

STAR TREK

ROLEPLAYING GAME

Land's End Campaign



Crew Briefing

A Fleet-Level Campaign
For the 7th Fleet

Version 1.0

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Introduction

The "Land's End Campaign" is a Fleet-level adventure campaign and a collection of background data for use with the *Star Trek: Role playing Game* by Decipher.

This campaign is written primarily for the 7th Fleet and takes place near the Federation/Romulan border beginning in the year 2388.

Campaign Synopsis

Operating either from Point Hondo or a visiting starship, this campaign focuses on the exploits and adventures of Starfleet officers exploring the distant Atrax Sector.

The data contained in this manual are intended for general use by members of the Seventh Fleet, and contains basic information on the ships, places, and individuals mentioned in the campaign.

Recommended Date/ Season/Stardate:

2390/Voyager 19th Season/ 66000 to 66999

Seventh Starfleet Roster

U.S.S. *Kelly* NCC-73400, U.S.S. *Retributor*, U.S.S. *Ticonderoga*, U.S.S. *Ursa Major*, U.S.S. *Rendezvous*, and U.S.S. *Atlantis*.

The fleet will occasionally (and temporarily) be bolstered by starships on specific assignment.

Series Profile

| | |
|------------------------|---|
| Era: | 24 th century (2390-) post-DS9/Voyager (post ST-XI) |
| Region: | Beta Quadrant (Federation and non-aligned territory) |
| Traveling: | Starship, runabout, transporters |
| Organization: | Starfleet |
| Mission Focus: | Exploration and Scientific primary |
| Composition: | Multi-species (primarily human) and multi-profession (primarily starship crew and civilian researchers) |
| Base Type: | Stationary; Point Hondo/John Burke Observatory Federation starship |
| Era Technology: | Post-Dominion War 24 th century |
| Available Technology: | Federation-standard |
| Threat and Opposition: | TBD- Insectoid Alien Race, Jyn and Federation rogues |
| Crisis and Disaster: | TBD- potential interstellar war and various, by episode Astrophysical- chaotic space, a variety of spatial and subspace phenomenon. |
| Feel: | Dangerous exploration and swashbuckling adventure on the frontier and without a net. |

Political Climate

The Land's End Operational Area lies between the Romulan and Klingon spheres of influence, making the exigencies of interstellar politics and intrigue a major factor:

Following the end of the Dominion War the alliance between the three great Alpha Quadrant powers has weakened considerably. The Federation, Romulan and Klingon Empires are putatively at peace, but border incidents and cross-border raids are becoming more common place.

The Romulan Empire

The Romulan Empire is in disarray following the destruction of the Romulan homeworlds.

The autocratic Romulan government concentrated military, economic, and political power in the Romulan home systems, leaving the colonies and outer worlds dependent upon the Empire for advanced technology, infrastructure, and military protection. With the core worlds decimated, the outer worlds are scrambling to make up what the Empire can no longer provide.

Several powerful factions (each controlling key worlds and a sizable portion of the surviving Romulan military) have declared themselves the legitimate Romulan government. Some Federation analysts fear civil war may only be weeks or months away.

Political dissidents within the Empire are having a field day in the power vacuum- as are the enemies of the Empire. The Klingons have begun cross-border raids, intent on conquering (or re-conquering) disputed worlds and taking full advantage of Romulan weakness.

For the time being, the Romulans have withdrawn inside their borders to rebuild their fleets and political and economic infrastructure.

The Klingon Empire

The Klingons economic, political, and military reach has exceeded their grasp on a number of fronts. In addition to governing occupied Cardassian worlds, the Klingons are currently engaged in an undeclared "brush war" against the Gorn Hegemony and the Romulan Empire. Overall, Klingon rebuilding efforts in the wake of the war have lagged far behind those of the Federation.

The Cardassians

The former Cardassian Union is in economic and political ruin, with hundreds of millions dead and utter devastation of many worlds- and are relying almost completely upon the Federation for security and economic aid.

Crime, disease, and want are rampant- and a thriving underground has developed.

The Dominion

With the exception of a small (Vorta-only) diplomatic legation at Deep Space 9, the Dominion has withdrawn all of its forces to the far side of the Bajoran Wormhole, and has ceased attacks on Federation settlements in the Gamma quadrant.

Despite the end of the War, the Dominion's overall expansionist nature does not appear to have changed, nor have their long-term goals been clarified.

Additionally rogue- or putatively rogue- units of Jem'Hadar continue to conduct raids in the Alpha Quadrant.

Other Powers

The Breen survived the Dominion War with much of their fleet survived intact and their power base undiminished. Though their borders remain quiet, this could change at any time.

Orion and Ferengi opportunists have moved into areas destabilized during the War, and set themselves up as strong men and crime bosses. Smuggling, gun-running, slavery, and piracy are at an all-time high in Cardassian space, prompting Starfleet and the Klingon Empire to step up patrols.

Land's End Timeline

The year is 2390 and the post-Dominion War environment is chaotic and unpredictable.

2379-2380: In the wake of the assassination of the Romulan Senate and the death of Shinzon, Tal'aura has become the leader and praetor of the Romulan Empire.

The now-repaired U.S.S. *Enterprise* resumes her exploratory with a new crew.

The female Changeling is put on trial and detained at a maximum security facility on Ananke Alpha.

Reconstruction efforts on Cardassia Prime are opposed by conservative, xenophobic, and religious groups, but enjoy the support of the Reconstruction Committee.

2381: Praetor Tal'aura struggles to reunite the Empire while Romulan and Reman military forces skirmish with one another.

Commander Donatra of the *Valdore* takes advantage of the turmoil, rallies a number of disaffected military officers, captures several key agricultural worlds, and proclaims herself Empress of the break-away Romulan Imperial State.

An increase in Borg activity leads Federation researchers and planners to believe that a new Queen has been created, and steps are taken to accelerate research into technologies brought back by the U.S.S. *Voyager*. When no new threat emerges by 2385, these measures are canceled.

2382: With the Romulan Imperial State holding firm control of a number of key agricultural worlds, the Romulan Empire is facing hunger, and Praetor Tal'aura reluctantly accepts Federation humanitarian relief.

Tal'aura institutes a number of governmental reforms, weakening the power of many of the old hard-line families and creates a number of new enemies. Spock and the Unificationists use the opportunity to push for further reforms and greater liberalization.

The Klingons take advantage of the internal turmoil and seize several disputed worlds.

Ro Laren- convicted of desertion and treason- finishes her sentence in a Federation penal colony and returns to

Bajor, where she takes up the duties as Chief of Security on Deep Space Nine.

2383: Open skirmishing between the forces of the Romulan Empire and the Imperial Romulan State becomes more common. Federation-Klingon relations are severely strained by recent Klingon actions against disputed holdings in and near Romulan space.

2384: As conflict with the Imperial Romulan State becomes more heated, Praetor Tal'aura replaces Proconsul Tomalak with Sela. With the Empire unable to feed itself and with a military solution unlikely, Tal'aura reluctantly enters into negotiations between the two powers, but is assassinated shortly thereafter.

The Klingons close down relations with the Gorn following an unprovoked (and apparently unsanctioned) attack on a Klingon starship.

2385: At the request of the Federation president, Jean-Luc Picard resigns his commission and takes up the post of Federation Ambassador to Vulcan.

Working with the Soong Foundation and the Daystrom Institute, Geordi La Forge manages to reactivate the "Data Matrix", restoring Commander Data by overwriting the B-4 personality. Worf again resigns from Starfleet to work towards easing the tensions between the Federation and the Klingon Empire.

Starfleet Command- believing the Borg threat to be minimal following the damage done by the *Enterprise-E* and *Voyager*, disbands its Borg Task Force.

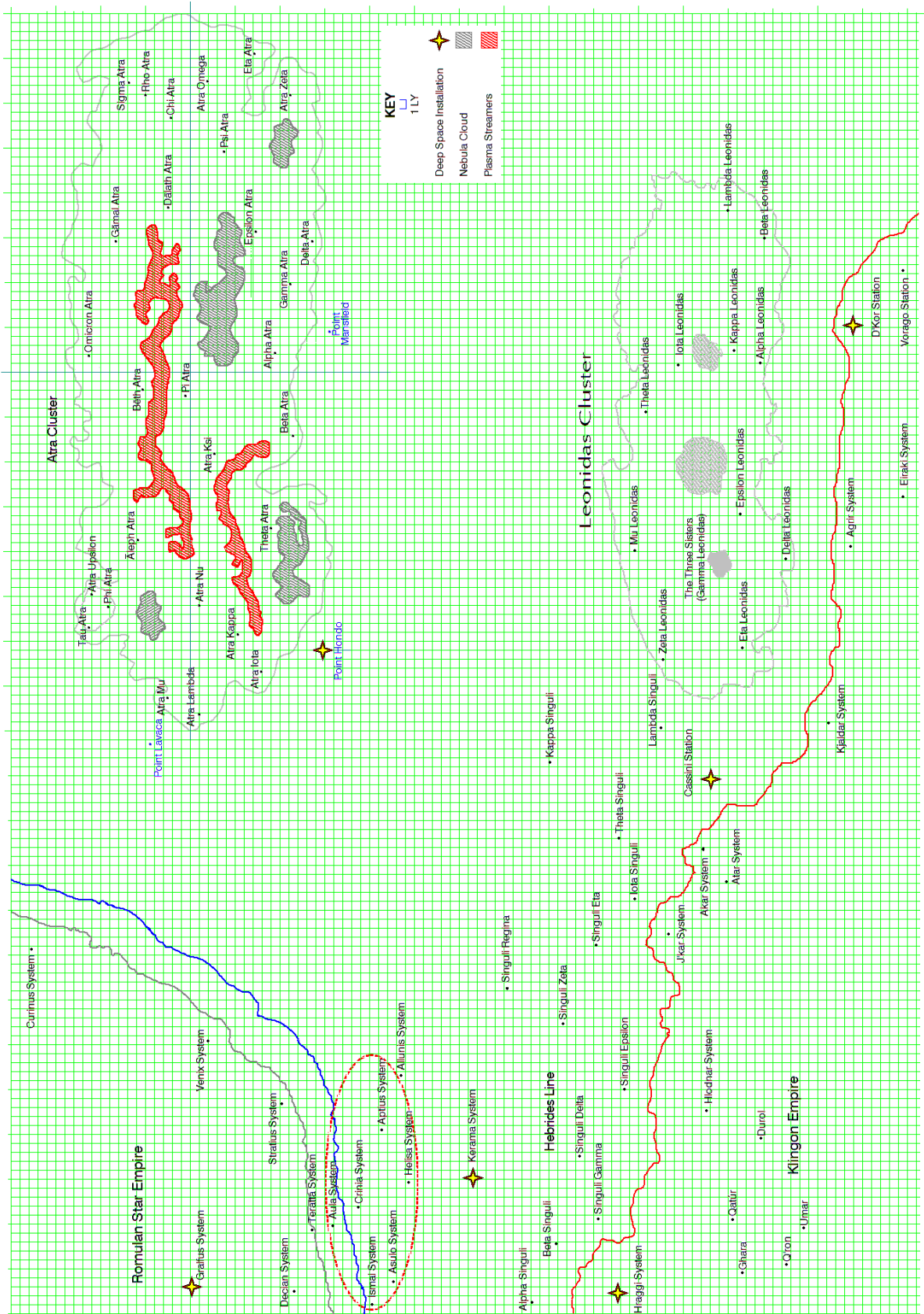
An agreement between the Romulan Empire and Romulan Imperial State reunifies the two powers. Senator Chulan is chosen as the new Praetor, but much of the military power remains with Commander Donatra, who offers the Remans full citizenship and representation in the Senate. Despite these advances, Remans remain second class citizens throughout much of the Empire.

2386: Chairman Rehaek of the Tal Shiar determines that Praetor Tal'aura was assassinated by a cabal of Romulan noble families whose power was broken by

Tal'aura's reforms. The finding results in a

Sela, and culminates in the death of the

Land's End Op Area



blood feud between Rehaek and Proconsul

Chairman and his family. Sela is sentenced

to die for the violence, but Donatra arranges that she be exiled instead.

Klingon-Gorn relations continue to worsen and shots are fired between the warships of either side. The Klingons attack and occupy the Gorn colony of Gila IV.

An agreement is reached between the Federation and Cardassia which makes the Federation responsible for Cardassian military security and allows the Union to disband its standing military forces in order to devote the resources saved to the reconstruction effort.

Odo, acting as Dominion ambassador meets with the leader of the Alpha Quadrant Jem'Hadar and requests they return to the Gamma Quadrant, but is denounced and the request is refused.

2387: Romulan scientists note the instability of the Hobus star and Spock appears before the Romulan Senate to warn of the danger of a supernova. Spock asks the Senate to work with the Vulcan Science Academy on the issue, but the request is denied. Spock then meets with Ambassador Picard and the two men request the assistance of the Vulcan Science Academy, but are rebuffed.

With additional reports of dangerous instability in the Hobus Star, the Romulan Senate finally authorizes a full evacuation and every available vessel is recalled to ferry residents off-world. The evacuation is expected to take six weeks. The star explodes seventy-two hours later.

Starfleet immediately dispatches all available vessels to provide humanitarian aid, but billions are dead and many millions displaced. After a number of unauthorized Romulan attacks against Klingon vessels, Chancellor Martok orders a fleet under General Worf into Romulan space.

Ambassador Spock, using a secretly developed decalithium compound called "red matter" manages to contain the supernova with a limited duration

singularity, but is lost in the process.

2388: Following the destruction of the economic and political heart of the Empire, the Romulans are in disarray. The leadership council of Rator III declares itself the new Senate and Rator II the new capitol, but is quickly challenged by leaders of Achenar Prime and Abraxas V. One possible leader for the people is Admiral Tarius who decides to concentrate her efforts on marshaling the remnants of the Romulan Fleet.

Federation attempts to provide aid are stymied by Romulan suspicion and mistrust of Federation motives and actions and by the political chaos. While most Federation allies also act to provide support, the Klingons bluntly refuse. General Martok states that, "The Klingons will offer no treaty, no aid, and no hand that is not holding a blade." Cross-border raids by Klingons begin taking place.

The 7th Fleet is deployed to the Otorin Sector, taking up a temporary homeport at Starbase 153, and coordinating their efforts through Admiral Thol. Cross-border raids by Romulan and Orion pirate forces plague the area, as do the military ambitions of the Toren Autonomy.

Towards the end of 2388, illicit arms sales from Cardassian renegades allow the Toren to bolster their fighting capability.

2389: Infighting continues between various Romulan colonial governors and the military chain of command remains chaotic, though the reappearance of Admiral Tarius seems to have a calming effect on the sectors bordering the Otorin Sector.

Throughout the year, five candidates attempt to seize the Imperial throne, more than two dozen declare themselves Praetor, and at least a dozen more claim to be the Supreme Commander of the Romulan military. Most are assassinated in short order.

Land's End Op Area Overview

The Land's End Op Area lies 18 light years above the Galactic Plane, and is dominated by a “stellar desert” varying between eight and twelve light years in depth. The Land's End Op Area is one hundred and forty-five light years wide and just over one hundred light years tall.

It is divided into three sectors- the Singuli Sector, Atra Sector, and Leonidas Sector.

The Singuli Sector is roughly eighty light years wide and varies between fifteen and thirty light years across, and encompasses nineteen star systems. The Romulans laid claim to part of the Singuli Sector in 2387, and the dispute has not been resolved.

The Atra Sector is and populated by older, dimmer stars, and has comparatively high particle counts- which, coupled with several “impenetrable” nebulae and plasma fields- gives the sector a characteristically dark-red hue. The Atra Sector is separated from the rest of the Op Area by a vast “stellar desert” between fifty and thirty light years wide. The area has been partially charted by subspace telescope.

The Leonidas Sector is some seventy light years by thirty, and is dominated by a massive stellar nursery. The nursery renders both starship navigation and communications problematic, but is home to a dozen star systems.

Hebrides Line (Singuli Sector)

Kerama System- The Kerama System (also known locally as the Kerama Retto) is an unusual binary star system in which both stars are centrally located. Kerama-A is a Type B1 1b (a very bright, blue-white super-giant) star. Kerama-B is a Type K3 VI (a very bright, orange sub-dwarf) star.

The Kerama stars are orbited in turn by fifteen planets and two asteroid belts. Planets four and five are Class M, as is the fourth moon of planet seven.

Kerama IV is home to a humanoid species of the same name, with a Tech Level 6/7 society. While the Kerama generally avoid off-planet travel, they are aware of extraterrestrial life, having made First Contact with Orion traders in 2134.

Traditionally neutral, the Kerama were alarmed by the Romulan “annexation” of the worlds in the disputed territories in 2387, and have authorized the Federation to stage a small presence in an L5 position near Kerama VII.

“Kerama Station” actually refers to a Class II orbital drydock, and a pair of cargo modules: one a dedicated accommodation module, the other a tender module attached to the tug U.S.S. *Bannock*.

Alpha Singuli- Alpha Singuli is home to a primitive, non-humanoid sapient species who call themselves the Grom.

After being deposited on the world by the starship *Chaffee*, a Federation research

team began gathering samples and unknowingly defiled several Grom religious sites. In retaliation, the scientists were killed and eaten in short order. U.S.S. *Atlantis* personnel sent to provide supplies and assistance discovered the massacre.

The Alpha Singuli system has been declared off-limits under the Prime Directive.

Singuli Gamma- Singuli Gamma III (known locally as Calmori) is a “free port” world along the Federation and Klingon borders. The world is home to sizable orbital shipyards, and services both civilian and military vessels.

Singuli Gamma III- also known as Calmori- is a “genteel” world stocked with a (comparatively) affluent population of skilled artisans and a hereditary nobility not terribly unlike those of the Klingon Empire. The various “High Houses” are a combination of union, trade guild, and landed gentry.

Attractions on the world include the orbital yards, capital city, and various hunting preserves and estates. The capital (also called Calmori) is a bustling mix of the medieval, ultra-modern, and Old-World inertia.

Singuli Delta- Singuli Delta is a variable star, nominally a F2 IV sub-giant. Spectral analysis suggests that the star is also prone to periods of increased flare activity.

The system hosts eleven planets, an extensive asteroid belt in the orbit of the twelfth and an extensive cometary Oort cloud.

Singuli Delta V is Class M, and is home to a sentient species called the Cerrila, about whom little is actually known. The Klingons annexed the planet in 2265, but were expelled in 2340.

During the Klingon occupation, the Cerrila established a number of asteroid and planetary mining colonies, and efforts were made to colonize planets IV and VI.

Following the Klingon expulsion from the system, the Cerrila entered a period of militant isolationism and will fire on any vessels detected entering their territory. Diplomatic overtures by the Federation in 2362 were firmly rebuffed, and a quarantine zone was established ½ light year outside Singuli Delta's Oort cloud.

Singuli Zeta- Home to the Tynari species, known locally as the Tynara System. Tynara III is a small Class M world with a relatively small core and a comparatively large atmosphere. The third world from a very active primary, Tynara III has a stormy and turbulent atmosphere.

Unfortunately, Tynara III is also shifting its orbit, and scientists predict the world will be uninhabitable within the next two decades.

The process of finding a new world to settle has been complicated by Tynara's unique atmosphere and comparatively low-gravity. Like most Class M worlds, Tynara III is rich in oxygen, but also contains a variety of unusual trace gases upon which the Tynari physiology is dependent.

Singuli Eta- Singuli Eta is a Type K4 II star- a moderately bright orange giant. The system is home to a reclusive species known as the Enbyri. The Federation has attempted to establish diplomatic relations with the Enbyri several times, only to be rebuffed out of hand.

Eta Singuli V is a warm, moist Class M world. It is covered predominantly by low polder and swamp lands. Cloud cover over the world is thick and heavy, accentuated by the comparatively dim

light from the planet's primary.

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|-------------------------------|-------------------------|
| <u>Class</u> | M |
| <u>System Data</u> | 3 small moons |
| <u>Gravity</u> | 1.18 G |
| <u>Year and Day</u> | 422 days / 29 hrs |
| <u>Atmosphere</u> | Thick Terrestrial |
| <u>Hydrosphere</u> | 86% |
| <u>Climate</u> | Warm Temperate |
| <u>Sapient Species</u> | Enbyri Sapiens |
| <u>Tech Level</u> | 6/7 |
| <u>Government</u> | Parliamentary Council |
| <u>Culture</u> | Enbyri |
| <u>Affiliation</u> | None- Independent Power |
| <u>Resources</u> | Unknown |
| <u>Places of Note</u> | Enbyri Council Chambers |
| <u>Ship Facilities</u> | Unknown |

Singuli Reginas- A binary star system, home to a sapient species called the Regina.

Singuli Reginas-A is a Type F2 III (a very bright, yellow-white giant star) orbited by eight planets and several large asteroid belts. Singuli Reginas-B is a Type D9 VI (a very dim white dwarf star) orbited by two Class D worlds.

Singuli Reginas-A III is a Class M world, warm, damp, and pastoral with a population of just under three billion. Eighty percent of the world is covered by ocean. With the exception of three Australia-sized continents, most of the planet's surface land area is comprised of chains of mountainous islands.

The Regina are a Tech Level 6/7 society (comparable to Earth in the 21st/22nd centuries).

Planetary government is technically a confederacy of nation-states run by an entrenched central bureaucracy called the "Planetary Ministry", but because the Ministry lacks strong authority, each nation-state tends to act independently within certain broad parameters.

Starfleet Command recently issued an advisory to all Federation citizens traveling to the Singuli Reginas system.

Elements of the Reginas Planetary Ministry recently arrested the Captain and Executive Officer of the Starfleet Border Services cutter U.S.S. *Diligence* on charges of espionage and piracy. It was later revealed that the arrests were an attempt to cover for an Orion pirate vessel that was refitting over the world.

The *Diligence* personnel were released in short order.

Disputed Territories (Singuli Sector)

Following the destruction of the Romulan Home worlds in 2387, the Romulan Senate laid claim to these six systems as a self-proclaimed "buffer and resettlement zone". The Federation Council has rejected these claims, insisting that the Neutral Zone borders remain as established in the Treaty of Algernon. Negotiations are ongoing.

Aula System- Located well outside the Romulan treaty borders, five of the eleven worlds in the system were discovered to be rich in dilithium and a variety of other commercially and strategically valuable materials. Mining (and colonization) began in 2331. The system was heavily fortified after numerous Klingon and Orion raids.

Aptius System- The Aptius system is home to two Class M worlds and both a Class M and Class L moon. Aptius VI-b is home to a small Federation civilian operation mining bakrinium. Bilitrium deposits have also been surveyed.

Crinia System- According to preliminary surveys of the planetary moons and outer asteroid belts, this system is rich in cormaline and deuridium.

Ismail System- Ismail IV is Class M, and shows promise for future colonization. Ismail X is a Jovian super-giant with commercially valuable gases in its upper atmosphere. A Federation survey team from the U.S.S. *Chaffee* surveyed the world in 2389 and left several instrument packages on the world.

Leonidas Sector

The Leonidas Cluster is a large nebula/stellar nursery lying in neutral space along the boundary between the Alpha and Beta Quadrants. It is bordered by the Federation and the Romulan and Klingon Empires.

The Cluster is home to twelve distinct star systems over a spread of seventy light years and is crowded with gravitational eddies, dust clouds, and RF noise which interfere with sensors, communications, and navigation. For these reasons, the Cluster is assiduously avoided by civilian traffic from the neighboring powers, and is visited by military forces only infrequently.

Given its comparative remoteness, the Cluster is rarely visited by the forces of law and order, and has become a haven for pirates, privateers, and smugglers. Given the hazardous conditions within the Cluster, this is often a risky proposition- but is infinitely safer than trading weapons fire with a Federation patrol vessel or Klingon cruiser.

In 2267, a Klingon task force attempted to use the Leonidas Cluster as a staging base from which to attack Federation shipping, but were forced to withdraw after seven of thirteen warships were damaged too severely to conduct combat operations.

Alpha Leonidas- Known locally as Karas'r'in, Alpha Leonidas V is a classic Orion colony world, and is believed to have been continuously inhabited over the last 50,000 years. The planetary climate is divided into three zones- a broad temperate band stretching from roughly 40° of latitude to the equator. Either end of the globe (above the 50° is capped by broad glaciers and regions of tundra and permafrost.

The temperate bands tend to be broad and mountainous, with high steppes and mountain plains. Urban areas (like much of Earth's European continent) have been continuously inhabited, resulting in dozens of hundreds of "built-over" layers. Archaeological finds are common, but are often either ignored or simply looted or destroyed in successive construction.

Karas'r'in is a typical Orion world, with no central authority and hundreds and thousands of competing clans and economic guilds.

The outer worlds in the Alpha Leonidas system have exploitable veins of topaline and other valuable metals and minerals.

Class M

Gravity 1.1 G

System Data 5th planet, 3 Class D moons

Climate Dry and hot, with extensive prairies and flatlands. Standard Atmosphere, 76% hydrosphere, 421 days / 29.4 hrs

Demographics 91 million.

Civilization Non-affiliated colony, no native sapient species. TL 5/6 technology

Resources (Largely) self-sufficient farming colony, limited off-world trade. Magnasite mining. Possible Duranium veins.

Places of Note

Beta Leonidas- One of the few successful colonies in the Leonidas Cluster, Beta Leonidas IV is home to an unusual mix of Federation expatriates, Klingon renegades, and Romulan political refugees as well as the drifters and malcontents from a dozen other worlds.

The various political systems and philosophies of the colonists have fought to a rough equilibrium and comparative stability. Individual and personal property rights are fiercely protected, and justice tends to be both swift and summary. Laws tend to be predicated on common sense rather than high legal theory, and despite the tendency towards rugged individualism, a strong sense of community pervades the society- ensuring that no one group gets "too big for its britches."

Life on the colony tends to be harsh and uncompromising, with most of the population busy "minding their own business". Outsiders are treated with suspicion if not overt hostility, but those who respect the local customs and mores seldom come to real trouble.

Class M

Gravity 1.1 G

System Data 4th planet, 2 Class D moons

Climate Warm and Humid, with extensive prairies and flatlands.

Standard Atmosphere, 67%
hydrosphere, 381 days / 23.8 hrs

Demographics 91 million.

Civilization Non-affiliated colony, no native
sapient species. TL 5/6 technology

Resources (Largely) self-sufficient farming
colony, limited off-world trade.
Magnasite mining. Possible
Duranium veins.

Places of Note Aesar's Landing (Primary
colony site).

Cassini Station- Considered the gateway to the
Leonidas Cluster, Cassini Station is a small
civilian outpost which serves as a layover
station and repair depot for long-haul
freighters transiting along the Cluster's
southern border. As a result, the station
boasts a variety of clientele- everything
from "legitimate" Orion traders to Klingon
pilgrims, and Federation tourists.

Although the station is under Federation
jurisdiction, the civilian owners are
primarily responsible for the
administration and operation of the
station, which gives them considerable
leeway in what regulations and
procedures are enforced.

As a result, Cassini Station has a slightly
seedy, somewhat disreputable air- and
Federation citizens- whether Starfleet or
civilian- are advised to keep their eyes
open and one hand on their wallets while
on the station. Like a silver or gold boom-
town from the Ancient West on Earth,
Cassini Station is a rough-and-tumble
place filled with hard men and women-
and the grip of the law can be tenuous, at
best.

Delta Leonidas- A Type M8 1a (a dim red
large super-giant) star, Delta Leonidas is a
Lazarus star which goes nova roughly
every 356 years (the period varies by up to
fifty years, plus or minus).

Delta Leonidas IX, X, and XI are the
only surviving worlds out of an original
eleven. The others are now a ragged
series of asteroid belts crowding the inner
system. These asteroids are rich in heavy
metals, radioactive isotopes, and
dilithium, and are home to several illicit
mining ventures (most of which are in
violent competition).

Delta Leonidas IX is Class J, a purple-

red gas giant. The upper atmosphere has
exploitable deposits of gaseous latinum
and other useful gases, but nothing else to
recommend it.

Delta Leonidas X is Class T, nearly
identical to Delta Leonidas IX, but boasts
several sets of planetary rings and number
of Class D and Class F moons.

Delta Leonidas XI is a Class Y "demon
world" which matches high temperatures
and pressures with high speed winds
choked with abrasive particles.

Epsilon Leonidas- An unexplored system.

Eight planets orbiting a Type A4IV star.
Planets IV is Class M, planet V is Class L
and VI are Class H. No known sapient
lifeforms.

Zeta Leonidas- Two Class M worlds and three

Class L moons orbiting a Type G3 V star.
Zeta Leonidas V and VI host vast mineral
wealth and (comparatively) advanced
technological civilizations. Each planet is
also in a state of protracted warfare with
the other and both have demonstrated a
willingness to hire outsiders to act as
proxies in the conflict.

Eta Leonidas- An unremarkable system
containing a half dozen inhospitable, but
otherwise inhospitable worlds. Eta
Leonidas V is the most inviting, a Class
D/F world lacking atmosphere and crusted
in a shell of cometary ice.

Theta Leonidas- Home system of the Saeda
Corporate, a Tech Level 6/7 species. The
Saeda are humanoid, with large cranial
ridges and dark, silvery eyes.

Iota Leonidas- The Iota Leonidas system is a
rock-garden- a massive disc-shaped
debris field nearly eight A. U.s in
diameter, choked with hundreds of
trillions of tons of rock ranging in size
from mere pebbles to shattered moons the
size of continents. In this morass of rock,
only three "habitable" worlds survive.

Lambda Leonidas- A blistering, desolate
world, Lambda Leonidas III is Class M,
but bears many resemblances to Vulcan-
but is warm even compared to that desert
world. Lambda Leonidas III has only a
38% hydrosphere, mostly concentrated in

highland lakes in the upper latitudes and broad, shallow seas near the equatorial band. In particularly warm, dry years, many of these seas (each roughly comparable to Earth's Mediterranean Sea in size) can disappear almost completely-forming vast, stinking mud- and salt-flats as far as the eye can see. These salt-flats produce a variety of commercially valuable chemical and metal salts), but the planet's isolated nature renders the industry uneconomical.

Class M

Gravity 1.563 G

System Data 3rd planet, 1 Class D moon

Climate Hot and dry with extensive broad plains and a few ranges of young, rugged mountain ranges. Standard Atmosphere, 38% hydrosphere, 561 days / 24.2 hrs

Demographics 3,000

Civilization Unaffiliated colony, no native sapient species. TL 6/7 technology

Resources Extensive mineral and chemical salts, abundant geothermal energy.

Places of Note Salt Flat processing stations

The Three Sisters (Gamma Leonidas A, B, and C)-

A small rosette of three Type B0 VI stars (extremely bright, blue-white sub-dwarfs) orbiting a common center of gravity. The three stars interact constantly, throwing out intense light and RF noise across the electromagnetic spectrum and punctuated by massive stellar flares and coronal mass ejections.

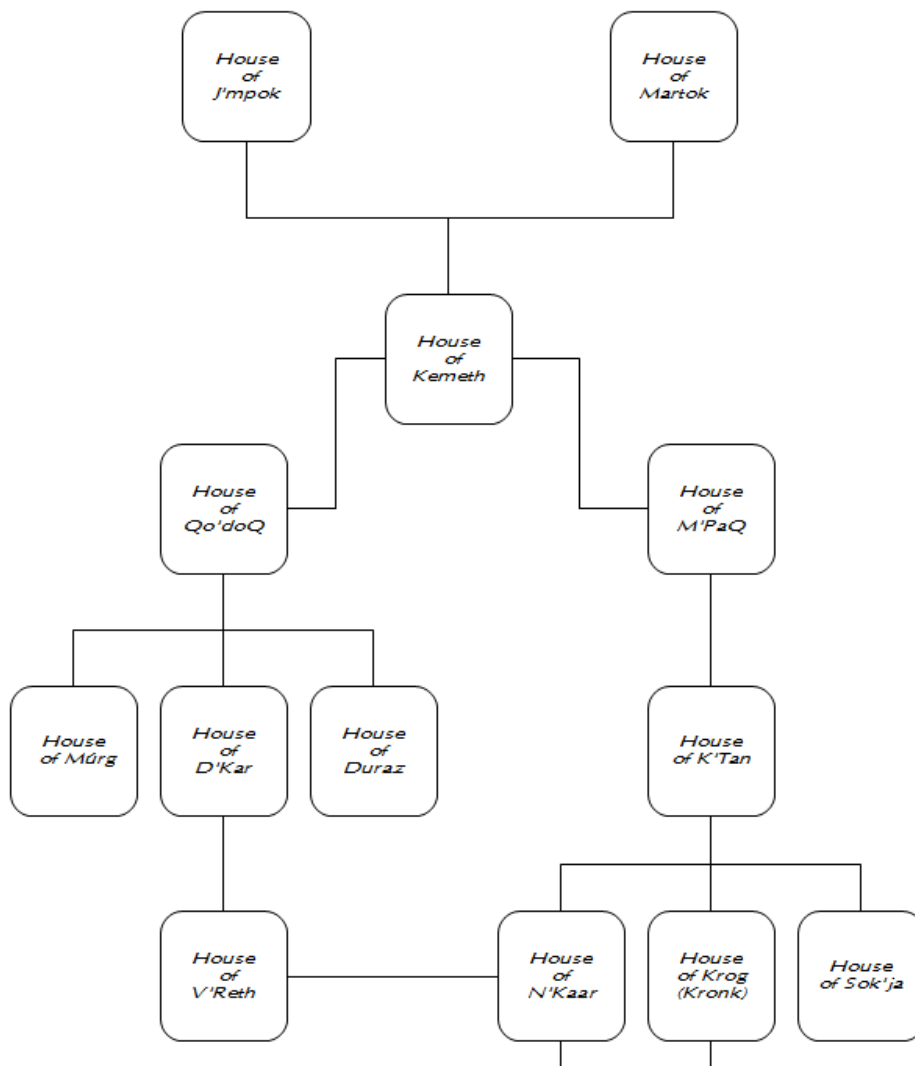
Klingon Territories (Singuli Sector)

These territories have been considered Klingon territories since the early 2130's. Known as the H'raggi Sector, the area was the sight of a number of Klingon Romulan skirmishes over the intervening decades.

The sector is sufficiently distant from the Klingon centers of power to be considered a "backwater" region, but is still a source of a both manpower and a number of strategic resources.

The Klingon political structure is dominated by the House of Kemeth, and eight lesser (including the House of Kronk).

The lesser Houses (M'PaQ, Qo'doQ, Múrg, D'Kar, N'Kaar, K'tan, and Sok'ja) all owe varying degrees of loyalty to House Kemeth, and are vying both with Kemeth and each other for supremacy in the area, and will undoubtedly come to blows over the matter.



Hraggi System- The Hraggi system serves the Empire as sector capital, home to the House of Kemeth, and as the location of an Imperial Navy garrison, and orbital repair yard. Hraggi III is Class M, moderately industrialized, and home to a population of over 1 billion Klingons.

Durol System- The seat of power for the House of Qo'doQ. Durol VI is Class M, a thick, dark, and mountainous world. Median day time temperatures stay the low 90's, and the world is covered with native and transplanted lifeforms favored in Klingon hunts.

J'Kar System- J'Kar is a major Klingon trading hub, and serves as a secondary command center for the Hraggi system. The J'Kar system is largely unblemished, with several major cities and extensive crop land. The system is home to several large House estates, notably that of the House of M'PaQ, which rules most of the world.

D'Kor Station- One of the Klingon Empire's most remote civilian outposts, D'Kor Station is a small layover point for Klingon freighters and other vessels transiting to and from the Leonidas Cluster and the Empire.

Atra Sector

Atra Iota- The Atra Iota system is home to almost two dozen small mining operations on Atra Iota IV and VII-a. The mines produce everything from pergium to dilithium.

Point Lavaca- Federation navigation beacon. The automated station combines powerful

subspace beacons with a neutrino beacon detectable up to 100 light years away.

Point Mansfield- Federation navigation beacon. The automated station combines powerful subspace beacons with a neutrino beacon detectable up to 100 light years away.

Other Places of Note

New Corsica-

Theta Nored IX. Located some seventy light years from the Kerama System, New Corsica is well known to the Seventh Fleet one of the best world for shore leave in a seven sector radius.

New Corsica is a young, mountainous world with low axial tilt and a Mediterranean climate. Mild weather, slow, languid seasons, and a rugged, natural beauty make New Corsica an ideal world on which to rest and relax.

A small Starfleet maintenance and repair depot is parked in high orbit over New Corsica, allowing crews to enjoy shore leave while their vessel undergoes maintenance or limited overhaul.

New Corsica is also home to an annual scientific and engineering conference. The New Corsica Conference is by invitation-only and- aside from the finest scientific and engineering minds in the Alpha Quadrant- boasts presentations on a wide variety of topics including exobiology, stellar cartography, astrophysics, and a variety of medical and engineering applications. In 2389, the Conference's signature event was a symposium on positron cybernetics.

Class M

Gravity 1.001 G

System Data 3rd planet

Climate Warm and breezy in summer and spring, cool and moist in winter and fall. Extensive mountainous island chains, 82% hydrosphere, 856 days / 25.4 hrs

Demographics 2.5 million

Civilization Federation resort colony, no native sapient species. TL 7/8 technology

Resources Primarily a resort/tourist economy. Earth-import vineyards, olives, and citrus orchards.

Places of Note Federation Intermediate Maintenance Depot 744. New Ajaccio Colony, New Afa Colony

Point Hondo

Located $\frac{1}{2}$ light year outside the Atra Sector, Point Hondo is the Federation's primary navigation reference for vessels headed to (and operating within) the Atra Sector, and may refer to either the designated coordinates or the deep-space outpost itself. Subspace signals from the deep-space outpost, coupled with a pair of powerful neutrino beacons at Point Mansfield and Point Lavaca provide navigational "landmarks" for vessels up to one hundred light years away.

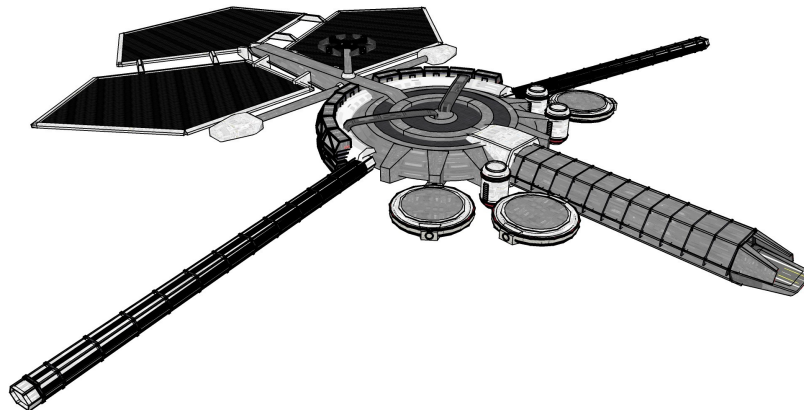
Hondo Station/ John Burke Observatory

Also located at Point Hondo, Hondo Station (also known as the John Burke Observatory) is a Federation deep-space outpost fitted with a massive subspace telescope array and an extensive sensor suite.

Operated by under the authority of Starfleet Command by a crew of 31, the station is also home to between twenty and one hundred civilian scientists (under the auspices of the Federation Science Council) and dependents, and can provide quarters for up to two hundred additional transient personnel. In a true emergency, the outpost has an emergency evacuation limit of 1500. At any given moment, however, the average outpost complement is roughly 81.

In many respects, Hondo Station operates much like one of the forts in the Ancient West of North America, providing a way station, navigational and scientific data, and limited defensive capability to ships and personnel traveling to or returning from the Atra Sector.

In addition to providing limited repair and re-provisioning capability, Hondo Station serves as the primary subspace communications array for Federation and allied traffic, and conducts long-range sensor scans and subspace observations.



Hondo Station is a *Trydia*-type deep space outpost, comprised of a 160-meter wide central core/hub containing the living quarters, administration, computer cores, low-priority laboratories, storage modules, and common areas of the outpost, including the Promenade/Arboretum. The central core has six docking stations (four of which are currently occupied with modules or pods) and three dorsal and ventral airlocks/elevators.

Branching off the central core is the outpost's hangar/docking arm. 200 meters in length and 30 meters wide, the arm contains additional storage, parking, and maintenance areas for the outpost's small craft. The hangar arm also provides additional mooring stations for modules, pods, and visiting spacecraft.

Opposite the hangar/flight deck is the structural arm/axis for the station's subspace telescope array and the two fusion power modules. The subspace telescope is 360 meters across and is comprised of hundreds of steerable and tunable subspace transceiver panels. The two fusion power modules each contain four self-contained deuterium-fusion reaction chambers- sufficient to meet the foreseeable power needs of the outpost and any visiting starships.

Also branching off the central core are two 210 meter long sensor arms. These hexagonal arms are kept at zero-atmosphere and -gravity and are accessible by airlock or extravehicular activity. Each arm is designed to support upward of six hundred customizable sensor pallets (compared to roughly 300 aboard *Galaxy* and *Nebula* class starships).

The outpost is currently home to a total of six station pods and modules containing the high-priority laboratories and other projects that require an unusual level of isolation or quarantine.

Primary storage and bunkering for the outpost is provided by twenty Federation-standard large cargo pods docked in a semi-circle around the central core (opposite the hangar arm). Additional storage and replacement modules (as needed) can be provided in clusters of cargo modules parked near the station.

Production Data

Origin: United Federation of Planets
 Class and Type: Custom-built *Trydia* Type Outpost Year Launched: 2389

Hull Data

| | | | |
|------------------|------------|---------------------|--------------------------|
| Size: | 6, 4 decks | Structure: 30 | Crew: 81 |
| Length, Overall: | 540 m | Length, Core: 300 m | Atmospheric Capable: No |
| Width, Overall: | 540 m | Width, Core: 160 m | Separation Systems: None |
| Height, Overall: | 25 m | Height, Core: 25 m | |

Operational Data

Transporters: 6 standard, emergency, and cargo
 Cargo Capacity: 70 Tractor Beams: 1
 Sensor Systems: Class S5a (+7/EE)* Operations Systems: Class 4 (E)
 Life Support: Class 5 (E)

Propulsion Data

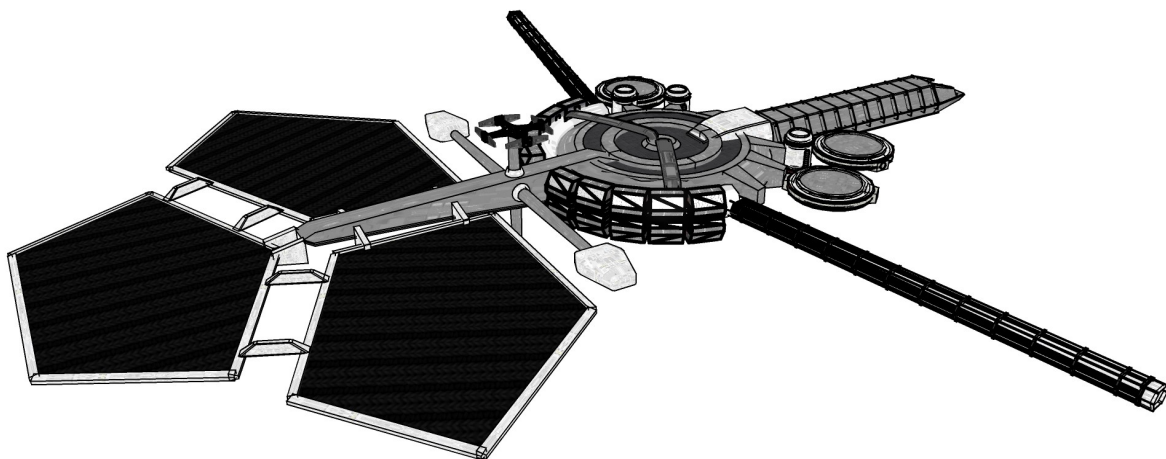
Power Systems: Class 3R (DD) Maneuvering System: TTSC Mod1

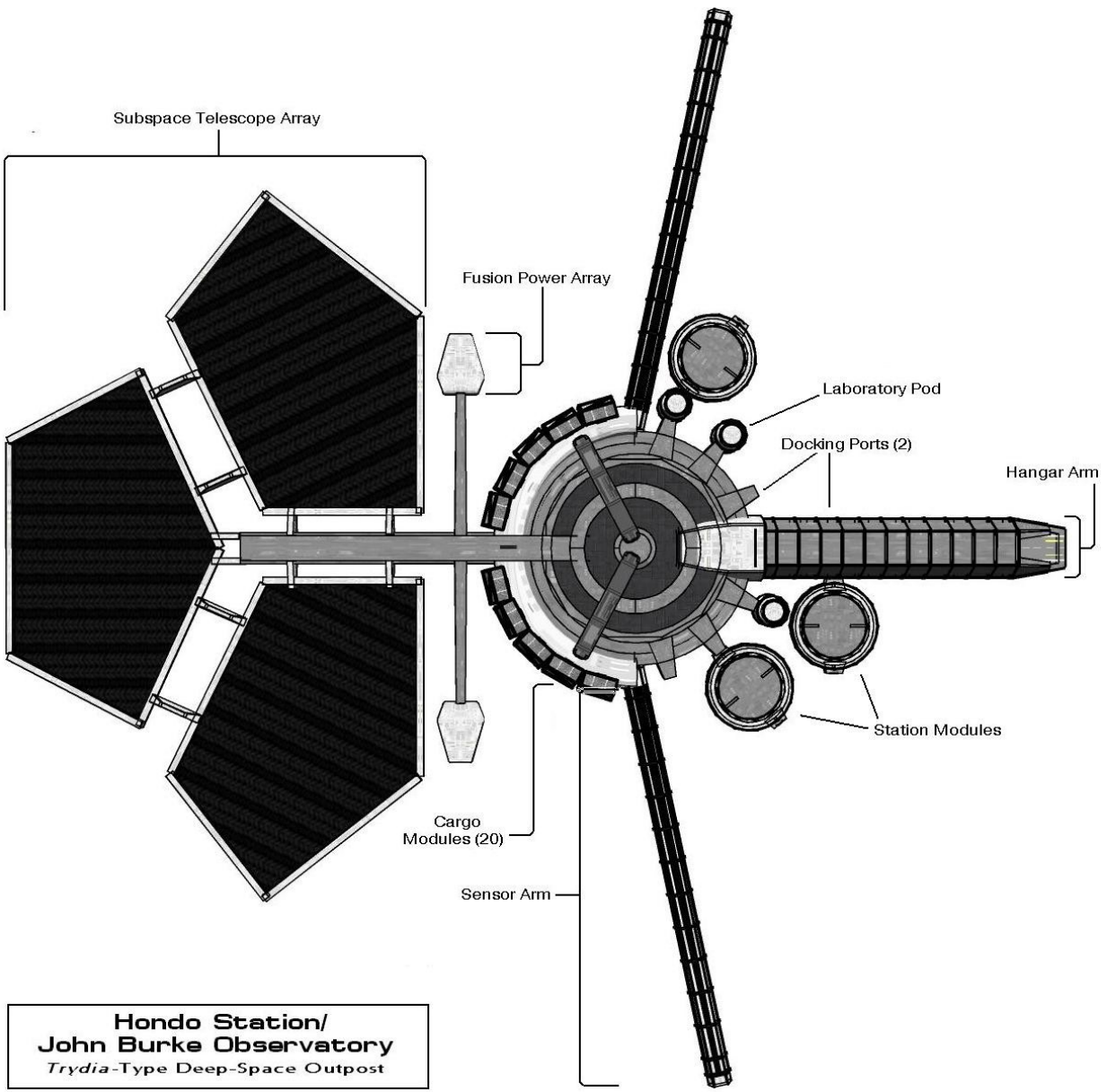
Tactical

Deflector Shields FSR-3 (E)
 Protection/Threshold 17/6

Miscellaneous

Maneuver Modifiers +2 C, -10 H, +1 T





Small Craft

Hondo Station relies on its small craft for a variety of missions, ranging from maintenance work to astrophysical research and survey.

In addition to the six work bees, there are one Type-8, two Type-12, and two Type-09a cargo shuttles. Four Type-13/15 shuttle pods, four *Danube* class runabouts, and 2 *Talon/Venture* class scout ships round out the outpost's inventory.

Runabouts:

- U.S.S. *San Marcos* NCC-72751
- U.S.S. *Atascosa* NCC-72752
- U.S.S. *Lampasas* NCC-72761
- U.S.S. *Arroyo Colorado* NCC-72749

Shuttlecraft

- Laguna Madre* Type-8
- Mission Bay* Type-12
- Copano Bay* Type-12
- Baffin Bay* Type-09a
- Alacan Bay* Type-09a

Scouts:

- U.S.S. *Piñeda* NCC-75310
- U.S.S. *Cavalier* NCC-75311

Hondo Station Locations

Central Core

Operations- The Operations Section comprises the central core of the station and is restricted to Starfleet personnel. The Operations Section contains administrative offices, the computer cores, high-security storage, and the brig/station security office. Station Ops (“Ops”) is located on the upper deck of the Central Core, directly above the computer cores. The Operations Section is heavily armored with a limited number of access points and is served by two separate turbolifts.

Stores- Hondo Station's logistic section comprises roughly a third of the central core and is home to the station's primary consumables storage. This section of the station is modular, with numerous docking ports to accommodate twenty large, “hot swappable” cargo modules.

Promenade- The Hondo Station Promenade is three decks thick, and comprises two thirds of the “outer ring” of the central core. The Promenade contains living quarters for station personnel, transient quarters, several shops (including Sam's Mercantile, and Luigi's), and the Infirmary and Dockmaster's Office.

The topmost level of the Promenade is a large arboretum/garden highlighted by floor-to-ceiling windows affording an unparalleled view of surrounding space.

Sam's Mercantile- Nobody seems to know “Sam”'s real name (though it is undoubtedly on the station lease/licensing paperwork), but the diminutive Ferengi runs the station's primary exchange and general store. Part replimat and part junk shop, the Mercantile either carries or can replicate nearly all of the (legally available) needs of a research expedition, settlement company, or starfarers just passing through. From duranium ax-heads and hard candy to portable stills to play-pretties to turn the heads of hard-bitten miners, you can likely find it at Sam's.

Luigi's Canteen-

Arboretum- The Arboretum comprises the entire upper deck of the Central Core, and is a maze-like garden with numerous paths

and private nooks with benches. The Arboretum hosts a variety of lush and decorative plants from across the Alpha and Beta Quadrants. Small plots are available to station residents for use as private garden plots.

Infirmary- Hondo Station's primary medical facility is a five-room suite containing secure storage, a two-bed surgical suite, two research labs, and a seven-bed patient ward.

Hangar/Docking Arm

Hondo Station's primary hangar and docking arm is 200 meters in length and 30 meters wide, and bisects the promenade. The Hangar is divided unevenly into two decks- an upper flight deck and a lower maintenance and support level. The hangar arm also provides additional mooring stations for modules, pods, and visiting spacecraft.

Opposite the hangar/flight deck is the structural arm/axis for the station's subspace telescope array and the two fusion power modules. The subspace telescope is 360 meters across and is comprised of hundreds of steerable and tunable subspace transceiver panels. The two fusion power modules each contain four self-contained deuterium-fusion reaction chambers- sufficient to meet the foreseeable power needs of the outpost and any visiting starships.

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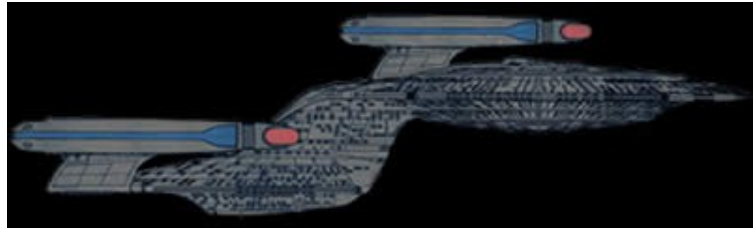
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Seventh Fleet Starship Profiles

**USS *Kelly*
NCC-73400**

**(Standard
Configuration)**



Production Data

Origin: United Federation of Planets
Year Launched: 2359

Class and Type: *Kelly* Class Dreadnought

Hull Data

Size: 8, 46 decks Length: 642.5/195.3/464.6 meters Crew: 1350

Atmospheric Capable: No

Propulsion Data

Power Plant: Two 1500 plus cochrane warp cores feeding four nacelles; one impulse system in stardrive section, two impulse systems in saucer section.

Performance: In excess of Warp 8

The *Kelly* Class dreadnought was conceived in the late 2350's in an era of heightened military tensions, notably with the Cardassians, and was initially intended to be a "combat-variant" of the *Galaxy* class starship then being developed. Even after the designs diverged, the two classes share the same basic systems and design elements.

Although the *Kelly* Class dreadnought is fitted with two separate subships (primary and secondary hulls), the design lacks the closely-integrated C⁴ (Command, Communications, Computers, and Control) systems featured in a "Multi-Vector Assault Mode" scheme. Each subship becomes an independent vessel, able to coordinate their efforts normally.

The name-ship of the new class was christened in honor of the HMS *Kelly*, a World War II British naval destroyer noted for her tenacity, courage, and will to survive despite all the odds- traits that *Kelly* herself displayed during the Dominion War.

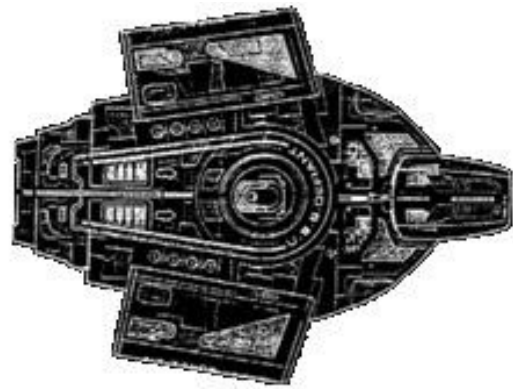
In 2374, *Kelly* was one of fourteen ships (out of 112) to survive the disastrous battle against Dominion forces at the Tyra system. As the senior surviving vessel, *Kelly* became the core around which Starfleet reconstituted the Seventh fleet, and participated in a the battles at the Sybaron system, Tibor Nebula, and the Kalandra Sector throughout the remainder of the Dominion War.

The venerable flagship of the 7th Fleet, the U.S.S. *Kelly* remains a fixture of Federation defensive and strategic planning through the late 2380's. Despite her long and valiant service, there is considerable debate about the ship's future, and rumors persist that the vessel will be decommissioned in the near future.

USS *Retributor* NCC-74214

"*Rependo Canicula Est*"

Flight IIa *Defiant* Class Starship



Production Data

Origin: United Federation of Planets
Class and Type: *Defiant* Class Heavy Escort Variant
Year Launched: 2372 Refit: 2389

Hull Data

Size: 5, 4 decks Length: 171m
Crew: 25
Atmospheric Capable: Yes*

Propulsion Data

Power Plant: One 1500 plus cochrane warp core feeding two nacelles; one impulse system
Performance: In excess of Warp 8
Atmospheric Capable: Yes*

Retributor is a specially-built variant of the *Defiant* Class, out-fitted for Special Warfare missions, and carrying a slightly smaller-than-average crew. Packed to the gills with state-of-the-art technology, *Retributor* still suffers from a number of flaws- both those endemic to the basic *Defiant* class and many unique to her.

USS *Ticonderoga* NCC-74676

Production Data

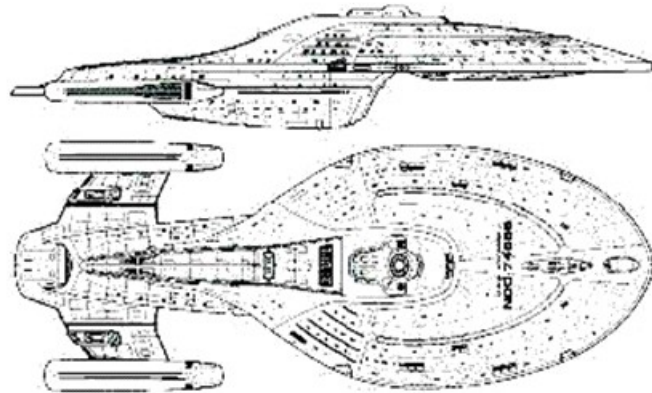
Origin: United Federation of Planets
Class and Type: *Intrepid* Class Light Explorer
Year Launched: 2372

Hull Data

Size: 6, 15 decks Length: 344m
Crew: 150
Atmospheric Capable: Yes

Propulsion Data

Power Plant: One 1500 plus cochrane warp core feeding two nacelles; two impulse systems on nacelle pylons
Performance: In excess of Warp 9



One of the newest ships in the Fleet, the *Ticonderoga* has been fitted with a top-of-the-line sensor suite in order to fulfill her primary mission: exploration.

USS *Ursa Major* NCC-74927

Production Data

Origin: United Federation of Planets

Class and Type: Prometheus Class
Light Cruiser

Year Launched: 2374

Hull Data

Size: 7, 15 decks,

Length: 415m

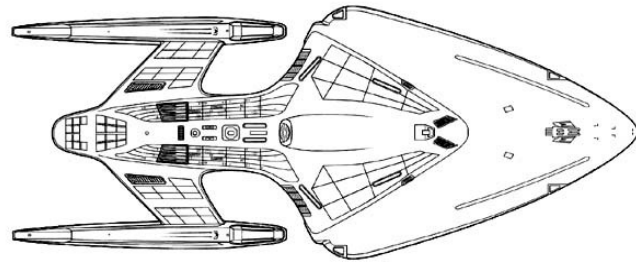
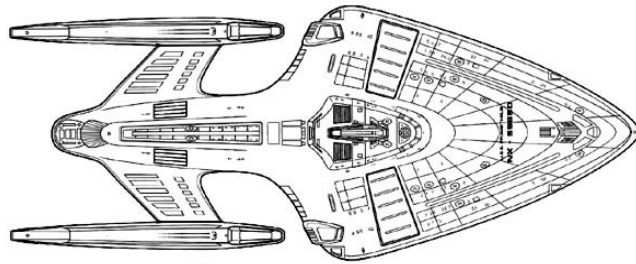
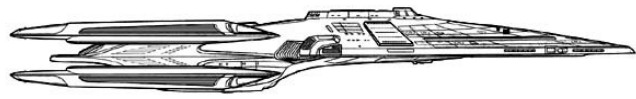
Crew: 141

Atmospheric Capable: No

Propulsion Data

Power Plant: Three 1500 plus cochrane
warp cores feeding five nacelles; one
impulse system in each starship
section

Performance: In excess of Warp 9



U.S.S. *Ursa Major* is a rarity- a Federation starship manned almost exclusively by Klingons. One of the fastest ships in the 7th Fleet she serves as both as an interceptor (of sorts), and as an on-going test bed for the Prometheus class.

Prometheus class vessels are prototypes fitted with the highly experimental "Multi Vector Assault mode", allowing the vessel to separate into three combat capable craft for combat operations. The tactical utility of this system is hotly debated in Starfleet strategic and tactical circles, especially in light of the operational and construction costs incurred.

The Multi-Vector is complex, difficult to maintain, and vulnerable to damage. The complexity of the design places an unusually high maintenance burden on the ship's company, despite extensive automation built into the design. Many feel that this reliance on automation was a key factor in allowing the prototype to be captured by Romulan agents during her shakedown cruise, a flaw that may not have been corrected by new security protocols enacted following that incident.

Another consideration (especially in the post-war economy) is the expense of the vessels- each sub-section costs as much to build and maintain as a *Saber* Class starship.

While the fate of the Prometheus Program and the MAM concept are hotly debated, the *Ursa Major* continues to provide invaluable real-world experience in the operation of these unique and demanding starships.

USS *Rendezvous* NCC-1896

Production Data

Origin: United Federation of Planets
Class and Type : *Cyane* Class Heavy
Cruiser

Year Launched: 2289 (Refit 2345)

Hull Data

Size: 5, 16 decks Length: 278m

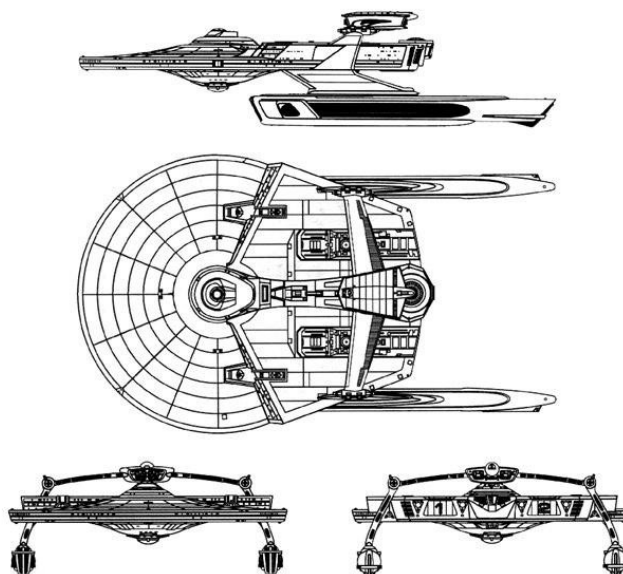
Crew: 330

Atmospheric Capable: No

Propulsion Data

Power Plant: One 1500 plus cochrane
warp core feeding two nacelles;
one impulse system

Performance: In excess of Warp 7



The oldest ship in the 7th Fleet, the *Rendezvous* has seen service throughout the Alpha and Beta Quadrants. Refitted and brought in for periodic maintenance numerous times, *Rendezvous* received a Service Life Extension Program (SLEP) upgrade in 2345, and is slated for another in the near future.

USS *Atlantis* NX-52105-A

Production Data

Origin: United Federation of Planets
Class and Type: *Nova* Class Surveyor
Year Launched: 2378

Hull Data

Size: 5, 8 decks

Length: 165m

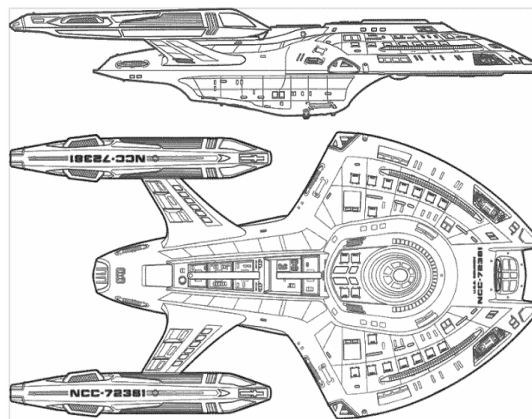
Crew: 80

Atmospheric Capable: Yes

Propulsion Data

Power Plant: One 1500 plus cochrane warp core feeding two nacelles; one impulse system

Performance: In excess of Warp 7



The U.S.S. *Atlantis*, NCC-52105-A was originally laid down in 2375 as an early-run *Nova* Class surveyor, and served as such until 2388, when she was tapped for refit and major overhaul and assigned to the 7th Fleet.

Atlantis was refitted at Starbase 153 and was heavily modified for deep space research and stellar cartography. In 2389, with the decommissioning of U.S.S. *Covington*, *Atlantis* replaced that vessel as testbed for the Cobra Meridian sensor suite- an experimental long-range subspace telescope array.

USS *White Buffalo* NAR-33247

Production Data

Origin: United Federation of Planets
Class and Type: *Aerie* Class Surveyor
Year Launched: 2274

Hull Data

Structure: 15 Complement: 10
Size/Decks: 3/4 decks
Length/Beam/Height: 90/38/20 m

Propulsion Data

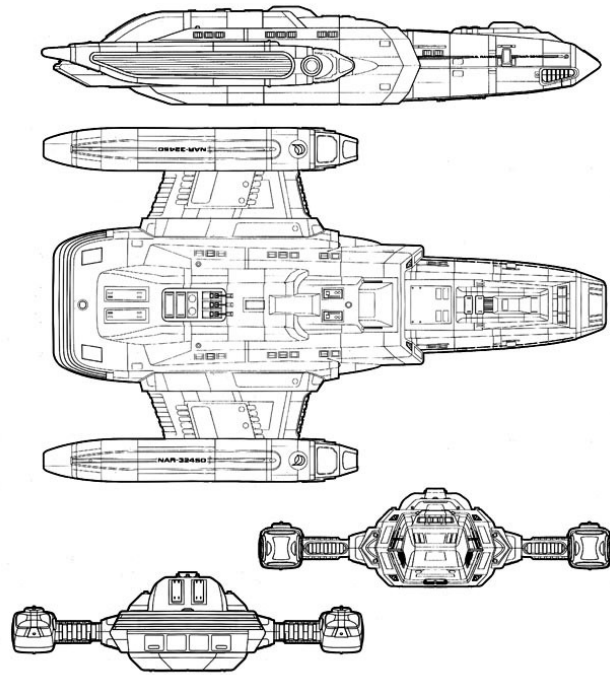
Power Plant: One 1500 plus cochrane warp core feeding two nacelles; one impulse system.

Performance: In excess of Warp 7

Notes: *Aerie* Class surveyors are a sturdy, simple design in use throughout the Federation—most notably in the service of the Federation Science Council. Through the Starfleet Joint Research Project, the Federation Science Council loans the use of *Aerie* class vessels to qualified researchers and projects that might not otherwise obtain the use of a starship for extended periods.

Inexpensive to build and maintain, robust, and reliable, the *Aerie* class is designed to be easily modified and has excellent cargo capacity for its size. These qualities, coupled with an excellent sensor suite and long-range—make them perfect for civilian research and survey work.

The *Aerie* Class U.S.S. *White Buffalo* has been extensively modified with expanded cargo areas and the addition of a small shuttlebay on Deck Four. She is employed on unspecified missions originating from the Kerama Retto.



USS *Bannock* NCC-31551

Production Data

Origin: United Federation of Planets
Class and Type: *Deliverer* Class Tug
Year Launched: 2274

Hull Data

Structure: 30 Complement: 135
Size/Decks: 5/31 decks
Length/Beam/Height: 285/48/90 m

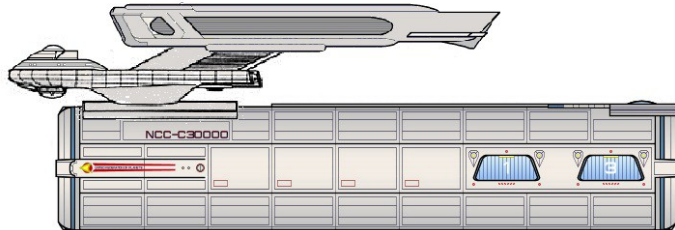
Propulsion Data

Power Plant: One 1500 plus cochrane warp core feeding one nacelle; one impulse system.

Performance: In excess of Warp 7

Notes: The current headquarters and repair ship for Seventh Fleet operations in the Land's End Op area is the U.S.S. *Bannock*. A *Deliverer* class tug, *Bannock* is fitted with a Class 3 tender pod, which provides living quarters, repair and service facilities for the vessels she is servicing.

The *Bannock* has been retrofitted with flag quarters and secure communications facilities to accommodate Rear Admiral Stark and his staff.



USS *Medicine Bow* NCC-72386

Production Data

Origin: United Federation of Planets
Class and Type: *Danube* Class Runabout
Year Launched: 2368

Hull Data

Size: 2, 1 deck Length: 23m
Structure: 10 Crew: 1+
Cargo Capacity: 2
Atmospheric Capable: Yes

Operational Data

Transporters: 1 2-person standard
Sensor Systems Class 2 (+2/C)
Operations Systems Class 1 (B)
Life Support Class 1 (B)
Tractor Beams: 1fd, 1ad

Propulsion Data

Power Plant: One 1500 plus cochrane
warp core feeding two nacelles; two
impulse systems.

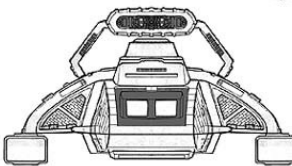
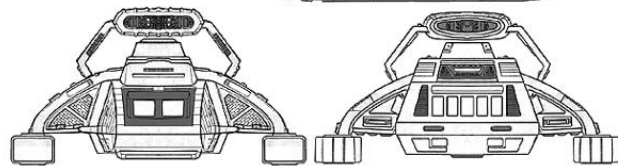
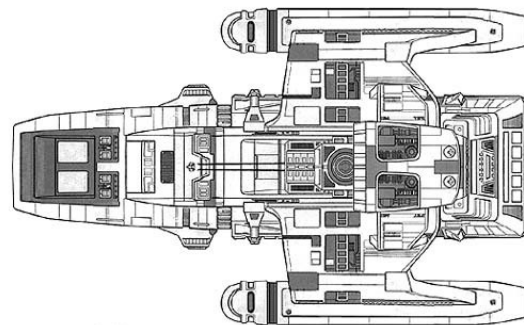
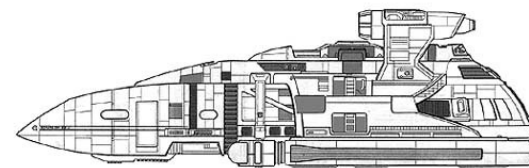
Performance: In excess of Warp 7.

The *Danube* Class runabout is a small, customizable multi-purpose vessel designed for general duties. Despite its armament and interstellar range, the vessel is designed to be operated by small crews and has a relatively short endurance- most mission assignments last two weeks or less.

Runabouts are designed for basic personnel transport, general cargo, support, survey, and limited exploration missions and have proven highly adaptable and resilient in service. Some have been modified for use as impromptu fighters and patrol craft, though they are less effective in this role than purpose-built craft.

Runabouts in service with the Seventh Fleet include:

U.S.S. *Medicine Bow* NCC-72386
U.S.S. *Rhine* NCC-72458
U.S.S. *Jordan* NCC-72467
U.S.S. *Hudson* NCC-72639
U.S.S. *Thames* NCC-72609
U.S.S. *Shiawasse* NCC-73121
U.S.S. *Yazoo* NCC-73116
U.S.S. *Blackstone* NCC-72601



Species Profiles

The Jyn Faisha

A nomadic, relatively peaceful people, the Jyn Faisha are a species of traders and merchants who wander the star lanes in search of goods and opportunities. While generally peaceful, the various Jyn clans have taken part in epic feuds spanning entire star systems. The Jyn are very ritual and etiquette motivated, and honor is of paramount concern. Loyalty to one's clan is a driving force for the Jyn, but once these conditions are met, the Jyn are notoriously independent.

Skilled as tinkers and pilots as well as traders, the Jyn generally bring a cheerful zest for life to any situation, although this is by no means always the case. Although normally exuberant and feisty, the Jyn can also be deadly serious when wronged- and the Jyn are never unarmed.

The Jyn are a fun-loving, cheerful people, who live life for the adventure as much as for anything else, and rarely decline a challenge. They have practices similar to counting coup, and the hero who charges into the maw of death (laughing), is one of their most revered. Beyond this, the Jyn have a love for craftsmen and craftsmanship that borders on idolatry. This explains, in a measure, the longevity and sturdiness of their vessels.

Physiology: A humanoid species, the Jyn Faisha (or Jyn) tend to be compact and small, but are otherwise nearly indistinguishable from human stock. Skin and hair colors run the same gamut as Terran human, but tend toward dusky olive or light purple. One interesting note about Jyn physiology- each clan or major family division has its own unique eye color, which is adopted as more or less the clan tartan.

Homeworld: The Jyn Faisha have no home planet of their own, save in ancient myth. In modern times, they wander the vast expanses of the galaxy, carrying their people in massive, (generally ancient) warp-capable city ships. These space-going leviathans are capable of speeds in excess of Warp Four, and carry tens of thousands of people, and are for the most part self-contained, with extensive manufacturing and repair capabilities.

Defending such massive vessels is a challenge, even for people born to space, and so the Jyn maintain a vast support fleet of small runabout-style starcraft and fighters. The city-ships in themselves boast a staggering variety and number of defensive armaments.

Societal Structure: Jyn Faisha society is divided up along clan lines- generally with one clan per city-ship, and have few class or caste distinctions. The Jyn tend to intermarry between clans in order to formalize (or at least codify) alliances and trade relations. Jyn clan friendships border on legendary in their depth and commitment- but their feuds and enmity cross the line into epic.

Starfleet Intelligence estimates that there are fourteen major clans, and upwards of three hundred lesser clans- though the Jyn have neither confirmed nor denied these numbers- all with various degrees of allegiance, loyalty, and debts of honor.

Within the clans, leadership tends to be determined by age and experience, as well as raw talent and accomplishment. While formal votes are rare, charismatic voices that sway the people tend to be heard loudly- regardless of age or position.

Jyn Faisha justice systems vary from clan to clan- but tend to be harsh and final. The most heinous punishments (reserved for their worst offenders) are death and exile. Given the Jyn psychological emphasis on clan loyalty, the two are roughly synonymous.

Government Structure: The Jyn Faisha are a loose Confederation of clans bound by trade agreements, tradition, common law, and species loyalty, and have no central authority as such. Pressing business affecting the Jyn Faisha as a whole are debated (either in person or via subspace) by the various clan leaders until a consensus is achieved. Absent a consensus, each Jyn clan is free to act as they see fit- within the limits of inter-clan law.

Interstellar Relations: The Jyn Faisha enjoy an extensive trade network spanning the

Alpha and Beta Quadrants. They trade primarily among themselves, but also with the Federation and with others who will meet their standards of honor. For the most part, they despise the Ferengi, and refuse to trade with them. By contrast, however, the Jyn will trade with the Orions, considering them a necessary evil.

Jyn relations with the Romulans and the Klingons are known to have been turbulent, and the Jyn appear in those territories only rarely.

The Jyn were known to have traded goods and materials with the Cardassians prior to the Dominion War, but cut off all ties when the Dominion seized control of the Cardassian government.

In large-scale relations with other species (especially those whom they don't know), the Jyn tend to be clannish and guarded. Aliens and other non-Jyn tend to be held "at arm's length"- but Jyn Faisha also make loyal friends and steady trading partners.

Technological Summary: Jyn Faisha technological *theory* is Tech Level 6/7- comparable to Federation standard in most respects. The actual tech level of the *equipment* in use can vary wildly- the Jyn are loathe to throw away anything of use.

Projections: Starfleet Intelligence and the Federation Diplomatic Corps expect little change in Federation-Jyn Faisha relations over the short term. All offers of membership and alliance between the two powers have been summarily rejected by the Jyn Faisha.

Jyn Faisha clan leaders continue to push various trade and cultural exchange projects with various foreign powers, but these are not expected to produce significant technological developments in the near future.

Notes

The Jyn Faisha are available for use as Player Characters. See the 7th Fleet RPG Manual for details.

Tynari

The Tynari are a fragile, low-gravity species native to a small, turbulent Class M world designated Singuli Zeta, but known locally as Tynara. As a rule, the Tynari are a reticent people, who prefer their isolation to alliance- but a looming crisis has forced them to accept assistance from the Federation.

Personality

The Tynari are a quiet, bookish, people- reticent, and reserved. They very much prefer the familiar and the comfortable to the unknown. While they are initially stand-offish, the Tynari are steadfast and loyal friends to those whom they come to trust.

Physical Description

The Tynari are arthropods, with a smooth, glass-like carapace over their musculature and internal organs (like crabs or lobsters). This carapace is partially translucent, and trend towards pale blue and green in color.

The Tynara are humanoid, but in place of human legs, the Tynari have a flat, powerful, segmented, tail. Tynari arms are slightly longer in proportion to their body than human norm, but end in the same hand-and-fingers arrangement.

Tynari facial structures are smooth and hairless, with large, liquid eyes, small mouths, and an almost non-existent nose (think the Kamino cloners from Star Wars: Phantom Menace).

Tynari physiology is fragile by human standards- the carapace can be shattered by a comparatively minor blow, and Tynari traveling off-world must wear both gravity compensators and inertial regulators to avoid injury during even routine activity.

Culture

The Tynari evolved in quiet isolation on a turbulent, stormy world in a comparative galactic backwater- and had no off-world contact until the Federation discovered one of their survey vessels in 2384. Strict population controls (in the face of the coming disaster) have reduced the Tynari population to under two billion.

The basic unit of Tynari society is the traditional nuclear and extended family- usually with several generations living under one roof. Prefecture and other geopolitical designations survive, but most are sublimated under the world government.

The looming crisis on Tynara III has created something of a bunker mentality among the population, and caused them to accept a level of regulation and government interference many in the Federation would consider constraining, if not oppressive.

Nearly all of the industry on Tynara III is geared towards keeping Tynara III habitable for as long as possible and towards preparing to evacuate the world. Secondary industries are geared towards supporting those efforts.

Rationing of food, durable goods, and most other commodities are not uncommon, though some of these restrictions are easing slightly as the use of replicators becomes more widespread.

The Tynari government is essentially rule-by-committee. Each major geopolitical region (former nation-states) elects a number of representatives to the Senate. The exact number of representatives from each district is based upon overall population. The Senate then elects the 100 members of the Planetary Council and appoints the Judiciary and Advisory Committee.

The Judiciary is comprised of local and Appeal Courts, and judges are appointed for life-time terms. They are required to be native to the judicial districts they serve, though the Senate has occasionally waived this requirement on a case-by-case basis.

Members of the Planetary Council serve as executive authority for each of the 100 planetary districts, and serve as the heads of the various government ministries (such as Defense, State, and Interior). Policies and edicts from the Planetary Council can be overruled by a simple majority vote of the Senate, and Planetary Councilors can be removed by a vote of no-confidence by the Senate.

The Advisory Committee serves as a research and technical support arm for both the Senate and Planetary Council, and is generally comprised of representatives of industry, technical specialists,

higher education, religious leaders, and other special interest groups. Members of the Advisory Committee serve at the pleasure of the Senate and can serve “permanently”, for a specific term, or on an *ad hoc* basis. They can be dismissed at any time by a simple majority vote. Members of the Advisory Committee do not make policy directly, but can have an enormous influence on the Senate and Planetary Council.

Language

Tynari Common, Federation Standard

Homeworld

Tynara III is a small Class M world with a relatively small core and a comparatively large atmosphere. The third world from a very active primary, Tynara III has a stormy and turbulent atmosphere. Unfortunately, Tynara III is also shifting its orbit, and scientists predict the world will be uninhabitable within the next two decades.

The process of finding a new world to settle has been complicated by Tynara's unique atmosphere and comparatively low-gravity. Like most Class M worlds, Tynara III is rich in oxygen, but also contains a variety of unusual trace gases upon which the Tynari physiology is dependent. An experimental research laboratory (actually a small city) has been set up on Tynara IV-b in order to test the feasibility of terraforming the moon to Tynari specifications.

Favored Profession

Scientist, Starship Officer, or Diplomat. The Tynari can take up almost any profession, but the heroes will encounter them most often in context of the terraforming of Tynara IV-b. .

Species Adjustment

+1 INT

Species Abilities:

Atmospheric Requirements: Tynari require special atmospheric requirements when in common Class M (oxygen-nitrogen) atmospheres, and typically wear special respirators.

Without these supplements, Tynari slowly asphyxiate and die (at roughly ten times the rate of the Asphyxiation rules on page 228 of the [Narrator's Guide](#)). Tynari who travel off-world receive a +2 species bonus to all *Repair (Environmental Systems)* thanks to the need to keep their respirators functional.

Grav Compensator: Tynari require a specially constructed gravitic compensator to function off the Tynari homeworld (or worlds with similar gravity). Functioning in a normal Class M /1.0G environment without a Grav Compensator imposes a -10 penalty to all *Physical* tests.

Glass Jaw: The Tynari “silicate” physiology is particularly susceptible to physical damage. When taking damage from blunt-force trauma (such as falling or a *Unarmed Combat* attack), the Tynari automatically suffers double the normal damage.

Low-light Vision: The Tynari evolved on world where light levels could fluctuate wildly and quickly. They do not suffer associated penalties for lighting conditions other than total darkness.

Regenerative Physiology: While unusually fragile, Tynari physiology is also remarkably recuperative. Tynari make healing rolls once per hour (instead of once per day).

Skilled: Tynari tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Notes

The Tynari first appeared in the 7th Fleet RPG adventure “Fool's Errand”. Stats by Roger Taylor
The Tynari are available for use as Player Characters with Narrator approval.

Dramatis Personae

Batra- Owner and Master of the Freighter *Gorada*. Batra is a Tellarite ship master, who trades between Starbase 153, Illyrica Nine, K-12, and on both sides of the Neutral Zone. Batra is generally loud, obnoxious, and genial, and has a rough matronly air about her. She is gruff, but fair and likes to complain about the various impositions the Universe has inflicted on her, but is a loyal and steadfast friend who gives without thought. She's also developed a fondness for potato stew.

Clarke, Hammond- Chief Petty Officer, SCE Detachment 7-1, U.S.S. *Bannock*.

One of a handful of survivors of the ill-fated U.S.S. *Dawnspring*, Chief Petty Officer Clarke served as her Main Propulsion Assistant until the vessel was lost over the Orion colony of Edoran in 2389. Clarke and a handful of others were on shore-leave and survived the loss.

Following survivor's leave, Clarke was transferred to the Starfleet Corp of Engineers and was appointed Chief Operations Officer for Detachment 7-1, the Intermediate Maintenance Availability (IMA) currently operating from the U.S.S. *Bannock*.

Conlon, Richard- Commander, Commanding Officer, U.S.S. *Gaither*.

Old for his rank, gregarious, and genial, Conlon describes himself as "Starfleet's wandering star"- doomed to forever wander in everybody *else's* wake with mail, news, and sundries. Any sting the description might pack is wiped away by the boyish grin and the feeling he wouldn't have it any other way.

Conlon's crew (right down to the ship's cat) are likewise sedate, gregarious, and colorful- veteran spacers content to do a less-than-glamorous job well, but still full of life and a sense of adventure.

Kordras, son of Makt- General. Captain of the Klingon vessel *yoD Ho'oy*.

The heir to the House of Kemeth. Kordras is equivalent in rank to a Starfleet Commodore or Rear Admiral. In addition

to holding a commission as commander of Imperial forces within the Land's End Op Area, he also wields considerable political power as scion of one of the most powerful Houses in the sector.

Lind, Corbin- Chief Petty Officer, Operations Officer, Point Hondo. A Starfleet veteran of nearly thirty years, Lind is a seasoned hand who has seen service in nearly every capacity Starfleet has to offer- including an independent command of a Starfleet Border Services cutter.

Lind has "been there there, done that" and has "seen the smoke". Duty aboard Hondo Station is the crowning achievement in a long career of diligent service.

Redding, Scott- Commander- Formerly the Captain of the U.S.S. *Covington*,

Commander Redding had the misfortune of being in command when the ship was overwhelmed by Toren forces near the Rockall Massif. Despite the ship's rescue by the U.S.S. *Retributor*, and despite being exonerated by a Starfleet Board of Inquiry, Redding was relieved of his command and assigned staff duty at Starbase 153.

Redding is an excellent officer- but somebody had to be held responsible for the fiasco.

As *Covington's* master and commander- that lot fell upon Commander Redding. Redding was tapped to oversee the *Retributor* refit while Captain Rouviere was assigned temporary duty aboard the U.S.S. *Caledonia*, and was subsequently given command (largely on Captain Rouviere's recommendation) of Hondo Station.

Tacitus, Aelia Secundus- Lead Researcher, John Burke Observatory. The head of Point Hondo's civilian research staff.

Tholir'Ildrani- Rear Admiral, Commander, Starbase 153.

RADM Thol is an experienced war-time commander who saw service with the 11th Fleet during the Dominion War, commanding the *Akira* Class cruiser

Kel'ran. Thol is noted for hit-and-fade attacks and precision firepower fighters, shuttles, and (of course) starships.

During the War, Thol and the *Kel'ran* were forced to fire on the Andorian colony world of A'than (Thol's homeworld), and leveled the capital and much of the colony in order to deny it to Dominion forces who'd seized control and begun either relocating or executing the populace. It is rumored that one of Thol's wives was in the capital when the attack took place, but this has never been confirmed.

In 2375, the *Kel'ran* was lost covering the withdrawal of Task Force 11.24 from the Avari system. The task force had been seriously mauled by a superior Dominion strike-group, and thirteen ships (nearly half the task force) were unable to escape the system when the recall order came. *Kel'ran* had sustained moderate damage, but was still combat worthy, and with a Dominion strike wing bearing down on the stragglers, Thol and the *Kel'ran* disregarded the evacuation order and executed a risky micro-warp into the strike wing's path. "Thol's Charge" pinned down the Dominion forces long enough for Task force 11.24 to repair and pull out eleven of the thirteen stragglers (either under their own power or under tractor beam).

The *Kel'ran* was reported lost with all hands, but Thol and his survivors spent three months in a Dominion internment camp before the end of the War.

Admiral Thol is considered a hard, disciplined man- cool, regal, and a cast-iron sonovabitch when crossed. Because the Starfleet presence in the Atra Sector is limited, the area falls under his operational/administrative jurisdiction.

Vog- Captain of the Ferengi transport

Amethyst.

Vog assisted *Ticonderoga* in dealing with Baron Shub while she was in the Orius system seeking ryetalin.