a planetary system by a Vulcan High Command patrol, you used nebula hazards to mask your warp trail and escape.

Attributes: +1 Control

Disciplines: +1 Conn or +1 Science

Focuses: Sensor Shielding, Plasma Evasion, Warp Trail Masking, Hazard Navigation

The Paraagans

1. Environment: Volatile Mining Asteroid

Description: You grew up in a fragile Paraagan mining colony built inside a tetralubric-bearing asteroid, where even a minor plasma discharge could ignite the surrounding gas.

Attributes: +1 Reason, +1 Control

Disciplines: +1 Engineering, +1 Science

Focuses: Volatile Gas Safety, Non-Spark Engineering, Mining Logistics, Structural Integrity

2. Upbringing: Industrial Safety Guild

Description: Raised by senior refinery safety inspectors, your childhood emphasized strict operational protocols, environmental monitoring, and explosive gas containment.

Attributes: +1 Control, +1 Insight

Disciplines: +1 Engineering, +1 Medicine

Focuses: Explosive Hazard Prevention, Gas Chemistry, Industrial Auditing, Fire Suppression

3. Career Track: Deep-Core Extraction Supervisor

Description: You managed heavy mining operations on Paraagan II, overseeing plasma extraction rigs and maintaining delicate environmental containment fields.

Attributes: +1 Reason, +1 Command

Disciplines: +1 Engineering, +1 Command

Focuses: Gas Extraction, Industrial Command, Containment Fields, Shift Management

4. Career Event: Tetralubric Ignition Disaster

Description: You survived or helped mitigate a devastating gas explosion in a Paraagan mining facility, saving fellow workers amid catastrophic atmospheric breaches.

Attributes: +1 Fitness

Disciplines: +1 Engineering or +1 Medicine

Focuses: Emergency Evacuation, Atmospheric Capping, Disaster Triage, Structural Stabilization

5. Career Event: Foreign Sabotage Investigation

Description: You investigated a mysterious explosion on a Paraagan colony (such as the Paraagan II tragedy), uncovering evidence of foreign interference or cloak technology.

Attributes: +1 Insight

Disciplines: +1 Science or +1 Security

Focuses: Forensic Demolitions, Exhaust Chemistry Analysis, Covert Sabotage Forensics, Evidence Gathering

The Skagarans

1. Environment: Isolated Frontier Plantation World

Description: You were raised on a remote, low-tech colony world where Skagaran society once ruled over human slaves before being overthrown and stripped of dominance.

Attributes: +1 Presence, +1 Reason

Disciplines: +1 Command, +1 Science

Focuses: Colonial History, Agricultural Overseeing, Low-Tech Engineering, Social Hierarchies

2. Upbringing: Disgraced Aristocratic Family

Description: Raised in a former ruling-class family that lost its authority during the human uprising, you grew up amidst lost grandeur, legal disputes, and social tension.

Attributes: +1 Insight, +1 Control

Disciplines: +1 Command, +1 Security

Focuses: Social Negotiation, Historical Law, Subterfuge, Political Survival

3. Career Track: Frontier Colony Diplomat

Description: You served as a representative for the Skagaran minority on your world, navigating delicate power-sharing agreements with human colonial leaders.

Attributes: +1 Presence, +1 Insight

Disciplines: +1 Command, +1 Science

Focuses: Minority Rights, Power-Sharing Treaties, Inter-Species Arbitration, Frontier Diplomacy

4. Career Event: Human Uprising Remnants

Description: You were caught in a flare-up of historical violence between human settlers and Skagaran communities, working to de-escalate armed conflict.

Attributes: +1 Presence

Disciplines: +1 Command or +1 Security

Focuses: Riot De-escalation, Truce Negotiation, Hostage Mediation, Armed Peacekeeping

5. Career Event: Recovery of Off-World Tech

Description: You led a expedition to uncover buried off-world technology hidden by your ancestors before their sub-warp ships were destroyed generations ago.

Attributes: +1 Reason

Disciplines: +1 Engineering or +1 Science

Focuses: Historical Archaeology, Sub-Warp Repair, Tech Recovery, Archive Decoding

The Tarkaleans

1. Environment: Mercantile Spaceport City

Description: You grew up in a sprawling, bustling Tarkalean trade port, famous for its tea exports, multi-species markets, and open interstellar commerce hubs.

Attributes: +1 Presence, +1 Reason

Disciplines: +1 Command, +1 Conn

Focuses: Market Trading, Export Law, Cargo Logistics, Hospitality

2. Upbringing: Merchant Fleet Syndicate

Description: Born into a Tarkalean merchant family, you spent your youth traveling the sector aboard armed freighters, learning trade values and interstellar bargaining.

Attributes: +1 Insight, +1 Daring

Disciplines: +1 Conn, +1 Command

Focuses: Freight Bargaining, Customs Law, Subspace Route Planning, Appraisal

3. Career Track: Tarkalean Freighter Captain

Description: You commanded or piloted a Tarkalean freighter, hauling luxury trade goods, tea, and machinery across border sectors while fending off pirates.

Attributes: +1 Control, +1 Daring

Disciplines: +1 Conn, +1 Engineering

Focuses: Freighter Piloting, Defensive Combat, Engine Overclocking, Cargo Management

4. Career Event: Orion Pirate Hijacking

Description: Pirates attempted to hijack your freighter and its valuable cargo; you retook your ship through clever engineering tricks or internal sabotage.

Attributes: +1 Daring

Disciplines: +1 Security or +1 Engineering

Focuses: Internal Ship Security, Engine Sabotage, Retaking Command, Counter-Piracy

5. Career Event: Contagion Outbreak on Board

Description: An outbreak of Tarkalean flu or a similar exotic virus struck your crew in deep space, forcing you to maintain freighter operations while isolated.

Attributes: +1 Control

Disciplines: +1 Medicine or +1 Conn

Focuses: Shipboard Quarantine, Solo Flight Protocols, Pathogen Management, Emergency Triage

The Tesnians

1. Environment: High-Density Methane Habitat

Description: You grew up in a specialized atmospheric dome or station with a dense, methane-rich atmosphere necessary for Tesnian respiratory health.

Attributes: +1 Control, +1 Reason

Disciplines: +1 Engineering, +1 Science

Focuses: Methane Atmosphere Engineering, Life Support Seals, Bio-Gaseous Chemistry, Structural Safety

2. Upbringing: Intimate Interpersonal Collective

Description: Raised in a culture where physical contact and shared atmospheric environments foster deep emotional interdependence, you learned intense empathy and teamwork.

Attributes: +1 Insight, +1 Presence

Disciplines: +1 Medicine, +1 Command

Focuses: Emotional Cohesion, Team Integration, Conflict Reduction, Mutual Support

3. Career Track: Transport Life-Support Specialist

Description: You served as a life-support engineer on multi-species transports, specializing in maintaining volatile gas balances and custom atmospheric quarters.

Attributes: +1 Control, +1 Reason

Disciplines: +1 Engineering, +1 Medicine

Focuses: Custom Atmospheric Controls, Gas Filtration, Environmental Safety, Seal Repairs

4. Career Event: Environmental Breach Survival

Description: You survived a catastrophic life-support failure that flooded your quarters with oxygen, adapting quickly to seal yourself in a methane emergency pod.

Attributes: +1 Fitness

Disciplines: +1 Engineering or +1 Medicine

Focuses: Emergency Pod Operation, Toxic Gas Evasion, Environmental Sealing, Pressure Survival

5. Career Event: Interspecies Medical Emergency

Description: You successfully provided emergency aid to foreign crew members whose breathing apparatus failed during a joint deep-space mission.

Attributes: +1 Insight

Disciplines: +1 Medicine or +1 Science

Focuses: Cross-Species Respiration, Exotic First Aid, Environmental Adaptation, Triage

Tessic's Species (The Akaali)

1. Environment: Pre-Warp Industrial City

Description: You grew up in a pre-warp, steam-and-coal era Akaali city, surrounded by early industrial factories, ironworks, and local guild politics.

Attributes: +1 Reason, +1 Fitness

Disciplines: +1 Engineering, +1 Science

Focuses: Early Metallurgy, Industrial Chemistry, Steam Power, Guild Trades

2. Upbringing: Merchant District Family

Description: Raised by Akaali shopkeepers or merchants, you learned local commerce, community bargaining, and early industrial economics.

Attributes: +1 Presence, +1 Insight

Disciplines: +1 Command, +1 Medicine

Focuses: Local Commerce, Community Relations, Herbal Remedies, Trade Bargaining

3. Career Track: Underground Resistance Fighter

Description: You joined Tessic's local movement to investigate and sabotage covert off-world mining operations (like Malurian infiltrators) poisoning your planet's water supply.

Attributes: +1 Daring, +1 Fitness

Disciplines: +1 Security, +1 Engineering

Focuses: Sabotage, Guerrilla Warfare, Water Contamination Detection, Improvised Explosives

4. Career Event: Uncovered Foreign Infiltration

Description: You discovered hidden, high-tech off-world technology operating in secret on your pre-warp world, uncovering a foreign industrial conspiracy.

Attributes: +1 Insight

Disciplines: +1 Science or +1 Security

Focuses: Tech Deduction, Infiltration Discovery, Environmental Tracking, Secret Investigations

5. Career Event: Alien First Contact First-Hand

Description: You directly interacted with off-world visitors (such as Captain Archer's Starfleet crew), learning the secret that life exists far beyond your homeworld.

Attributes: +1 Presence

Disciplines: +1 Command or +1 Science

Focuses: First Contact Adaptation, Worldview Expansion, Secret Preservation, Cultural Exchange

Tret's Species (The Suukaalai)

1. Environment: Orbital Defense Outpost

Description: You were raised on a military outpost or planet-side garrison assigned to enforce planetary quarantines and patrol regional borders.

Attributes: +1 Fitness, +1 Control

Disciplines: +1 Security, +1 Conn

Focuses: Perimeter Defense, Tactical Scanning, Military Duty, Boarding Control

2. Upbringing: Quarantine Enforcement Lineage

Description: Raised by military officers who enforced the strict quarantine over the Loque'eque homeworld, you were taught that absolute vigilance is required to contain bio-threats.

Attributes: +1 Reason, +1 Control

Disciplines: +1 Security, +1 Science

Focuses: Bio-Containment Law, Enforcement Protocol, Pathogen Scanning, Military Discipline

3. Career Track: Quarantine Enforcement Pilot

Description: You piloted armored interceptors tasked with destroying incoming or escaping vessels that breached restricted planetary containment zones.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Conn, +1 Security

Focuses: Precision Firing, Interception Maneuvers, Containment Enforcement, Target Locking

4. Career Event: Bio-Pathogen Vector Interception

Description: You intercepted a vessel infected with the transforming Loque'eque mutagen virus, neutralizing the threat before it could spread off-world.

Attributes: +1 Reason

Disciplines: +1 Security or +1 Medicine

Focuses: Mutagen Screening, Thermal Purging, High-Risk Boarding, Bio-Hazard Eradication

5. Career Event: Standoff with Starfleet

Description: You participated in a tense standoff against Earth's *Enterprise* over their unauthorized survey of a quarantined world.

Attributes: +1 Presence

Disciplines: +1 Command or +1 Conn

Focuses: Standoff Tactics, Military Demands, Subspace Warning Signals, Tactical Positioning

The Xarantines

1. Environment: Trade-Route Asteroid Settlement

Description: You grew up in an unregulated Xarantine trading outpost, where off-world freighters, smugglers, and mercenaries exchanged exotic goods.

Attributes: +1 Daring, +1 Insight

Disciplines: +1 Conn, +1 Security

Focuses: Black Market Commerce, Asteroid Docking, Smuggler Etiquette, Scavenging

2. Upbringing: Freighter Captain Family

Description: Born into a nomadic Xarantine trading clan, you spent your youth aboard sub-warp and low-warp cargo ships hopping between frontier outposts.

Attributes: +1 Control, +1 Presence

Disciplines: +1 Conn, +1 Command

Focuses: Subspace Bargaining, Cargo Rigging, Route Planning, Starship Maintenance

3. Career Track: Independent Cargo Pilot

Description: You operated an independent Xarantine transport ship, hauling cargo across dangerous sectors while evading pirate raids and corrupt sector blockades.

Attributes: +1 Daring, +1 Control

Disciplines: +1 Conn, +1 Engineering

Focuses: Emergency Evasion, Engine Boosting, Cargo Fastening, Transponder Masking

4. Career Event: Mazarite Police Interception

Description: You were stopped and searched by aggressive Mazarite or Enolian security forces, using clever bluffs or hidden compartments to protect your cargo.

Attributes: +1 Insight

Disciplines: +1 Command or +1 Conn

Focuses: Smuggling Compartments, Bluffing, Transponder Spoofing, Fast Exit Flight

5. Career Event: Plasma Reactor Burnout

Description: Your vessel's main impulse/warp drive suffered a total reactor failure in deep space, forcing you to execute dangerous emergency repairs while drifting.

Attributes: +1 Reason

Disciplines: +1 Engineering or +1 Science

Focuses: Reactor Patching, Drift Navigation, Emergency Power Rerouting, Solar Sails

The Xyrillians

1. Environment: Holographic Biosphere Ship

Description: You grew up aboard a organic Xyrillian ship, living inside holographic biospheres where food and environments are generated directly by ship systems.

Attributes: +1 Reason, +1 Insight

Disciplines: +1 Engineering, +1 Science

Focuses: Holographic Systems, Organic Ship Maintenance, Bioluminescent Optics, Biosphere Balance

2. Upbringing: Telepathic Bio-Technician Guild

Description: Raised by Xyrillian ship-weavers, you learned to communicate telepathically and repair organic ship hulls through direct biological interaction.

Attributes: +1 Insight, +1 Presence

Disciplines: +1 Science, +1 Medicine

Focuses: Telepathic Communication, Bio-Tech Interface, Organic Hull Weaving, Symbiotic Care

3. Career Track: Biosphere Integration Specialist

Description: You served as a primary technician on a Xyrillian ship, maintaining the delicate balance between the vessel's organic hull, holographic bio-domes, and life support.

Attributes: +1 Reason, +1 Control

Disciplines: +1 Engineering, +1 Science

Focuses: Holographic Emitters, Organic System Calibration, Life Support Fusion, Bio-Data Sync

4. Career Event: Interspecies Reproductive Accident

Description: An unwitting encounter with a foreign officer (such as Trip Tucker) led to an accidental biological transfer / pregnancy, requiring delicate interspecies diplomacy.

Attributes: +1 Presence

Disciplines: +1 Medicine or +1 Command

Focuses: Interspecies Biology, Diplomatic Explanation, Reproductive Care, Cultural Sensitivity

5. Career Event: First Cloaking Field Test

Description: You participated in operating or testing your ship's advanced holographic cloaking field to hide your vessel from hostile alien scans.

Attributes: +1 Control

Disciplines: +1 Engineering or +1 Conn

Focuses: Cloaking Technology, Bending Scans, Holographic Camouflage, System Thermal Suppression

CHAPTER 15: MINI-CAMPAIGN – SHADOWS BEFORE UNITY

OVERVIEW

This mini-campaign is designed for a United Earth Starfleet crew (NX-class, NV-class, or similar) operating in the immediate aftermath of the Xindi Crisis and the recovery of the Kir'Shara. It runs parallel to the events that lead toward the Babel Conference and the formation of the Coalition of Planets. Players experience the fragile, dangerous process of interspecies cooperation when no formal alliance yet exists.

The arc focuses on a cascading series of incidents in a disputed border region near the Vulcan–Andorian frontier and adjacent Tellarite trade corridors. Residual Temporal Cold War elements, Orion opportunism, and covert Romulan interference test whether Earth, Vulcan, Andoria, and Tellar can work together or will destroy one another first.

Tone: Isolation, moral ambiguity without a Prime Directive, technological vulnerability (polarized hull plating, limited transporters), and the first fragile steps toward unity.

RECOMMENDED SETUP

- **Era:** Late 2154 to early 2155 (post-Xindi, post-Kir'Shara, pre- or concurrent with Babel).
- **Ship:** NX-class starship, or a custom vessel from Chapter 9.
- **Crew:** Starfleet officers with optional MACO detachment, Andorian Imperial Guard liaison, Vulcan science officer, or Tellarite engineering specialist. Use species templates and player options from Chapters 6 and 12.
- **Starting Threat:** 4–6. Scale Difficulty upward for multi-species negotiations.

MISSION 1: THE PAAN MOKAR ECHO

Suggested Spotlight Role: Command / Security

Synopsis: A joint Earth–Andorian survey team on the disputed planetoid Weytahn (Paan Mokar) sends a fragmented distress call. The players' ship is the nearest vessel capable of responding. What begins as a search-and-rescue quickly reveals Suliban Cabal operatives reactivating a buried Vulcan listening post to reignite border hostilities.

Key Challenges:

- Navigate polarized hull damage from residual spatial distortions left by earlier orbital strikes.
- Negotiate with a suspicious Andorian Imperial Guard squad led by a junior commander who does not yet trust "pink-skins."
- Locate and disable the reactivated sensor array before it transmits false targeting data to both Vulcan and Andorian fleets.

Suggested Mechanics:

- Extended Task (Work Track 12, Magnitude 3) to clear the buried array of Suliban genetic traps and chromatophore camouflage. Science + Engineering or Security + Engineering.
- Social Task (Command or Presence + Insight) to convince the Andorian commander that the threat is external. Success generates Momentum that can be spent to call in limited Andorian support later.

GM Notes: Use this mission to introduce the era's technological limits. Transporters are cargo-only by default; EVA and shuttlepod work are required. A successful resolution plants the seed that Humans can act as honest brokers.

MISSION 2: THE SPICE ROUTE

Suggested Spotlight Role: Engineering / Medicine

Synopsis: While escorting a Tellarite mineral convoy, the players' ship intercepts an Orion Syndicate interceptor that has disabled a Tellarite freighter carrying experimental warp-coil components. The Orion captain claims the freighter entered "claimed space," but the true cargo includes a captured Vulcan researcher and samples of a pheromone-enhanced compound derived from Orion Blue Spice.

Key Challenges:

- Board the freighter under fire from Orion plasma cannons while managing polarized hull breaches.
- Resist or counteract Orion pheromonal effects (Medicine or Insight Tasks; failure imposes Complications on male characters).
- Negotiate with the Tellarite captain, who views the entire incident as a legal claim-jumping that must be argued to the Congress of Technocrats.

Suggested Mechanics:

- Starship combat using polarized hull plating rules. Orion ships use tractor beams and boarding pods.
- Challenge: Resist Pheromones (Insight + Medicine or Control + Security, Difficulty 2–3). Success yields Momentum usable to identify the true matriarchal controller later.

GM Notes: This mission highlights the Orion Syndicate's dual nature and the Tellarite art of argument. A good outcome can earn a Tellarite contact useful in Mission 4.

MISSION 3: CHRONITON WHISPER

Suggested Spotlight Role: Science / Conn

Synopsis: Sensors detect a localized chroniton flux near a Class-M world recently surveyed by the Vulcan High Command. A Suliban cell ship emerges from a decaying temporal conduit; remnants of the Temporal Cold War that closed after the Vosk incident. The cell is following residual orders from "Future Guy" to prevent the Coalition from forming by assassinating a key Andorian or Tellarite diplomat already en route to preliminary talks.

Key Challenges:

- Stabilize the temporal conduit long enough to extract the diplomat (or prevent the assassination) without collapsing local spacetime.
- Confront genetically enhanced Suliban operatives who can use chromatophore camouflage and skeletal contortion.
- Decide whether to attempt contact with a faint 31st-century signal (possible Daniels-related) or destroy the conduit outright.

Suggested Mechanics:

- Timed Extended Task (Work Track 10, Magnitude 2, Interval 2 rounds) to seal the conduit. Failure generates Threat equal to the remaining Work.
- Suliban use the Genetic Infiltration Suite abilities from the guide. Security Tasks to detect them suffer +2 Difficulty while they are camouflaged.

GM Notes: Keep temporal mechanics light. The goal is tension and moral choice, not full Temporal Accords rules. Success here should feel like a quiet victory that protects the future Coalition.

MISSION 4: DRONE IN THE DARK

Suggested Spotlight Role: Command / Conn

Synopsis: The players' ship is ordered to escort a small multi-species diplomatic convoy (Vulcan, Andorian, Tellarite, and Earth representatives) to a neutral station for preliminary Coalition talks. A Romulan telepresence drone-ship, using holographic camouflage, attacks the convoy while masquerading as an Andorian or Vulcan vessel. The crew must unmask the attacker and coordinate a joint defense before the fragile talks collapse into open war.

Key Challenges:

- Identify the drone-ship's true signature amid sensor ghosts and holographic interference.
- Coordinate polarized-hull tactics across four different species' vessels that do not share common command protocols.
- Prevent a Tellarite or Andorian commander from firing on a misidentified ally.

Suggested Mechanics:

- Starship combat with multiple allied vessels. Each successful Command Task to coordinate an ally grants that vessel a free Momentum spend or bonus d20.
- Science + Sensors Task (Difficulty 3) to pierce the holographic camouflage. Momentum can be spent to share targeting data with the entire convoy.

GM Notes: This is the climax of the mini-campaign. A successful joint defense should feel like the first real proof that the Coalition is possible. Failure does not destroy the timeline, it simply delays or complicates the Babel Conference, giving players a personal stake in the historical outcome.

CAMPAIGN OUTCOMES & CONTINUING HOOKS

- **Strong Success:** The crew earns official recognition from all four powers. They may be invited as observers or escorts to the actual Babel Conference. Gain 1 Determination and a recurring multi-species contact.
- **Mixed Results:** The crisis is averted but at a cost (damaged relations with one power, lost assets, or lingering Suliban/Orion threats). The Coalition still forms, but the players carry personal Complications into future missions.
- **Failure:** Open skirmishes erupt. The talks are delayed. Romulan agents continue operating in the shadows. Use this to launch a longer campaign focused on repairing the damage.

USING THIS MINI-CAMPAIGN

This arc is deliberately written so that player characters remain the protagonists. The Enterprise NX-01 and Captain Archer are elsewhere, handling the larger Babel crisis or recovering from the Xindi mission. The players' actions create local precedents that make the larger historical events possible.

Gamemasters are encouraged to insert personal B-plots, MACO boarding actions, polarized hull emergencies, and the cultural friction unique to the 2150s. Use the species templates, starship profiles, and faction hooks from the rest of this guide freely.

The future has not yet been written. Your crew will help write it.

APPENDIX – SPECIES TEMPLATES

Aenar

For the Aenar, use the Aenar Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Andorians

For the Andorians, use the Andorian Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Humans

For the Humans, use the Human Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Humans (Augments)

For the Human Augments, use the Human Augments Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Denobulan

For the Denobulan, use the Denobulan Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Klingons

For the Klingons, use the Klingon Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Klingon (QuchHa')

For the Klingons (QuchHa'), use the Klingon (QuchHa') Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Nausicaan

For the Nausicaan, use the Nausicaan Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Orions

For the Orions, use the Orion Species Template listed in the Core Rulebook the 2nd Edition of Star Trek Adventures.

Remans

For the Remans, use the Reman Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Rigellian Chelon

For the Rigellian Chelon, use the Rigellian Chelon Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Rigellian Jelna

For the Rigellian Jelna, use the Rigellian Jelna Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Risian

For the Risians, use the Risian Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Romulans

For the Romulans, use the Romulan Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Tellarites

For the Tellarites, use the Tellarite Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Vulcans

For the Vulcans, use the Vulcan Species Template listed in the Core Rulebook of the 2nd Edition of Star Trek Adventures.

Xindi

Xindi-Aquatic

For the Xindi-Aquatics, use the Xindi-Aquatic Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Xindi-Arboreal

For the Xindi-Arboreals, use the Xindi-Arboreal Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Xindi-Insectoid

For the Xindi-Insectoids, use the Xindi-Insectoid Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Xindi-Primate

For the Xindi-Primates, use the Xindi-Primate Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.

Xindi-Reptilian

For the Xindi-Reptilians, use the Xindi-Reptilian Species Template listed in the Species Sourcebook Supplement of Star Trek Adventures 2nd Edition.