

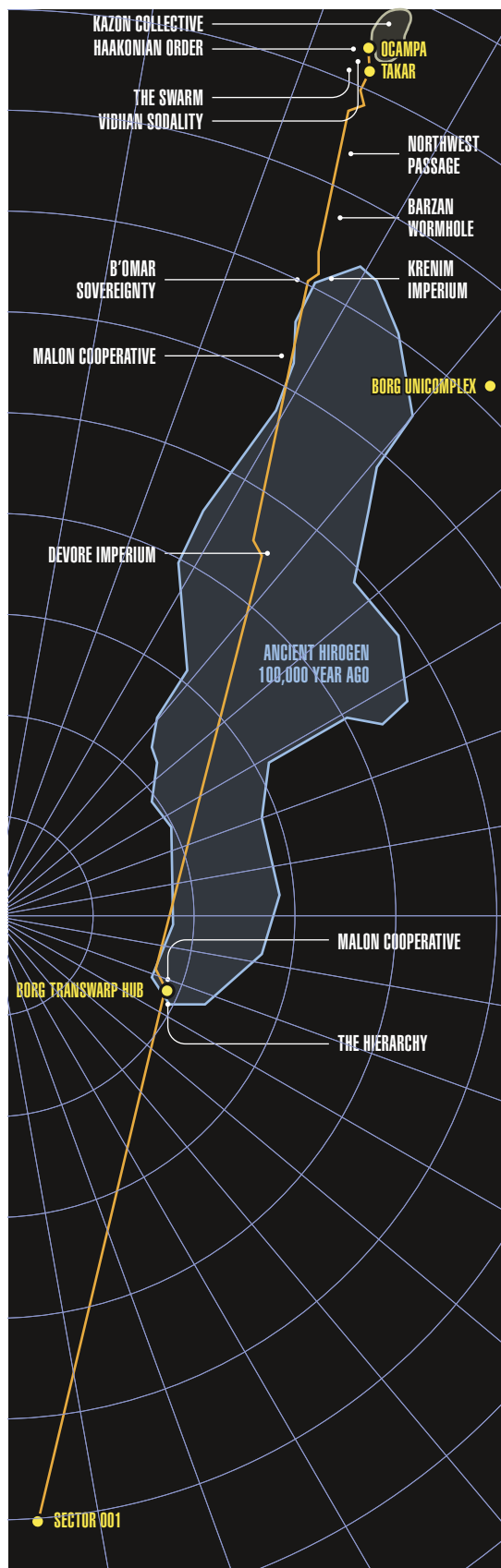
STAR TREKTM

ADVENTURES



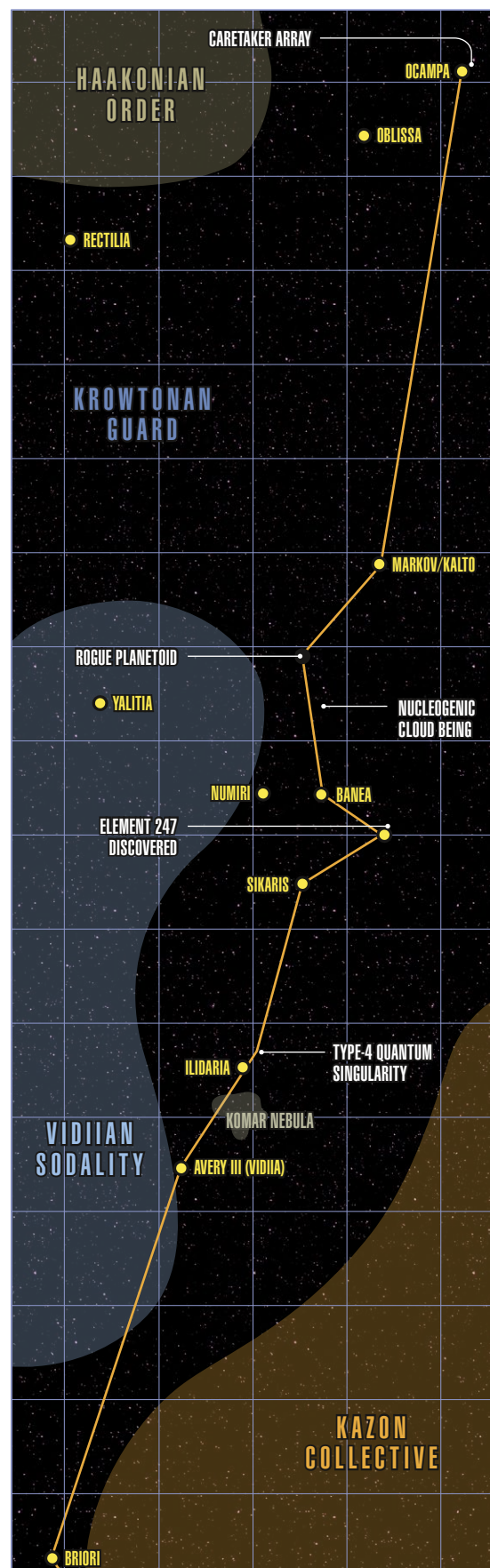
DELTA QUADRANT
SOURCEBOOK

TERRITORIAL OVERVIEW



STELLAR CARTOGRAPHY

HOMEBOUNDED PATH SECTION 1



STELLAR CARTOGRAPHY

HOMEBOUND PATH SECTION 2



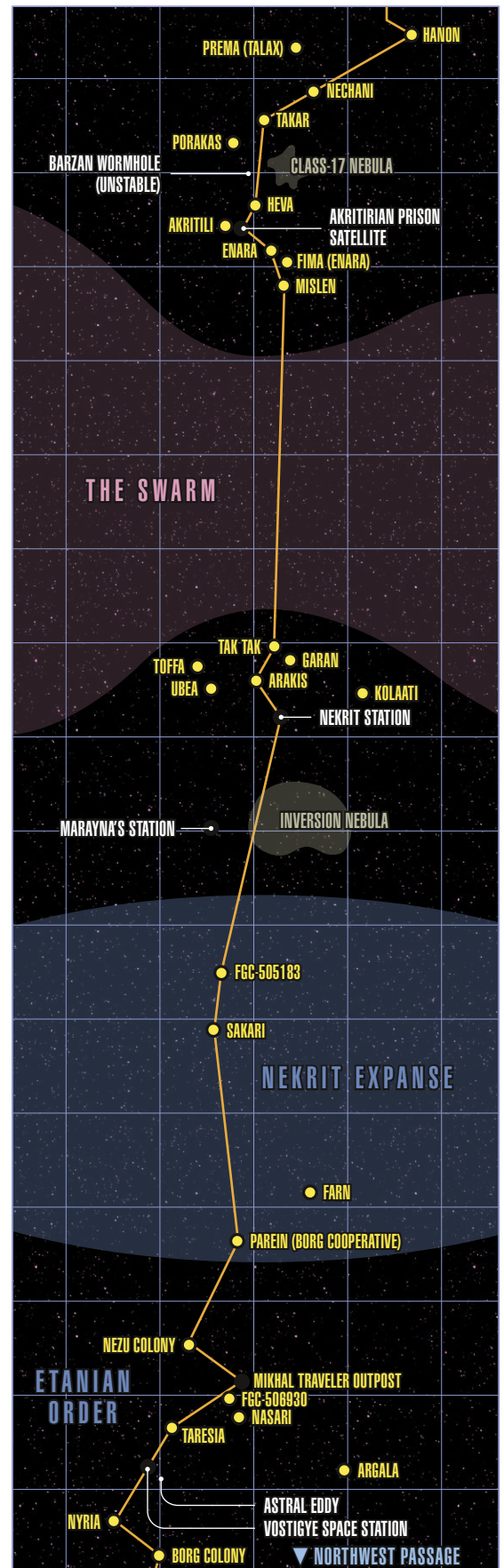
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STELLAR CARTOGRAPHY

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STELLAR CARTOGRAPHY



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CREDITS

184938

SYSTEM DESIGN
NATHAN DOWDELL

LINE DEVELOPMENT
SAM WEBB AND JIM JOHNSON

WRITING
LUKA CARROLL, JACK GEIGER, AARON M.
POLLYEA, DEREK TYLER ATTICO, FRED LOVE,
SHAWN MERWIN, AND JIM JOHNSON

CANON EDITING
SCOTT PEARSON

EDITING
JIM JOHNSON

PROOFREADING
KEITH GARRETT

INTERNAL ARTWORK
DAVID METLESITS, NICK GREENWOOD,
VINCENT LAIK, TOMA FEIZO GAS,
JOSEPH DIAZ, PATRICE RAMEAU,
PAOLO PUGGIONI, AUSTIN ROBERTS,
RODRIGO GONZALEZ, TOBIAS RICHTER,
RICHARD L. GALE, AND MICHAL E. CROSS

COVER ARTWORK
TOBIAS RICHTER

ART DIRECTION
RICHARD L. GALE, SAM WEBB,
KATYA THOMAS, AND JIM JOHNSON

GRAPHIC DESIGN
MATTHEW COMBEN

LAYOUT
RICHARD L. GALE AND MICHAL E. CROSS

PUBLISHING DIRECTOR
CHRIS BIRCH

OPERATIONS DIRECTOR
RITA BIRCH

BUSINESS MANAGER
CAMERON DICKS

HEAD OF DEVELOPMENT
ROB HARRIS

HEAD OF RPG DEVELOPMENT
SAM WEBB

PUBLIC RELATIONS
PANAYIOTIS LINES

SOCIAL MEDIA MANAGER
SALWA AZAR

PRODUCTION MANAGER
PETER GROCHULSKI

SCHEDULING & VIDEO PRODUCTION
STEVE DALDREY

PUBLISHING ASSISTANT
VIRGINIA PAGE

SALES AND MARKETING MANAGER
RHYS KNIGHT

ASSISTANT SALES MANAGER
COLE LEADON

COMMUNITY SERVICE MANAGER
LLOYD GYAN

CUSTOMER SUPPORT
SHAUN HOCKING

FOR CBS STUDIOS
BILL BURKE, MARIAN CORDRY,
MARIE-CECILE GIRARD-JONES, BRIAN LADY,
AND KEITH LOWENADLER

WITH THANKS TO
THE STAR TREK ONLINE TEAM

185739

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AUX SYS



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CREDITS

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IN MEMORY OF DOROTHY "D.C." FONTANA AND RENE AUBERJONIS

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01.10 WELCOME TO THE DELTA
QUADRANT

004

INTRODUCTION

WELCOME TO THE DELTA QUADRANT

"AS THE ONLY STARFLEET VESSEL ASSIGNED TO THE DELTA QUADRANT, WE'LL CONTINUE TO FOLLOW OUR DIRECTIVE: TO SEEK OUT NEW WORLDS AND EXPLORE SPACE. BUT OUR PRIMARY GOAL IS CLEAR. EVEN AT MAXIMUM SPEEDS, IT WOULD TAKE 75 YEARS TO REACH THE FEDERATION. I'M NOT WILLING TO SETTLE FOR THAT."

— CAPTAIN KATHRYN JANEWAY

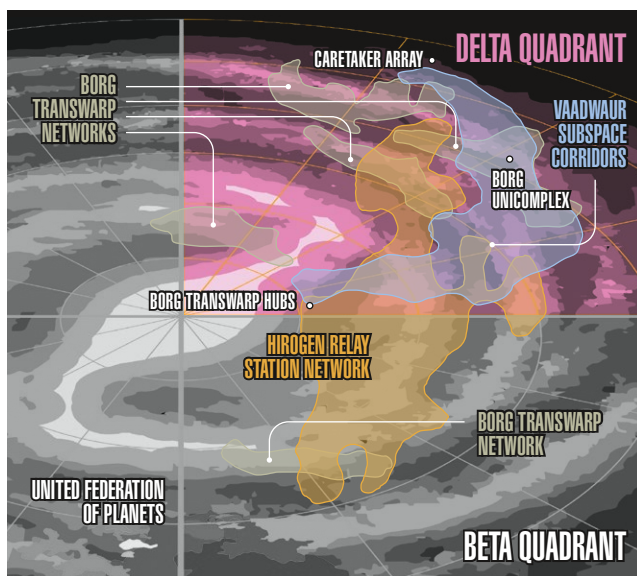
Welcome to your final year, cadets. I am Vice-Admiral Jhilia zh'Azethiq, one of six instructors you'll have the pleasure of writing papers for this year. This is Multidisciplinary Studies 5357, and for those of you trying to glean the contents of the course by the terribly descriptive name we've provided you, I guarantee you haven't even come close to figuring out what specially-curated cross-sections we've prepared for you.

Traditionally, this course draws from luminary subjects such as interstellar history, interspecies ethics, astrobiology, stellar cartography, xenobiology, and xenoanthropology to train the best and brightest of our graduate students in advanced courses. We'll also be studying select topics in xenolinguistics, current events, evolutionary anthropology, and starship tactics, as well as other topics of interest.

This course is required for command track graduates looking to serve aboard deep space exploration vessels. As our shipyards on Utopia Planitia are hard at work designing and constructing the next generation of those vessels, we'll be hard at work here developing your skill sets to best equip you for dealing with new species and unknown sectors of space in what we all hope will be long, illustrious careers in Starfleet.

I sense some of you have started drawing conclusions already. I can tell from how fidgety you're getting in your seats. I'll skip the rest of the long, drawn-out introduction I'd prepared in the interest of ensuring none of you explode from anticipation. I welcome you to the inaugural year of Delta Quadrant 101.

THE MILKY WAY GALAXY



STELLAR CARTOGRAPHY

SUPPLEMENT STRUCTURE

This supplement covers everything you'll need to play a game of **Star Trek Adventures** in the far-flung reaches of the Delta Quadrant. While the default setting for the game is the year 2371, this book moves the timeline forward to 2379, following the end of the Dominion War, the return of *U.S.S. Voyager* to the Alpha Quadrant, the successful Reman *coup d'état* against the Romulan Senate, and the eventual defeat of the Remans and Praetor Shinzon by Captain Jean-Luc Picard and the crew of the *U.S.S. Enterprise-E*. Review the section titled "Campaign Usage" below for more information on the advanced timeline.

Chapter 2: The Delta Quadrant covers the dominant species and powers of the Delta Quadrant, including the Kazon Collective, the Vidiian Sodality, the Hirogen, the Devore, the Malon, the Krenim Imperium, the Hierarchy, the Voth, and many other polities. The chapter also discusses the Borg Collective and its history, hierarchy, worlds, and ultimate quest for perfection.



Chapter 3: Species of the Delta Quadrant presents new options for characters originating from the Delta Quadrant. Along with expanded character lifepaths, there are also twelve new playable species available for characters, including the Jye, Ocampa, Talaxians, and even Liberated Borg! Use these new species to add color to your game and bring interesting new characters to light.

Chapter 4: Starships of the Delta Quadrant presents eighteen new vehicles and starships, including Kazon raiders, Hirogen warships, and the titanic city-ships of the Voth, as well as a terrifying array of new Borg vessels with which to challenge Player Characters and their starship. Each vessel outlined in this chapter has an in-depth overview of its capabilities along with statistics for use with your campaign.

Finally, **Chapter 5: Encounters and Adversaries** highlights what your crew could encounter while navigating the wild frontier of the Delta Quadrant. Encounter seeds are provided to drop into your ongoing campaigns or to be used as launching points for new campaigns, and advice is provided for different themes for campaigns that might be played within the Delta Quadrant. Statistics for a variety of NPCs are provided as well to be included in encounters your crew may face.

CAMPAIGN USAGE

The material presented in this book revisits the worlds and cultures introduced through *Voyager's* long journey home. It supplements games set all across the *Star Trek* timeline in the Alpha, Beta, and Gamma Quadrants, and presents unexplored space and undiscovered worlds as an ever-expanding final frontier waiting for crews brave enough to adventure in it.

Unlike the information in the *Star Trek Adventures* core rulebook and the **Alpha, Beta, and Gamma Quadrant Sourcebooks**, we push the timeline forward in this book, placing you late in the canonical *Star Trek* timeline, after the Dominion War and after Praetor Shinzon wiped out the Romulan Senate and then was subsequently defeated by Captain Picard and the crew of the *U.S.S. Enterprise-E*. This book offers an in-depth look at the Delta Quadrant and all the wonders and dangers it contains, and offers advice on how to use that material to create a truly unique campaign for your group of Players. With it, you might answer the question: How does a Starfleet crew function and follow the tenets of the Federation when they are many thousands of light-years from home, with no certain way to get back and no means of contacting anyone they know outside the confines of their own starship?

YESTERDAY'S ENTERPRISE

The default setting for *Star Trek Adventures* is the year 2371 (Stardates 48000-48999), but this supplement brings the timeline forward to the year 2379 (Stardates 56000-56999). The war with the Dominion has ended, the Romulans are beginning to talk peace with the Federation, and the *U.S.S. Voyager* has returned from the Delta Quadrant, having dealt a decisive and crippling blow to the Borg Collective by introducing a neurolytic pathogen that disrupted their hive mind, as well as destroying one of only six transwarp hubs, cutting the Collective off from large portions of the Galaxy.

Though Federation exploration of the Delta Quadrant was an accident of circumstances and did not commence until 2371, games set during different *Star Trek* eras may still use the content contained in this sourcebook. The Delta Quadrant, despite its distance and its mystery, has sporadically interacted with the other quadrants of the Galaxy, especially the Alpha and Beta Quadrants, and the worlds of the Federation and possibly also the Romulan Star Empire and the Klingon Empire. It's even possible the Dominion and several Gamma Quadrant species have encountered denizens of the Delta Quadrant, though reports on such encounters are questionable at best.

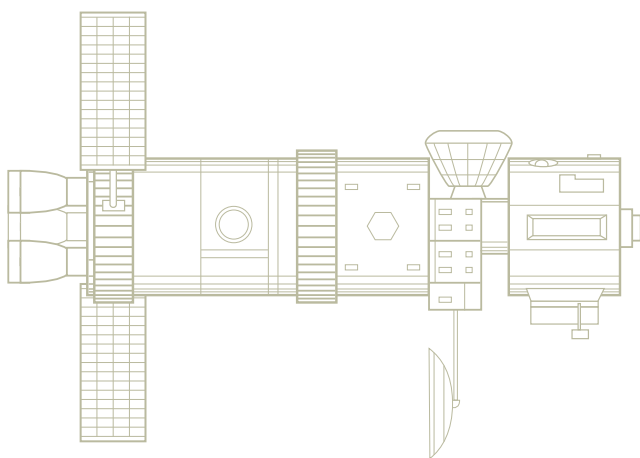
Before the *Star Trek: Enterprise* era, the Voth, a species of evolved hadrosaur sharing the Humans' planet of origin, traveled to the Delta Quadrant after fleeing Earth prior to or just following the KT Extinction Event, and came to believe themselves native to the Delta Quadrant. The Sky Spirits, another species indigenous to the quadrant, interacted with tribes of Humans, who worshipped

them as supernatural entities. In 1937, a Delta Quadrant species known as the Briori abducted hundreds of people from Earth, including Amelia Earhart, and used them and their descendants as a slave population. In 2031, the *Ares IV* spacecraft, a pre-warp Human ship used for early manned missions to Mars, was lost with Commander John Kelly on board, as humanity's first spatial anomaly, a subspace phenomenon known as a *graviton ellipse*, swept the craft from the Alpha to the Delta Quadrant.



Games set in the *Star Trek: Enterprise* era are, normally, limited by the technology of the period. Ships are much slower, only capable of going to Warp 5, and much of the Beta Quadrant has yet to be explored. In the Delta Quadrant, the Trabe hold the Kazon as an enslaved workforce, the Nacene known as Suspiria has just left her mate, the Caretaker, to establish a separate colony of mentally evolved Ocampa on a new Array, and the Human population of the Briori worlds are beginning to recover from their long subjugation as slaves. Gamemasters may wish to employ a Nacene explorer like the Caretaker or Suspiria to bring ships into the Delta Quadrant, or perhaps a graviton ellipse, such as the one that displaced the *Ares IV* from its orbit of Mars, to bring one of the pioneering ships of the new Starfleet into the Delta Quadrant, but should take care to keep the feeling of vast distances and being far from help foremost in their minds: a ship capable of Warp 9.975 would take 75 years at maximum speeds to cross the expanse between Ocampa V and Earth. A ship capable of Warp 5 would take between 600 and 700 years to traverse the same distance.

By the time of the Original Series, Starfleet has lost contact with the probe launched in 2067: the *Friendship 1* vessel, carrying language matrices, cultural artifacts like music and literature, sociopolitical history, and the foundations of warp technology. The probe's technology, primarily antimatter, heavily influenced the culture of the pre-warp society native to the planet upon which it crashed, leaving the planet in nuclear winter. Gamemasters not wishing to transplant Alpha and Beta Quadrant ships and crew to the Delta Quadrant via anomalies or powerful intergalactic entities like the Nacene or the Q can still have a touch of home with the Humans who have taken over the Briori worlds on which their ancestors were formerly enslaved, or with the cultures enriched and affected by probes like *Friendship 1*.



ARES IV MARTIAN COMMAND

SCHEMATIC



The *Next Generation*/*Deep Space Nine* era opens up further avenues of possibility, with the introduction of the Q Continuum and the Borg Collective. Though the Collective is a monolithic threat to Federation worlds, beginning with the mysterious disappearance of starships along the borders of the Shackleton Expanse in the Beta Quadrant, they are somewhat less than implacable in their home territory. Populations of freed Borg drones pepper the quadrant, especially in the wake of *Voyager*'s crippling strikes against the Collective. While many drones self-destruct once severed from the Collective, many others find their dormant personalities returning, and they will often form their own collectives of individuals composed of species from all corners of the Galaxy. Many of these disconnected former drones are Starfleet officers assimilated in the Battle of Wolf 359 and other encounters; chances are good at least some wish to find a way back home.

Voyager's era, dovetailing on the end of the *Next Generation*/*Deep Space Nine* era, presents the most logical and accessible period of play. The Caretaker pulls ships from all over the Galaxy to his array, in search of genetic compatibility with which to reproduce. While he certainly sent many ships back from whence they came

following his unsuccessful scans of their biologies, not all ships were so fortunate. The *U.S.S. Voyager*, the *U.S.S. Equinox*, and the crew of the Maquis ship *Val Jean* were forced to attempt to return to Federation space under their own power; they may not have been the only ones who needed to do so. The Caretaker might have pulled in ships from any number of polities, such as the Dominion, the Cardassians, the Klingons, the Orion Syndicate, and any other species the Gamemaster might want to sneak into the Delta Quadrant as a surprise to her Players.

Lastly, the Iconian technology first introduced in *The Next Generation* offers a novel way for ships to deliberately travel into the Delta Quadrant, leaving the crews of those ships somewhat less out of touch with Starfleet Headquarters than those accidentally stranded far from home. As well, several species within the Delta Quadrant have achieved transwarp capability, the most notable among them the Borg Collective and the Voth. With the addition of such technologies as coaxial drives and slipstream technology, and natural phenomenon such as wormholes and subspace corridors, the distances between the United Federation of Planets and the far wilds of the Galaxy seem much less insurmountable.

VESSEL STATUS

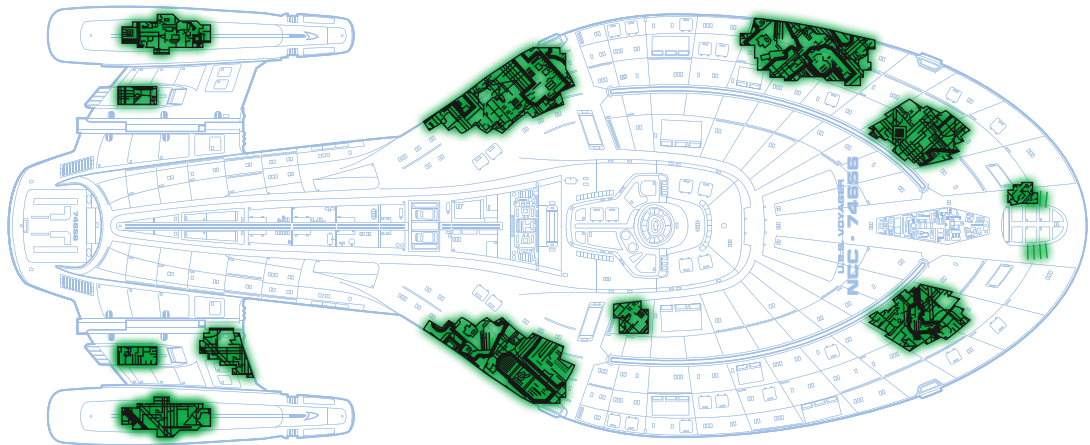
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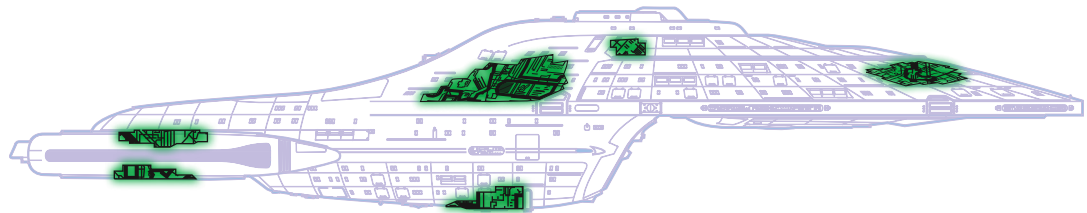
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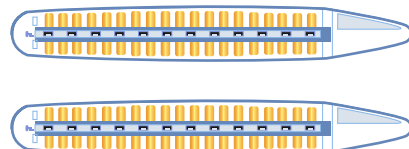
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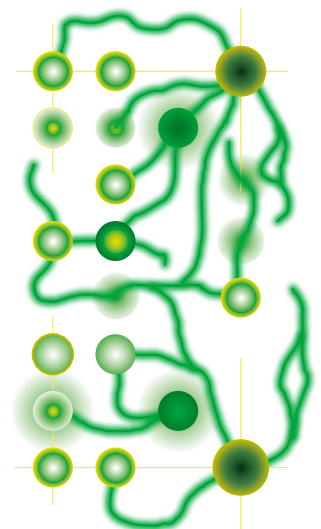
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THE DELTA QUADRANT

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02.10	THE DELTA QUADRANT	011
02.20	WORLDS OF THE DELTA QUADRANT	028
02.30	THE BORG COLLECTIVE	034
02.40	BORG LOCATIONS	051

BRIEFING FROM STARFLEET COMMAND

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Good day to you, Captain. You're receiving this briefing because you're among Starfleet's best and brightest, and among those who have been given a starship to command. The details contained within this report are extensive, though I hope enlightening. Even if your orders send you to serve in an area other than the Delta Quadrant, what's contained herein will open your eyes to just some of the incredible possibilities this Galaxy has to offer us as Starfleet officers and devoted explorers.

I returned home just over a year ago. I'm even now still processing all the events that have transpired in the rest of the Galaxy after *Voyager* and I were pulled out of the Badlands and deposited into the Delta Quadrant eight years ago. The crew of *Voyager* and I had our own battles to fight, our own enemies to deal with, but we were tens of thousands of light-years away. We had little understanding of the causes and scope of the Dominion War until later. All of you, here in the Alpha Quadrant... I can only imagine how hard it must have been, fighting alongside friends and allies on your home turf, against ruthless enemies and former associates. You had to somehow navigate the cruelties and challenges of open conflict, all while remaining true to the foundational tenets and ideals that make the Federation what it is. And you did remain true, did survive the war, and the following years of often-difficult rebuilding and restructuring.

However, those fights are now behind us. The Dominion War ended four years ago, and many of the darkest challenges encountered in the Delta Quadrant are sufficiently far enough removed from immediate concern. With the Reman rebellion quashed, the Romulan Star Empire and the Federation are just beginning to

discuss real peace between our peoples. Despite some minor grumblings within the Great Houses, the Klingon Empire, enjoying its leadership under Chancellor Martok, appears to be a firm Federation ally once more. With our Klingon friends, we look toward the as-yet unseen reaches of the Shackleton Expanse and other areas in the Beta Quadrant for mutual exploration and discovery.

Indeed, exploration is at the crux of my message to you, Captain. Starfleet has regained its footing; the Federation is stable once again. Our newly elected president, Nanietta Bacco, brings with her a renewed sense of optimism. Tensions between our peoples and the Romulans and Klingons are at all-time lows; the time seems ripe for the beginning of a new age of exploration, an age where we can push the boundaries of our knowledge into the greater unknown, an age where we can add to our collective knowledge and explore even more worlds and contact even more civilizations, in the Alpha and Beta Quadrants, and, yes, even the Delta Quadrant.

That's why you are here, Captain. Starfleet has commissioned dozens of new starships, refit many older classes, and refurbished vessels that had been damaged on the front lines. Deep-space exploration cruisers including the *Luna* and *Prometheus* classes are exiting our shipyards at a regular rate, and even newer classes of vessels, such as the *Vesta* class, are being drafted on design boards or being tested in simulations.

In short, there's a whole Galaxy out there to discover, Captain. It's high time we got back to doing what Starfleet does best – boldly exploring the unexplored. Good luck to you, and to your crew.

Admiral Janeway out.

THE DELTA QUADRANT

THE DELTA QUADRANT

"NO MATTER HOW VAST THE DIFFERENCES MAY BE BETWEEN CULTURES, PEOPLE ALWAYS HAVE SOMETHING THAT SOMEBODY ELSE WANTS, AND TRADE IS BORN."

— CAPTAIN KATHRYN JANEWAY

INTRODUCTION

We've always suffered from a lack of knowledge about the Delta Quadrant. Due to its distance from Federation space, exploring the farthest reaches of our Galaxy has always been relegated to *someday*, which no one really thought would come at any point in the 24th century. Rumor has it we weren't supposed to be in that region of space for at least another century.

The abduction of Federation ships, among others, by the Nacene entity known as the Caretaker changed all that. We may not have been ready to explore the Delta Quadrant, but readiness often has little to do with the crux of exploration and adventure.

Before we get started on all that we *do* know, and all that we've learned since *Voyager's* return to the Alpha Quadrant, we really should pause to reflect on all that we have yet to learn. *Voyager* was one ship with an overriding mission to get back to Earth, exploring only a fraction of the Delta Quadrant as it sped home. There's a vast ocean of knowledge waiting for us out there beyond the galactic core, filled with species and star systems and spatial anomalies we've yet to imagine.

We know about some of the powers of the Delta Quadrant: the Kazon, the Haakonian Order, the Vidiian Sodality, the Malon, the Devore Imperium, the Hirogen, the Hierarchy, and, of course, the Borg Collective. Captain Janeway initiated first contact with dozens of species in seven years. One ship, one crew, seven years. Now that the quadrant is opening up for us to explore, there are thousands more to meet.

We know practically nothing about the true history of the political and xenosociological development of the ancient Delta Quadrant, but what we have discovered is ultimately *fascinating*. From the development of the Borg Collective to

the myriad scattering of Alpha Quadrant and Earth-specific historical interactions with the entities within the quadrant, it's already given our various orders of academia enough data to keep them busy for the next several decades.

What follows is an alphabetical listing of some of the inhabitants and power groups of the Delta Quadrant. Their stories, their culture, and their interactions with *Voyager* and each other provide a background for what we know about them, as well as insight into what we can expect from them in the future.

THE DEVORE IMPERIUM

The Devore of the Devore Imperium are best known to us as xenophobes of the most stringent variety, especially with regards to telepathic species. While *Voyager* crossed Devore space on her way home, the crew underwent a series of "inspections" by the Devore military, all to ensure that no telepaths were aboard the ship. Any telepaths found would be taken and detained – or worse – as would anyone found to be harboring telepaths. This forced *Voyager* to place telepathic species of the crew, such as Vulcans or Betazoids, into transporter suspension during the inspections. A group of Brenari refugees, whom *Voyager* had rescued earlier, were also shielded from the watchful eyes of the Devore inspectors.

The intolerance of the Devore Imperium does not stop at telepaths, however. Any alien species were deemed by the Devore as threats, first and foremost. They called all aliens "gaharey," which was a derogatory term best translated as "stranger" or "outsider." Any non-Devore traveling through Devore space is forced to follow a series of protocols that includes not just the frequent inspections, but also the submission of detailed flight plans to be rigorously followed during travel.

Soldiers of the Devore Imperium received training in withstanding or blocking telepathic encroachment, making them less susceptible to mind-reading or other forms of telepathic manipulation. While the *Voyager* was passing through Devore space, the Imperium's reign spanned three sectors and eleven star systems.

PHYSIOLOGY

The Devore's physiology is similar in most ways to Humans, at least to the best of our knowledge. The major difference rests in the shape of the skull. They have no eyebrows – in their place, the Devore sport faint ridges that start below the bridge of the nose, and a vertical ridge is present slightly above the eyeline, between the eyes and just beneath the hair line.

THOUGHTS ON THE DEVORE

Voyager's trouble with the Devore stemmed from the fact that the ship had to travel through Devore space and was carrying telepathic species with them. When Starfleet begins long-term, methodical exploration of the Delta Quadrant, we will not be surprised by their proclivities and prejudices. Even if we cannot find a way to bring them into the fold and overcome their xenophobia and blinding distrust of telepathic races, most in Starfleet believe we can at least reason with them. Exploration in their space should be carried out by crews carrying only non-telepathic species until we can get them to understand that telepaths needn't be seen as threats.

Captain Janeway's personal debriefing on the topic of the Devore makes it clear, however, that while the species seems to be reasonable, willing to conform to civilized discourse in problem solving and conflict resolution, and even willing to show empathy, they are also capable

of great deception, finding an enemy's weakness and exploiting it to get what they want.

HAAKONIAN ORDER

The Haakonian Order is the government of the Haakonians. Little was learned about the Haakonian history or people, and what is known is tainted by one act of war against the Talaxians: the use of the metreon cascade. This weapon of mass destruction killed hundreds of thousands of Talaxians who inhabited a moon called Rinax. The victims of the metreon cascade were vaporized in a matter of seconds, leading the Talaxians to surrender unconditionally to the Haakonian Order.

The metreon cascade weapon, like countless weapons of its kind throughout the Galaxy's history, had unintended side effects – in this case, a type of radiation poisoning that turned into a degenerative blood disease known as metremia. The creator of the metreon cascade weapon, Ma'Bor Jetrel, succumbed to the disease himself, but not before attempting to undo what his weapon had done.

Jetrel, the only Haakonian who *Voyager* encountered in any significant fashion, came to Captain Janeway because he wanted to study Neelix, a Talaxian who was exposed to the aftereffects of the metreon cascade, in hopes of finding a cure for the disease. He went further, theorizing that he might even be able to use *Voyager's* transporter technology to reincorporate the victims of the metreon cascade. While this attempt failed and Jetrel succumbed to the effects of his own metremia, his empathy for his victims and the guilt he felt for his role in the death of so many gives us hope that Haakonians may not be irredeemable.

Our best intelligence points to the Haakonian Order still ruling all of the holdings of the former Talaxian government. Any Talaxians, after their surrender to the Haakonian Order, fled throughout the Delta Quadrant to find new homes.

PHYSIOLOGY

Assuming that the Haakonian called Ma'Bor Jetrel is a true representation of his species, they are of a similar height, stature, and physique as Humans. Their faces contain many wrinkles, ridges, and pock marks. The nose contains grooves and ridges above the two nostrils. We speculate that the older a Haakonian gets, the more pronounced the facial incongruities become. Their hair appears to turn gray as they age, as well, much like a typical Human.

An alternative theory is that the facial anomalies seen in Ma'Bor are not emblematic of all Haakonians. Instead, he might have these marks as a result of the metremia that he was suffering from. More information is required to know if this is true.

PATTERN INTEGRITY

41-8502

42-2960

42-9948

5893

7520

7298

6692

7596

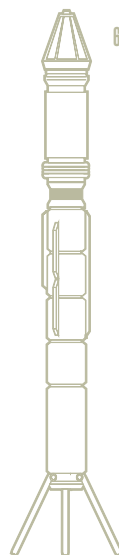
6705

6028

8225

5882-5003 47930 5890 24-770428
2950-7903 28503 284002 225
6211-5077 6030 6033 35-2704
9020-3556 23-69333 2500 688202
7693-1267 60030 26038 17-038544

693-386
28002
259
6929



THOUGHTS ON THE HAAKONIANS

Passing judgements on the Haakonians based on the limited information we have about them is difficult. One only needs to look back at Earth's own history to see that even cultures with noble intentions can foolishly unleash terrible destruction – and unintended consequences – when corrupted by the vile phantom of wartime logic. Neelix, the Talaxian who lost his entire family to the war with Haakonian forces, can hardly be expected to provide an unbiased assessment of the Haakonians. Indeed, Neelix himself admitted that during the conflict he had deserted his duties in the Talaxian military, and had he been caught and convicted as a deserter, would have been put to death by his own people. That makes one wonder what kind of people the Talaxians were during the war with the Haakonian Order.

In terms of Federation plans in the Delta Quadrant, it is too soon, and there is not enough reliable information, to know what Haakonian reactions to a Federation presence might be. If the person who created the metreon cascade weapon felt guilt and remorse about its use, one might infer that other Haakonians might feel the same. If that remorse is present, the Federation might be able to broker a peace that would allow the Talaxians to return to their home world and stabilize relations in the area.

THE HIERARCHY

First contacts are occasions fraught with tension. Some go well, leading to centuries-long peace and harmony between species. Some go poorly, and misunderstandings or open hostility can taint relations for just as long. Then there are first contacts that border on the bizarre. *Voyager's* first contact with the Hierarchy belongs in that latter category.

The Hierarchy is the name of the political and military force governing a significant portion of space in the Delta Quadrant. The Hierarchy seems to operate as an extended bureaucracy, with individuals known as Overlookers playing their roles in the bureaucracy's structure. Typical Overlooker behavior is to hide their reconnaissance vessels where they cannot be found, then use their superior surveillance capabilities to ascertain threat levels and determine the risk of attack.

It was this scenario that initiated first contact. An overly enthusiastic Overlooker, Phlox, devised a strategy to gain access to *Voyager's* information: accessing the ship's data transfer systems. He accidentally tapped into the Emergency Medical Hologram, which happened to be malfunctioning at the time. This made Phlox believe that the EMH's "daydreams" about being a hero were real.

Phlox's error caused the Hierarchy to decide to attack, but the Overlooker realized his error. He communicated directly

with the EMH to help *Voyager* avoid the Hierarchy attack. After a brief exchange of fire, the EMH and Phlox bluffed the Hierarchy vessels into a withdrawal.

COOPERATION IN THE VOID

The cooperation between *Voyager* and members of the Hierarchy continued in a separate incident, where *Voyager* was pulled into an area of space devoid of matter. Several other ships were trapped in this void as well, and it quickly became apparent that the ships attack each other in order to steal supplies each time a new ship is stranded there. When a Hierarchy survey ship entered the void and *Voyager* defended it from attack, it led to an alliance between the two vessels. With cooperation now seen as a possible solution to the problems of all the ships, other vessels joined the alliance. With the various crews now sharing technology and resources rather than fighting, the *Voyager* and the other ships were able to escape the void.

RENEGADE OVERLOOKERS

The final extended interaction between the crew of the *Voyager* and Hierarchy Overlookers occurred when a pair of rogue Overlookers captured Captain Janeway and used the EMH as a means to steal the *Voyager's* warp core for profit. These rogue profiteers were ultimately foiled when one of them turned on the other to save the life of the *Voyager* crew.

PHYSIOLOGY

Overlookers generally wear clothing or uniforms with high collars that hide their bodies and necks. Overlookers' wrinkled and hairless oval heads are brown, irregular, and lumpy. Their features, especially their noses and ears, are small, and they lack facial or scalp hair. They have openings on the sides of their heads for listening, although they are barely noticeable as ears.

THOUGHTS ON THE HIERARCHY

Based on the three most significant interactions that the *Voyager* crew had with the Hierarchy's Overlookers, it is believed that they might be a species that the Federation can work with when further exploration of the Delta Quadrant occurs. Their rather rudimentary focus on survival and acquisition of necessary materials means they base their decisions around tenets that are not as inscrutable as other philosophies we have encountered. They seem to see reason when mutually beneficial courses of action are presented to them. Individual members of the group can be called upon to act in a humane manner. In short, if the Federation can work with the Ferengi, the Overlookers should not pose much of a threat.



THE HIROGEN

One species that the crew of *Voyager* had extended, and often hostile, contact with was the Hirogen. A race of hunters without parallel, the Hirogen excel in tracking and killing prey which, by Hirogen standards, comprises anything and anyone of sufficiently challenging difficulty. Hirogen live for the hunt, the harder and more dangerous, the better. Hirogen take trophies to commemorate their hunts, and the quarters of many are decorated with the bones of countless intelligent species who have fallen afoul of these hunters.

Initial contact was made with the Hirogen after *Voyager* located and used an elaborate sensor network to attempt to contact Starfleet. While the attempt was ultimately successful, the sensor network belonged to the Hirogen, who learned of the network's use by *Voyager*. This set the ship directly in the Hirogen's sights, leading to an inevitable clash between the warrior species and the *Voyager* crew.

That clash took place not long after, when *Voyager* was retrieving Starfleet communications from the one of the relay network stations. The Hirogen captured Tuvok and Seven of Nine, treating them as trophies of war as much

as prisoners. In order to survive the encounter and rescue their crew members, the crew of the *Voyager* weakened the containment field of the singularity that powered the relay station, which was subsequently exposed during the ensuing Hirogen attack. This destroyed the Hirogen ships and the communication network, setting the tone for future encounters.

A CLOSER ENCOUNTER

The next encounter with the Hirogen came when *Voyager* encountered one of their vessels in distress. The two-person crew had been hunting a member of Species 8472, but that creature killed the Hirogen Hunter and severely wounded the Hirogen Alpha. The *Voyager* crew brought the Alpha to sickbay and also downloaded data from the Hirogen ship's computers, where much of our current knowledge of the Hirogen comes from.

The injured member of Species 8472 breached *Voyager*'s shields and hull, entering the ship. Seven of Nine, wary of Species 8472 from her time as part of the Borg Collective, disobeyed orders and transported the Alpha and the injured Species 8472 to attacking Hirogen ships, removing all the threats at once.

SIMULATED HUNTING AND A SHOW OF MERCY

After another conflict, where the Hirogen hijacked *Voyager* in order to force the crew to take part in holographic hunting and war games, Captain Janeway took a step in alleviating the Hirogen's threat to her crew: she provided them with an optronic data core, which allowed them to pursue holodeck technology on their own ships. This, it was hoped, would assuage their drive to hunt with less terrible consequences on everyone they came into contact with.

Similarly, when Seven of Nine was captured and forced to take part in gladiatorial combats, she interacted with a similarly captured Hirogen. Rather than killing the Hirogen, she showed him mercy, after which the pair were rescued by *Voyager* and he was returned to his people. While relations with the Hirogen cannot be called friendly at that point, at least there was a begrudging respect and willingness to cooperate in the right circumstances.

A FRAGILE PEACE

As wise as Janeway's solution to the Hirogen problem might have seemed, the Hirogen's interaction with the holographic technology proved that they might not be ready to move their society toward a more peaceful and productive existence. Rather than simply creating holodeck areas to sate their need to hunt, they push the technology to its limits, foregoing all safety protocols and giving the holographic entities they created autonomy so as to be more thrilling and dangerous to hunt. In turn, the holographic entities used that autonomy to step beyond their expected parameters, threatening not just the Hirogen but anyone who got in their way.

PHYSIOLOGY

Hirogen are a large humanoid species, much taller, more muscular, and stronger than Humans, perhaps even rivaling Klingons or Jem'Hadar. Their hunter evolution has left them with much keener senses than an average species, which are very useful in their obsessive hunting rituals.

Their facial features tend toward what might be called reptilian, with many segmented ridges running from the chin and jawline all the way over the crown of their head and down the other side. The skin appears to be thicker than other species, making it less susceptible to weapons and other damage.

Their constitutions are also stronger, as the crew of *Voyager* learned when they tried to sedate a captured Hirogen hunter. One can speculate that they would also be able to survive in harsher conditions than a typical Human as well.

FUTURE RELATIONS WITH HIROGEN

Based on the interactions between the Hirogen and the crew of *Voyager*, we recommend that the Hirogen be approached with great care when further exploration of the Delta Quadrant is begun. The lack of our knowledge of the Hirogen homeworlds – if any even exist – makes it possible

that the Hirogen left their worlds when their mania for hunting consumed them. If they care so little for concepts like home and stability that they would abandon even the concept of a stable home base, they may not be a species what we can truly reason with.

Their levels of technology, especially that of the wide-reaching sensor and communication network, indicate they may once have been a people dedicated to peace and survival. Their physical stature and their social norms suggest that much time has passed since then, and they may now only be capable of understanding life and others in terms of the hunter and the prey. But if the interactions with the *Voyager* crew are any indication, there may be some hope for them. In the case of prolonged warfare, it would certainly behoove us to fight on their side rather than against them.

THE KAZON ORDER

Along with the Nacene, Ocampa, and Talaxians, the Kazon were one of the first Delta Quadrant species encountered by the crew of *Voyager*. Sadly, this species was also the one that displayed the most hostile and uncooperative attitude in those crucial first months. Several Kazon threats to the *Voyager* crew had to be thwarted in their early days in the Delta Quadrant, which the crew did as they made their way out of Kazon space.

The Kazon are divided into different sects (detailed below), but the political body that binds the sects together is known as the Kazon Order. This political faction claims a significant portion of the outer Delta Quadrant, and enforces their possession aggressively. The Kazon, up to several decades ago, were the indentured slaves of the Trabe, an influential and far-reaching species that had conquered their homeworld. Records show that the Trabe treated the Kazon as little more than animals, including forcing them to fight each other frequently in order to foster distrust and prevent them from ever revolting.

The Kazon eventually did rise against their oppressors, and in 2346 a Kazon called Jal Sankur convinced the Kazon sects to put aside their differences to overthrow the Trabe. Now claiming the abandoned Trabe sectors, the Kazon Collective is composed of over a dozen different sects, who each control a region and that region's resources, and vary in power and influence. Despite the name, the Kazon have no central unifying government: each sect follows its own majesty and, though the species share similar customs across their history, each sect sees the others as rivals or pawns. Many of the more powerful have sworn blood enmity to each other. The number of sects can change over time, as some sects become extinct and others rise to take their place. By the time *Voyager* left Kazon space in 2173, there were eighteen

known sects, the strongest or best known of which were the Kazon-Ogla, the Kazon-Nistrim, the Kazon-Relora, and the Kazon-Halik.

PEACE ATTEMPT GONE WRONG

Captain Janeway saw an opportunity to act as a peace broker, not just among the various sects, but with the Trabe as well. However, the Trabe leader tricked *Voyager*'s crew into bringing the sects together under the banner of peace, and then attempted to kill all the sect leaders in order to gain the upper hand in the region. The plan failed, leaving *Voyager* an enemy of both the Trabe and all the Kazon sects.

KAZON-OGLA

The Kazon-Ogla claimed the territory in which the Caretaker's array and the Ocampan homeworld were located, but the sect could not match the power of the Caretaker. Maintaining a settlement on the surface to mine the rich cormaline deposits, the Kazon resented the Ocampa's access to water and coveted the Caretaker's technology. When *Voyager* sought to destroy the array in 2371, the Kazon-Ogla attacked with their raiders in an attempt to prevent the destruction, as the sect wanted the powerful technology for itself. Though *Voyager* was successful in preventing the Ogla from claiming the array, the Ocampan people were estimated to have ultimate security from the Kazon for only five more years. After the power reserves ran out, the Ocampan would be forced to the surface in order to survive.

KAZON-NISTRIM

Although the Kazon-Ogla were the first Kazon that *Voyager* encountered, the Kazon-Nistrim were easily the most dangerous to the crew, as was evidenced by the countless run-ins between *Voyager* and the Nistrim forces. Part of that danger was their ferocity and cunning, but the largest threat from the Nistrim came when a disguised Cardassian who had infiltrated the *Voyager* crew defected and joined the Nistrim, and became the lover and advisor of their leader, Cullah. This spy, Seska, proved to be a thorn in the side of *Voyager* until she was killed.

According to Neelix, the Nistrim were once the most powerful and dangerous sect, but apparently poor leadership led to a decline in the fortunes and power of the Nistrim over the years. It is fortunate that *Voyager* did not encounter the Nistrim while they were at the height of their power; the duplicity and aggression of the Nistrim, if backed with more superior forces, might have been insurmountable.

The tactics of the Nistrim during their interactions with *Voyager* seemed to focus mainly on stealing or otherwise gaining access to the ship's superior technology, specifically the transporter. After many attempts were foiled, the Nistrim finally did manage to take *Voyager* when a suicide bomber gained access to the ship through subterfuge, then killed himself in order to disable the ship, allowing the Nistrim to take it.

With the crew abandoned on Hanon IV, the Nistrim appeared to have no obstacles in using *Voyager* and its superior technology to make a new start as a leading Kazon sect. However, Tom Paris was able to recruit Talaxian assistance. Additionally, the EMH and a Betazoid crew member still aboard the ship, a troubled individual named Lon Suder, were able to sabotage the ship. Their combined efforts led to the defeat of the Nistrim and the re-taking of the ship by the *Voyager* crew.

With Seska dead and Cullah's whereabouts unknown, it is not likely that the Nistrim are a continuing threat. However, if Cullah still leads the Nistrim, he may feel he has nothing to lose in attacking Starfleet if and when we return to that area of the Delta Quadrant.

OTHER KAZON

Most of the other Kazon sects had few direct interactions with the crew of the *Voyager*, despite the constant threat that they posed to the vessel and the crew. The Kazon-Relora were considered one of the most powerful of the sects, or at least they were until Maje Cullah of the Nistrim transported their leaders into space with technology stolen from *Voyager*. The Kazon-Mostril, Kazon-Hobii, Kazon-Oglamar, and Kazon-Pommar are other sects who were drawn to the "peace" meeting that ended poorly for everyone involved.

PHYSIOLOGY

The humanoid Kazon's most distinguishing feature is its matted, almost fungus-like hair that grows in lumps on its head. The hair grows down below the ears, but a plate-like ridge on the Kazon's head leads the hairline there to look what we would call "receding." The skin of the Kazon we have encountered ranges from coppery-red to dark brown, which may be determined by the different sects of Kazon.

THOUGHTS ON THE KAZON

The Federation and Starfleet have dealt with species like the Kazon before: petulant, culturally immature while still advanced technologically, and welcoming of strife. While they are not trustworthy, this is not the first time that the Federation has been in a position where an untrustworthy species occupies a large area of space.

When the time comes to explore the Delta Quadrant, the Kazon, or any of their sects, could turn out to be enemies or allies, and quite likely they could end up being both. We must be patient but wary of Kazon treachery, forgiving of past transgressions but expecting of further ones. We must place the highest importance on gaining intelligence about the state of politics among the sects, and even within each sect, before we know how to best address our interactions.

THE KRENIM IMPERIUM

The Krenim Imperium, in its limited interaction with the *Voyager* crew, proved to be a political power of middling threat and reach. *Voyager* passed through their space, which was contested by other species and groups in the area, with only a stern warning about not interfering in Krenim affairs.

Further investigation of the area since the return of the *Voyager* crew has revealed some encrypted data that is thought to detail the work of a Krenim scientist known as Annorax. Starfleet scientists work to decrypt this information and see if it is anything that might be useful in our coming exploration of the Delta Quadrant. Only time will tell....

PHYSIOLOGY

Krenim are similar to Humans, with their distinguishing feature being a circular pattern near the temple on the skull. It is unclear whether this pattern has any biological significance, or if it is just a vestigial remnant from an evolutionary ancestor of the current-day Krenim.

THE MALON COOPERATIVE

The Malon are a perfect example of the cautionary tale told to civilizations whose technological advancements outstrip their wisdom and caution. Their warp-capable drives resulted in enormous amounts of theta radiation residue, but they did not possess the means to safely remove or recycle the residue. Rather than finding cleaner and safer means of attaining warp speed, the Malon instead built a good part of their culture and economy around the dispersal of the residue throughout the quadrant.

As waste export grew into a highly profitable and sustainable industry, more corrupt elements in Malon society resisted attempts to find better energy sources, reaping the financial rewards of waste management, and sometimes taking shortcuts in its disposal to cut expenses.

Waste removal is such an integral part of Malon society that even cultural phenomena evolved around it. Some see working in the field as a patriotic act, even giving up their beloved professions to do it. Others could make so much wealth even on short trip that they took part-time work in the field. A mythological creature called the Vihaar entered the

TEMPORAL TRANSMISSION

"If there's one thing I hate more than some of our 24th century counterparts' cavalier attitude toward the timeline, it's the thrice-damned Krenim Imperium's absolute disregard for anything remotely approaching respect for history. Things happen for a reason! We can't change them just because we don't like them! Now, I know what you're going to say: 'But Della, it wasn't the entire species, it was one man.' Let me tell you that if the Temporal Prime Directive has taught me anything, it's that it's never just one man. There's always a government, always a committee, always somewhere the support and backing *comes from* that enables that 'one man' to destabilize entire sectors and epochs.

Yes, Krenim space was technically beyond the reach of Federation laws. The Krenim Imperium might not have been subject to the Prime Directive, physical or temporal versions of it, but just imagine if they had been. Imagine the

stability that would have resulted. I understand Annorax's despair, I do. We've all lost people. But Annorax is the literal textbook example of why the Temporal Prime Directive is necessary. The first ten years of my career were spent in chronometrics on the timeship *Asimov*, tracking every change Annorax made to the timeline, calculating the quantum fissures and temporal disruptions, checking to make sure spacetime had healed properly from his brute force violations. You don't know what kinds of ripple effects his efforts had. You don't *want* to know. Janeway did us a favor by getting involved, because it allowed us to slip around the Temporal Prime Directive's hands-off policy. We minimized a lot of the fallout, but I still wake up some nights *haunted* by the things that were not but could have been.

I don't know if this is the proper timeline. It feels like it is, like this is the original, but that's the problem with time travel. Everything feels like the proper timeline when you're living in it. It's why we don't mess around with history. Because no matter how hard we calculate the possibilities, or how careful we think we're being, we don't know what we're doing and children shouldn't play with things they don't understand."

— Captain Della Satura, timeship *Galileo*, 29th century, on Annorax and the Year of Hell

Malon mass consciousness: the creature was rumored to be made of antimatter and waste, haunting waste transports. In this case, it turns out there was some truth to the myth. Prolonged exposure to the waste could cause physical mutations and mental difficulties.

Voyager learned about this societal problem of the Malon firsthand. A waste-carrying vessel was sabotaged, causing much damage to the ship. When *Voyager* answered the distress call, the crew found themselves trapped within the potential blast radius of the ship. Fortunately, the crew was able to help the Malon find the cause of the sabotage and prevent an explosion from destroying all life in a three-light-year radius.

PHYSIOLOGY

Broad, flat noses with large, widely spaced nostrils are the most distinctive facial features of the Malon. Ridges spreading out above each eye decorate their foreheads. Their hair ranges from dark to light brown, with their hair thinning and turning lighter with age. Their skin tends toward gray and yellowish brown.

Due to constant exposure to theta radiation from the antimatter waste that was the bane of their species' existence, the Malon whom the crew of the *Voyager* encountered often has physical deformities, lesions, hair loss, and other abnormalities associated with theta radiation poisoning.

THOUGHTS ON THE MALON

Offering the Malon improved ways to deal with their antimatter waste would go far to helping their civilization grow beyond its current stagnation, and having a peaceful and grateful species in the Delta Quadrant would be beneficial to exploration.

SPECIES 8472

This species, which has no current designation assigned to it at this time, is referred to by the Borg designation. We feel this is fitting, because we don't know what the species calls itself, and it is one of the few species that has ever been more of a threat to the Borg as the Borg was to them. In fact, much of the information we have on Species 8472 comes from information collected on it from the Borg, and *Voyager* crew member Seven of Nine in particular.

According to Borg data, Species 8472 was first encountered by the Borg in an area called "fluidic space." Species 8472 not only resisted the Borg incursion into their space, but they drove the Borg out – and then followed the Borg back into normal space and took the fight to them. Our own dislike of the Borg might lead us to cheer for any force that defeated them, but Species 8472 could pose as large a threat to the

Federation as to the Borg. The ease with which the Borg were defeated by Species 8472 should be a stark indication of their power.

While many of the species encountered in the Delta Quadrant are humanoid in form, Species 8472 is a notable exception (see "Physiology" below for details). When the Borg calls the species "the apex of biological evolution," you can begin to see what a formidable species it is. When a Starfleet officer as competent and measured as Captain Janeway even considers joining forces with the Borg in order to deal with a threat, that says much about the dire nature of the threat.

A BEGINNING FILLED WITH CONFLICT

Our first contact with Species 8472 was steeped in conflict. *Voyager's* telepathic Ocampan passenger Kes received mental messages from them, indicating that they planned to destroy all life in the Galaxy. One can assume that they said this because, after the Borg infestation of their space, they figured that all life in our Galaxy was like the Borg.

While the crew of *Voyager* investigated a group of dormant Borg cubes, they saw the remains of the Borg drones after Species 8472 had destroyed and mutilated them. Then the away team was attacked, leaving Ensign Kim suffering under the onslaught of the cellular intrusion of Species 8472's biological warfare. The quick and imaginative thinking of the EMH saved Kim's life, but it also gave *Voyager* a means to fighting Species 8472. The same Borg nanotechnology, altered by the EMH, that saved Kim was turned into a biological molecular nanoprobe weapon. When the weapon was used against the biologically enhanced ships of Species 8472, they were either destroyed or forced to return to their native fluidic space.

A LONE SURVIVOR

When the bulk of the Delta Quadrant forces of Species 8472 fell or retreated, one individual of that species was left behind – unfortunately for the pack of Hirogen hunters that located it and decided to make it their prey. As you might expect, the hunters very quickly became the hunted – and again *Voyager* was pulled into the conflict.

After the individual member of Species 8472 decimated the Hirogen hunting party, it gained access to *Voyager* and threatened the existence of the crew. The crew then had to join forces with a surviving Hirogen hunter to contain the threat. Only by beaming the warring creatures onto a Hirogen vessel did the crew of *Voyager* escape.

AN UNEASY TRUCE

With *Voyager's* successful repelling of Species 8472 using altered Borg technology, it seems that the aliens from fluidic space decided that their new rivals were their largest threat. In response, they built "training facilities" in the Delta Quadrant to prepare for all-out warfare against Starfleet and

the Federation, still not understanding that we are a peaceful organization simply looking to explore and understand. On these training facilities, members of Species 8472 used genetic manipulation to change themselves to resemble species from the Alpha Quadrant, so as to better understand their enemy.

After intense and deadly conflicts, members of the *Voyager* crew were finally able to parlay with Species 8472 long enough to open a productive dialog with them. Talks ended with a trade of technology and information between our representatives and Species 8472, and they retreated back to fluidic space.

PHYSIOLOGY

Rather than a biped, Species 8472 is a triped, measuring at least three meters tall. Their ability to cling to the outside of a ship while in space, and then enter the ship without opening any doors, should be a testament to their lack of a need for oxygen and their ability to survive in harsh environs. This also seems to indicate that they can either cling to surfaces through suction or some other gravity-defying mode, and they can tear through the hull of a ship with their natural weapons.

The representatives of Species 8472 encountered by the crew of the *Voyager* had no discernible facial features like ears, noses, or mouths. Their eyes had cross-shaped pupils and their epidermis was thick and grey.

The inability of the Borg to assimilate Species 8472 speaks to the strength of their immune systems – apparently that immune system simply destroys Borg implants like a Human immune system might fight off chemical or biological contaminants. This means that, in case Species 8472 ever becomes a threat, it is highly unlikely a biological weapon would be effective against them. This is probably because Species 8472 differs drastically from Humans on the cellular level; in fact, cells of that species contain over one hundred times the deoxyribonucleic material as the cells of a Human, arranged in a triple-helix structure rather than a double helix. That DNA coding is the most densely packed, in terms of cellular density, of any being in Starfleet records.

Their cellular uniqueness does not end there. Species 8472 not only kill with impunity and ease, their cells do as well. Cells from that species, when introduced into another organism, spread like a cancer and consume the host in a horrible manner. Species 8472 have such finely tuned



cellular control that they can end their own lives through self-manipulation, causing a poison to be released into their system.

In their natural forms, members of Species 8472 appear to be able to communicate telepathically with species that have telepathic tendencies themselves, particularly Vulcans and Ocampan.

THOUGHTS ON SPECIES 8472

Most of the powers-that-be in the Starfleet and Federation hierarchy believe that Species 8472 is best avoided. Their power and unpredictability make them real threats to not just exploration of the Delta Quadrant, but possibly other parts of the Galaxy as well. There is some hope that their time spent learning about our culture might make them more inclined to act in a peaceful manner the next time we meet, but there is certainly no promise that any peace or cooperation can be struck with them.

SRIVANI

If any species we've met in the Delta Quadrant highlights the importance of having a set of guidelines like the Prime Directive, it's the Srivani. The ethos of this species puts the good of the many over the needs of the few with an utter disregard for the rights of the individual. It is such good-intentioned fanaticism that makes dealing with more warlike species like the Kazon or the Hirogen in some ways more appealing and less threatening.

The Srivani's overriding drive, or at least the ones encountered by *Voyager*, was experimentation and the advancement of medical knowledge. They did so with the assistance of other species, but not with their permission. As has been the claims of countless medical investigators of countless species across space and time, they insisted that the cruelty of their experiments, and the fate of those who died from them, were for the greater good.

METHODS OF EXPERIMENTATION

Using phase variance technology, the Srivani make themselves all but invisible and otherwise undetectable to their "experiment subjects" (though it is more precise to call these individuals their victims). While existing in this imperceptible state, the Srivani can spend days, weeks, or even months carrying out elaborate experiments on these unsuspecting – and certainly unwilling – victims.

To be clear, the Srivani do not relish the deformities and deaths that might result from their experiments. They might stop an experiment that is assuredly going to kill the subject – but then again, they might not, if they think the knowledge gained from the experiment will save others.

The experiments they perform are managed on the sub-molecular genetic level, which is currently beyond the knowledge of Starfleet medical personnel. This meant that when the crew of *Voyager* became the targets of the Srivani, the EMH could not detect what was happening to them. Even when the crew managed to ascertain the scope and form of the threat posed by the Srivani, they could do nothing to stop it. Only by threatening to destroy the ship and everyone on it did Captain Janeway force the Srivani to retreat.

PHYSIOLOGY

The Srivani are bipedal humanoids thought to be androgynous. Dark mottling decorates the areas between their foreheads and their jaws, with a sharp ridge descending along the jawline. They have large ears and sharp features, with a flap of skin or cartilage covering the ears, either as a form of protection or as a way to enhance their listening.

THOUGHTS ON SRIVANI

Unless they can be made to realize that individual lives are as sacred as the lives of many, the Srivani might pose an ongoing threat to our exploration of the Delta Quadrant, as well as to those with whom we might ally. Certainly if they can be made to see reason and forego their scientific methods, they probably hold a great deal of knowledge that would be useful to us.

THE "SWARM"

Inhabiting a region of space that stretched over hundreds of sectors, the Swarm is a highly xenophobic and aggressive species which we know practically nothing about. Their name, their population, their language or culture, all remain a mystery, as most encounters with the Swarm are lethal and swift – the majority who learn anything about them do not survive long enough to share that knowledge.

Their boundaries are ringed with complex and sophisticated sensor networks, and any ships violating the borders are soon met by an amassed swarm of fighters that latch onto the intruding vessels and drain them of all power. While it is possible to slip through the sensors and avoid detection, a chance encounter with an active Swarm ship within the boundary can entirely remove the advantage of stealth. Such ships will usually discharge a polaron burst that lights up the shielding of ships attempting to sneak through.

Smaller ships, such as runabouts and shuttles, are boarded instead, and the crews immediately attacked with neuroelectric weapons. These weapons have been described by medical professionals as incredibly painful,

as they deal significant neurological damage – though this can be slightly mitigated by a species’ innate resistance. Though they seem to attempt communication with their victims, their language is so unlike any other species that the databases have no frame of reference, and Federation universal translators cannot process their dialogue beyond the basic sentiments.

PHYSIOLOGY

The physical traits of the individual members of the Swarm species are still largely unknown to us. The records from *Voyager* are unclear, and those crew members who saw individual members of the Swarm were attacked with weapons that damaged their memories.

TALAXIANS

Apart from the Borg, the species that we know the most about from the Delta Quadrant are the Talaxians. Unfortunately, most of this knowledge is pointless trivia. For example, we know almost nothing about their origins or history, but we have no fewer than twenty-seven different recipes for a Talaxian omelette. We have much information, and possibly no small amount of misinformation, thanks to one of the first people the crew of *Voyager* encountered in the Delta Quadrant: a Talaxian called Neelix.

In debriefings with the crew of *Voyager* on their return to the Alpha Quadrant, the entire crew spoke of Neelix with a mix of admiration, adoration, and a twinge of mischief. We have been led to believe that we can trust about 90% of the information provided to us that came directly from Neelix without corroboration. We just don’t know which 90% of that information is reliable.

WAR AND DEVASTATION

However, let’s be clear: some parts of our knowledge of Talaxians are very reliable. Talaxians warred with the Haakonian Order for more than a decade, surrendering only when a weapon of mass destruction, called the metreon cascade, was unleashed on the Talaxian moon of Rinax. With the terrible power of the weapon evidenced, the Talaxians surrendered. Most left their homeworld to attempt to put down roots elsewhere, while some – like Neelix – became wanderers and nomads among the stars.

DEMEANOR AND SPIRITUALITY

As demonstrated by Neelix, who became the self-appointed “morale officer” of *Voyager*, Talaxians are thought to be an optimistic and carefree species – which is hard to reconcile with the destruction that they suffered at the hands of the Haakonians. However, when you see the attitude that a man like Neelix brings to his work and his life, you soon know that it is true. He inspired in others a sense of hope, even when he himself did not feel as such.

Part of that optimism reflected in, or perhaps caused by, their strong belief in the Talaxian afterlife. The species, or at least the representatives that we have engaged with, believed that after death they migrated to the Great Forest. In this place, at a location called the Guiding Tree, a deceased Talaxian is joined by his family and friends who have already passed. Talaxians often undertake elaborate burial ceremonies that last for more than a week, guiding the deceased’s spirit to the Great Forest. Models of the Guiding Tree are kept by religious Talaxians so that they can recognize it when their spirits approach it.

Another religious celebration relished by Talaxians is a multi-day holiday called Prixin, which celebrates the family life. In addition to traditional food and drink, the celebration requires the reading of a traditional salutation.

PHYSIOLOGY

Despite having much close and personal interaction with Neelix, the crew of *Voyager* did not interact much with other Talaxians. Neelix had pale orangish-pink skin with yellowish-brown spotting on his head, arms, and body. His ginger-red hair sprouted wildly from his head but was swept back, and similar red hair grew down his cheeks, like a Human might grow sideburns.

In terms of body shape, Talaxians are generally shorter and thicker than Humans, with a dense physique. Talaxians have long-toed feet covered with spots. The size of their feet and toes made them a bit slow but very stable.

Much is conjectured about Talaxian taste buds. Neelix took over as the *Voyager*’s cook in an effort to boost ship morale and save power from the food replicators – and not necessarily in that order of importance. Initially, the crew was dubious, and it seemed that the Talaxian palate was much different than the Human one. His creations were incredibly spicy, which some of the crew found particularly intolerable. As Neelix became more accustomed to the needs and desires of the crew, his creations became more palatable, if no less exotic.

The *Voyager* crew made a special note that Talaxians are not very accomplished singers, although that did not stop Neelix from trying to sing, much to the delight (or dismay) of the crew. This was because of the structure of their throat and vocal chords.

THOUGHTS ON TALAXIANS

Based on *Voyager*’s experiences, it is safe to assume that Talaxians could be some of our greatest allies in further exploration of the Delta Quadrant. While they may not be the most powerful of species in terms of power, wealth, or knowledge, their friendship could reap many rewards, and the Federation would do well to help them regain and rebuild a homeworld of their own.



THE VAADWAUR IMPERIUM

By the 15th century, the Vaadwaur Imperium was perhaps one of the most dominant powers in the quadrant. Their empire spanned entire sectors, and their population numbered over six billion. Known throughout the quadrant, the Vaadwaur explored space and expanded their territory, using their advanced technology and their mastery of the Underspace to encroach on and seize planets and colonies wherever they desired.

An alliance of their enemies ended their reign. Led by the Turei, this alliance forced the Vaadwaur out of their Underspace and back to their homeworld, where orbital bombardments triggered an extinction level event and seemingly wiped the species out, leaving the entire planet in nuclear winter. The Vaadwaur were forgotten, their territory claimed by others and their name relegated to folktales and legends – at least in the Talaxian culture – about untrustworthy demons and evil creatures foolish enough to be tricked by their enemies.

In 2375, following an unfriendly encounter with a Turei ship, *Voyager* took refuge in orbit around the Vaadwaur homeworld and discovered hundreds of stasis chambers hidden underground, each containing a living Vaadwaur

soldier. Following further conflict with the Turei and *Voyager* itself, dozens of Vaadwaur ships managed to escape into the Underspace, and the fate of their species is currently unknown.

UNDERSPACE

The Vaadwaur achieved their Imperium with the use of a unique spatial feature: the Underspace. A network of interconnected subspace corridors, the Underspace allows travel between vast distances in a fraction of the time it would take at standard warp: *Voyager's* position changed by two hundred light years in five minutes' travel time. Historically, the Vaadwaur used these corridors to appear out of seemingly thin air, intimidating other species into capitulating to their demands.

THE TUREI

Now the masters of the Underspace, the Turei are hostile to anyone entering their space, but have shown in the past they are willing to listen to intruders, and assist them in exiting the subspace corridors without harm. Their insistence on boarding the foreign vessel to ensure that all traces of data regarding the Underspace are purged, however, is an unwelcome demand for most crews. The Turei will try to force their way onto a ship, and failing all other options, will try to destroy the ships they cannot access.

PHYSIOLOGY

Humanoid bipeds, the Vaadwaur bear two horizontal ridges on their foreheads starting above the nose. These ridges go over the tops of their heads as well, and hair may grow on the back of the head. Much more pronounced are the neck ridges extending down from the bottom of their ears to their upper chest. On first glance, this neck ridge might make one think of a Cardassian.

THOUGHTS ON THE VAADWAUR

No species is as dangerous as when they are desperate, and the Vaadwaur seem to fit that description. Their loss of the Underspace tunnels to the Turei put them on a defensive and very hostile footing, as *Voyager* learned when trying to work with them. Future negotiations might be less hostile if the right incentive is provided.

THE VIDIAN SODALITY

The Vidian Sodality, it is claimed, were once a people of great philosophy, artistic creativity, and technological advancement, but the introduction of a deadly illness to their population over two thousand years ago changed them into one of the most feared species to inhabit the Delta Quadrant. The Phage, as the Vidians call it, has ravaged their society for untold generations, and in their desperation to find a cure, they developed medical technologies that allow them to manipulate DNA, extract organs from other species, and transmute incompatible tissue into useful biological material that can be grafted to any species' anatomy and physiology.

Vidian organ harvesters are scattered throughout their sector of the Delta Quadrant, running research facilities that attempt to cure the Phage, managing organ processing plants for mass export of useful body parts to their species' various territories, and hunting the quadrant in highly advanced vessels, attacking starships and forcibly taking every useable organ from their victims, regardless of age, health, species, or consideration for their victims' lives.

Encountering Lt. B'Elanna Torres led the Vidians to their first breakthroughs in Phage treatment, but advanced treatment and a possible cure still seemed uncertain before *Voyager* traveled outside their region of space. In 2377, Captain Janeway encountered a small collective of famous freelance problem solvers called the Think Tank, who claimed to have provided the Vidians the cure for the Phage, and suggested they had returned to their previous cultural priorities, saying "You'd hardly recognize them now."

PHYSIOLOGY

The physical makeup of Vidians is so tainted by the Phage that it is hard to know what is their natural state and what is a consequence of the disease. Other than being humanoid

in stature, it is best to wait until more advanced medical expertise can assist the Vidians before judgements are made on their true physiology.

THOUGHTS ON VIDIAN

Caution is still advised until Starfleet receives further confirmation of the Vidians' current cultural health status.

THE VOTH

The earliest intelligent species we know of in the Delta Quadrant is the Voth. Incredibly, it was discovered that the Voth and Humans shared many genetic markers, as do the vast majority of all animal species of Earth, though this seems to be a controversial theory within the ranks of the Voth. The Voth believe they were the first intelligent race to achieve sentience in the Galaxy, and have records of their history dating back twenty million years. They've achieved transwarp capabilities, perhaps the first spacefaring race to ever do so, and live by a set of morals and societal laws they call Doctrine.

The Voth Doctrine is the reason that the Distant Origin Theory – in which it is postulated that the Voth developed life on a distant planet than the one they live on – is so controversial in their Circles of Science. Doctrine contradicts this, insisting that the Voth were not refugees drifting across the cosmos, but a proud and deeply rooted species born in the quadrant they call home.

Unfortunately, in its travels in the Delta Quadrant, *Voyager* only encountered one city-ship and a handful of individuals. With their transwarp capabilities, enormous city-ships, and phase-shifting technology that outstrips Federation sensors, we have no idea of their political influence, interactions with other species in the Galaxy, or even the size of their population or claimed space. We can only assume, with twenty million years of established history, all of the above have to be significant in size.

PHYSIOLOGY

As saurian bipeds who evolved from Terran dinosaurs, Voth are taller than Humans, sporting three-clawed hands at the end of each arm. Heavily pronounced brow ridges rest above each eye, and their elongated skulls bear symmetrical crests running from the nose to the back of the head. A long tongue allows for the catching and consumption of insects, as well as allowing them to speak their clicking language.

Scaly skin decorating the Voth ranges from green to brown to orange, and we believe that skin color could be malleable on an individual Voth to reflect emotional or physical changes.

THOUGHTS ON VOTH

Our apparent sharing of Earth as a homeworld might serve as a rallying point to bring the Voth into the Federation as an

ally, but because of their rigid belief system, it could just as easily serve as a wedge that divides us. It remains to be seen if the *Voyager* crew's initial interaction with the Voth brought any changes to their society.

STELLAR AND SPATIAL PHENOMENA

The Delta Quadrant contains many of the same spatial and stellar phenomena that have been found in the other quadrants: temporal distortions, quantum singularities, nebulae, supernovas, wormholes, and so much more. A few of the more unique and noteworthy anomalies are detailed here.

GRAVITON ELLIPSES

A graviton ellipse occurs when a gravimetric distortion surrounds a pocket of normal space, allowing that normal space to move through subspace. When that gravimetric distortion comes close to strong electromagnetic energy, the graviton ellipse emerges from subspace into normal space. Although the outer edges of the ellipse are highly turbulent, the inside is free of any distortions. Warp fields cannot be created while within range of a graviton ellipse.

In the case of the Delta Quadrant, *Voyager* encountered a graviton ellipse there that had once passed through the Sol system of Earth, making it the first time the Human species encountered a spatial anomaly. The ellipse swallowed an orbital vessel manned by a Human who waited near Mars while two other Earth astronauts explored the planet. *Voyager* found the Human, Lt. John Kelly.

TRIMETRIC FRACTURES

Trimetric fractures act as bridges between normal space and chaotic space. These ruptures in the space-time continuum are still a mystery to us, and we are not sure if there is a good way to travel through them without significant danger to the ship.

CHAOTIC SPACE

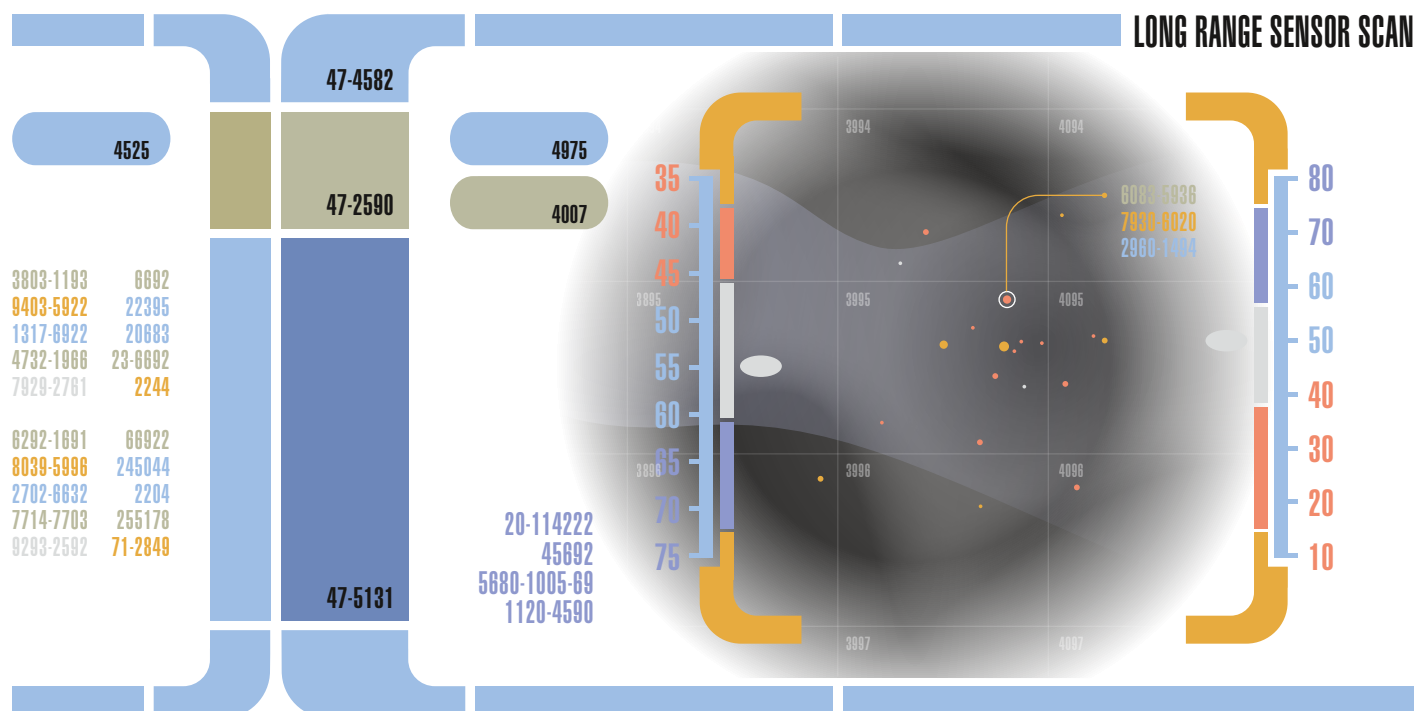
Chaotic space is the name given to unpredictable areas of space, accessible via trimetric fractures, which exhibit properties that render all known laws of physics moot. Because of this, successfully navigating ships in areas of chaotic space is practically impossible.

When *Voyager* entered an area of chaotic space on their journey home, it became trapped in a space more than two light-years across. Attempts to escape the space were foiled by a graviton shear that threatened to crush the ship. All attempts at navigation were foiled, as the ship ended up back where it started even though it was traveling in a straight line.

An alien species, native to chaotic space, attempted to communicate with the crew of *Voyager* via Commander Chakotay. These communication attempts took the form of hallucinations transmitted via activation of a gene carried by Chakotay. These communications assisted the crew in escaping chaotic space before the ship was destroyed by one of the many anomalies that manifest in chaotic space.

NEKRIT EXPANSE

The Nekrit Expanse is a nebular region thousands of light-years wide, meaning that long-range travel within the Delta Quadrant usually requires a ship to travel through at least



LECTURE EXCERPT

XENOSOCIOLOGIST DR. AUGMARA SCHNELL
ON THE RISKS OF BASING SPECIES' KNOWLEDGE ON AN
INDIVIDUAL OR SMALL GROUP

part of the expanse. The nebular gas – and the various problems that are spawned by it – make travel and navigation within the expanse difficult. Even Neelix, *Voyager's* guide in the Delta Quadrant, admitted that his knowledge of and connections in this part of the Galaxy ended at the edge of the Nekrit Expanse.

At least one known planet exists within the Nekrit Expanse. This planet contains members of a variety of species that call themselves the Cooperative. They were former Borg drones who escape the Collective and started making a life for themselves. They still bore some of the Borg technology that linked them all together, allowing them to heal more rapidly and survive on a hostile world.

UNDERSPACE

This unique spatial feature allowed the species known as the Vaadwaur to gain a great deal of power in the Delta Quadrant. The subspace tunnels that comprise Underspace traverse much of the Delta Quadrant, making those vessels that can navigate them capable of traveling long distances in very short time periods.

Using the tunnels of Underspace might be possible for Starfleet once we begin exploration in earnest, but no good records of the tunnels and their destinations are available at this point.

OMEGA MOLECULES

Omega molecules are highly unstable molecules that can be used to generate an incredible amount of power. In fact, it is theorized by some that the Big Bang itself was caused by Omega molecules. The power of an Omega molecule is so immense that it can destroy not just *objects* in space, but it can destroy space and subspace themselves. If our calculations are correct, a single Omega particle could put out as much energy as a warp core. A large enough collection of these particles could destroy whole galaxies.

CLASSIFIED: This information is classified. When dealing with knowledge or situations regarding Omega particles, consider the Prime Directive no longer a guiding force. Knowledge of, or access to, Omega molecules should be kept from other individuals or groups at all cost.

FLUIDIC SPACE

A dimension outside of our own, fluidic space is a realm filled with organic fluid containing no stellar bodies or other objects associated with normal space (or what is normal space to us). The only creatures known to exist in fluidic space are Species 8472. The Borg's incursion into fluidic space is what brought Species 8472 into the Delta Quadrant, provoking them to destroy many creatures there.

THE VOID

The Void is a phenomenon in the Delta Quadrant that poses a threat to vessels navigating the area. Created by an

“And so now our examination of this topic brings us to the Delta Quadrant. With the information brought back to us by the brave and resourceful crew of *Voyager*, we talk about the enigmatic Ocampa and the resourceful Talaxians and the ferocious Hirogen and the curious Overlookers. We sociologists theorize and hypothesize about these and many other species of the Delta Quadrant. We write papers for Federation planners and advise Starfleet officers on how best to handle ourselves when we go back to the Delta Quadrant again.

“As we do so, however, I urge caution. The tales brought back with *Voyager* are thrilling. They are full of deep meaning and deeper drama. They are teeming with strife, tragic deaths, harrowing escapes, valiant heroics, and despicable villains. Young and old alike soak in these tales, for they are glorious and astounding. But the one thing these tales lack, especially in xenosociological terms, is scientific rigor.

“This is not the fault of *Voyager's* crew, of course. They didn't have the luxury to spend ten years silently observing a Phage-infected Viidian, or even a cured one. They couldn't spend night after night collecting the folk tales of the Hirogen hunters to understand the evolution of their culture. But that is what our discipline requires us to do.

“Imagine if an alien race, new to the Alpha Quadrant, had happened upon Earth and found a member of Attila the Hun's army as the only representative of humanity. Or some specimen suffering from an untreated mental ailment. Or on the other end of the scale, some saintly individual. What might they think of all humanity based on that non-representative sample. We must always entertain the possibility that the one, or the few, representatives of the species *Voyager* encountered were not representative of their kind...”

impermeable bubble of subspace around an empty interior, the Void should not pose a threat. However, random breaks in the subspace shell of the Void can pull in ships in the vicinity when a break occurs. These ruptures are quickly sealed, leaving the vessel trapped within the Void with no way to escape. Since the Void is so large – almost ten light-years in diameter – the threat is not insignificant. With no matter within the Void except what is dragged in by breaks, ships have to be able to create their own resources or they quickly perish from lack of food, water, and energy.

THE DELTA QUADRANT

WORLDS OF THE DELTA QUADRANT

"WHAT I'VE SEEN PROVES WE WERE RIGHT TO COME OUT HERE. WE'RE NOT ALONE, I KNOW THAT NOW."

— LT. JOHN KELLY, ARES IV

INTRODUCTION

Given that the Delta Quadrant is fully one quarter of our known Galaxy, it contains thousands upon thousands of planets, either inhabited or vacant. The following selection of worlds, many of which were visited or referenced by the crew of the *U.S.S. Voyager*, comprises just a tiny fraction of all the myriad locations found in the Delta Quadrant.

AVERY III

PLANETARY BACKGROUND

The third planet orbiting the star in the Avery system, Avery III was visited in 2371 by an away team from the *U.S.S. Voyager* in search of the magnesite they had detected there. Instead of deposits of minerals, they discovered the planet was being used by the Vidiiian Sodality as a base of operations, including Phage research, organ harvesting, and tunneling operations using alien prisoners. The away team was abducted and experimented on by the Vidiianans, but ultimately rescued by the crew of *Voyager*, albeit with the loss of one member.

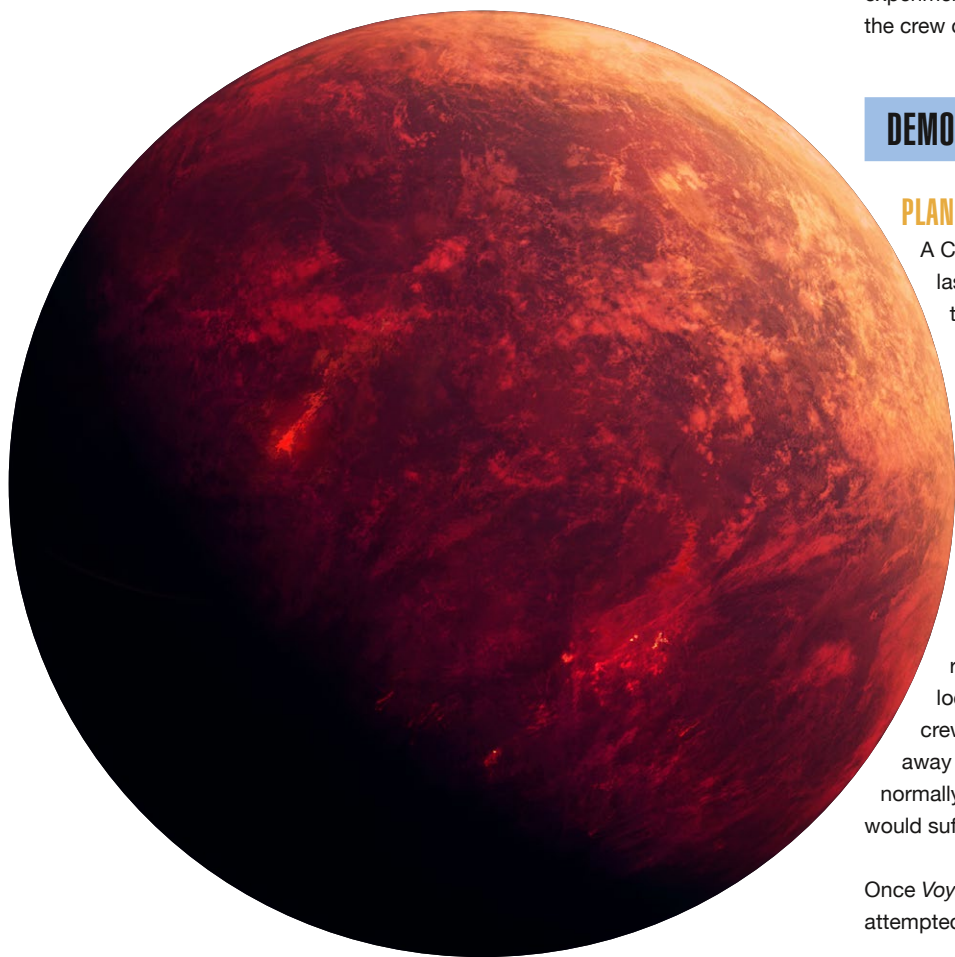
DEMON PLANET

PLANETARY BACKGROUND

A Class-Y planetoid, the Demon Planet became a last-ditch effort on behalf of the crew of *Voyager* to replenish their desperately needed fuel sources in 2374. The average age of a Class-Y planet is between two to ten billion years, with temperatures on the surface that can exceed 500 kelvins. The atmosphere of a Demon Planet is toxic to humanoid life and saturated with chemicals and thermionic radiation.

Captain Janeway sent a protected survey team down to the Class-Y planet in a shuttle to retrieve the urgently required fuel, but when they failed to return, *Voyager* was forced to land on the surface to locate its missing crew. Once planetside, the *Voyager* crew encountered a mimetic lifeform posing as the away team in every way except one – they could breathe normally in the toxic atmosphere of the Demon Planet but would suffocate in an oxygen-rich environment.

Once *Voyager* found its missing crewmembers the starship attempted to leave. However, seeking to further its



understanding of life and itself, the mimetic entity sought to keep *Voyager* on the surface and duplicate more of the crew to live on the Demon Planet. Captain Janeway compromised with the lifeform, the crew volunteered genetic material for the alien to copy and *Voyager* was allowed to leave the Demon Planet.

BANEA

PLANETARY BACKGROUND

The Banean system is binary in nature, with its planetary bodies orbiting two F-type stars. One of the inhabited planets, a Class-M body, is the current homeworld of the Banea. It is possible, though unconfirmed, this is also the homeworld of the Numiri people, who once shared the world with the Banea. Both species are warp-capable and spacefaring, but only the Banea currently inhabit the planet. The Banean planet has one moon, which periodically eclipses one or the other of the system's stars as seen from Banea.

As of 2371, the Banea were at war with the Numiri, though they still considered the Numiri "neighbors." The Numiri considered the system an active war zone and routinely conducted patrols with the intention of intercepting ships suspected of transporting aid and supplies to the Banea people. Banea itself was protected by a defense perimeter, which prevented attacks by Numiri vessels.

DRAYAN II

PLANETARY BACKGROUND

Drayan II, homeworld of the Drayan people, is a Class-M world orbiting a Type-F star. Its native inhabitants are a warp-capable and technologically advanced species who, over the last several decades, have decided to focus more on the people in their society instead of their technology.

Drayan II is orbited by at least three moons, each with breathable atmospheres and lush vegetation. As Drayans approach their final days, they feel compelled to visit these moons where they return to the energies they believe created them. Drayans have a reverse life cycle, becoming more childlike physically and mentally as they age. Very old Drayans become children, necessitating accompaniment on their final journey by Attendants, who protect and guide them through the experience. Perhaps as a result of the childlike state of mind, Drayans tell stories of the morrok, a beast said to live deep in the caves of the moons, that come to take children away in the night.

ENARA PRIME

PLANETARY BACKGROUND

The first planet in its system, Enara Prime is a Class-M world, orbiting an F-type primary star. It is the homeworld of the Enaran people, a warp-capable humanoid species who also possess telepathic abilities. The crew of the *U.S.S. Voyager* encountered the Enarans in 2373 and were able to learn a great deal from their advanced energy conservation and microfusion generator technologies. Additionally, the Enaran people were historically concerned with hygiene and had invented the technology of radiosepsics for handwashing and personal care.

The Enarans have employed interstellar travel and terraforming technologies for the past several of their generations, with a majority of the population accepting the need for their people to expand their holdings and progress technologically. However, a significant minority, who became known as the Regressives, rejected the adoption of modern technology and called for a return to simpler times. Official Enaran history records that the Regressives chose to relocate in a distant colony, but died as a result of disease and aggressiveness.

The true history of the Enarans, and their genocide of the Regressives, was successfully buried by the government and not uncovered until 2373. While an Enaran delegation was aboard *U.S.S. Voyager*, Chief Engineer Lt. B'Elanna Torres began experiencing memories that had been implanted into her mind by an elderly Enaran woman who was nearing death. *Voyager's* crew broke off shore leave and trade negotiations with the Enarans in the wake of this revelation.

GOTANA'S PLANET

PLANETARY BACKGROUND

One of the most extraordinary worlds in the Delta Quadrant, Gotana's Planet defies the planetary classification system, with gravimetric readings similar to a dwarf star, 58 planetary rotations per minute, and a tachyon core that creates a subspace particle field between its two poles.

With an accelerated timeframe apart from the rest of the Galaxy, one day passes on the planet for every 1.03 actual seconds, and one hundred years for every 10.45 hours of normal space-time.

Investigating this unusual phenomenon, the *U.S.S. Voyager* established a high orbit around the planet, but found itself trapped in a gravimetric gradient that placed it in synchronous equatorial orbit. The starship became an unwilling third pole for the world, causing violent tremors on the planet.

Because of the time displacement, *Voyager's* crew was unable to communicate with the world but discovered the inhabitants had ingrained *Voyager* into their culture over centuries, developing rituals, beliefs, and, ultimately, animosity towards the ship for the planet quakes. As technology progressed a manned spaceflight was sent to investigate, and first contact was established. Soon thereafter, the planet's technology became equal to and perhaps exceeded that of *Voyager*. Two vessels launched from the surface and towed *Voyager* to a safe distance away from the planet.

HANON IV

PLANETARY BACKGROUND

Located on the edge of Kazon-Nistrim space, Hanon IV is a Class-M planet in a geological epoch analogous to the Pliocene stage of Earth's evolution. Additionally, its seismic activity is high, resulting in periodic volcanic eruptions and frequent quakes. The surface temperature varies from very hot during the day to very cold at night.

Lacking an abundance of vegetation or plentiful sources of water, Hanon IV is home to a species of humanoid who have not developed civilization, living instead in nomadic tribes of twenty or thirty, and surviving from what

the land provides: cucumber-like plants, eggs, edible grubs, and small insects. One additional danger of the planet is the land eel, an enormous cave dweller capable of consuming humanoids.

This planet became the final resting place of two Starfleet officers when the crew of the *U.S.S. Voyager* was marooned on it by the Kazon-Nistrim. Sometime following their departure from the planet, the gravesites were visited by a Voth scientist, Gegen, and his research assistant, seeking confirmation of his Distant Origin Theory.

HEMIKEK IV

PLANETARY BACKGROUND

Located in the Hemikek system, found in neutral territory between the borders of the Kazon Order and the Vidlian Sodality, Hemikek IV is a Class-M planet orbiting a primary Type-G star. In 2372, its planetary government was a consortium of nonaggressive peoples who shared mining rights to the rich deposits found on the planet. These minerals, including verterium cortenide and monocystal cortenum, were sold directly from merchants on the planet. This was also the location of an ineffectual Kazon plot to capture *Voyager*.

HOME OF THE 37'S

PLANETARY BACKGROUND

This planet, never named by its inhabitants, is the third planet in its star system. Unlike its Class-M namesake, however, it is a Class-L planet, with an oxygen-argon atmosphere, and significant trinitimic interference that disrupts or outright prevents communications and transporter signals between the surface and orbiting starships. As well, its atmosphere contains volatile trinitimic currents that make shuttlecraft travel dangerous. Only craft large enough to withstand these currents, such as *Intrepid*-class vessels, can safely navigate through the atmosphere to the surface of the planet. The planet has several continents and features oceans, vegetation, and arable land able to support agricultural projects.

Over 100,000 Humans of every Terran ethnicity have called the planet home for more than fifteen generations. Their ancestors, a group of approximately 300 individuals, colloquially known as "the 37's," were abducted from the Alpha Quadrant in 1937 by a species called the Briori. Originally used as slave labor by the Briori, the Humans revolted against their alien overlords, seized Briori weapons, and drove them from the planet. All Briori structures and vehicles are thought to have been destroyed in the revolution. Thus far, the Briori have not returned to the

SUBSPACE TRANSMISSION

ENCRYPTED PRIVATE CHANNEL

To: Vhnori Institute of Thanatology

From: Doctor Neria, Chief Thanatologist

I regret to inform you the being I originally notified you about has disappeared as mysteriously as he appeared. Unfortunately, additional medical tests on his neurophysiology and biology won't be possible. We will have to be satisfied with the tests Doctor Ranora and I completed before his disappearance.

His presence here was...disruptive to some of our respected guests. I have minimized potential damage and convinced those few he spoke with that his journey from the Next Emanation confused and disoriented him. I convinced them he didn't mean to frighten those waiting for their transference rituals. I feel confident I prevented widespread disquietude, but we must be wary should further doubt arise.

planet, leaving the Human population to thrive socially and culturally in their absence, creating at least three cities and numerous smaller settlements.

THE SHRINE OF THE 37'S

Located in an underground cavern approximately 100 meters from the surface and 50 miles from the nearest settlement, the Shrine of the 37's was where eight remaining 37's were preserved in cryostasis. The crew of the *U.S.S. Voyager*, following an ancient Earth distress signal known as an S-O-S, discovered the shrine and revived all eight from stasis, among them the long-vanished Amelia Earhart and her navigator, Fred Noonan. A sacred place, few had entered the shrine for several generations except to preserve the SOS broadcast and cryostasis chamber containing the eight pods. Though the planet's inhabitants believed the 37's deceased, they nevertheless revered the Shrine as a monument to their ancestors and their victories over the Briori.

MALON PRIME

PLANETARY BACKGROUND

A Class-M planet and the homeworld of the Malon species, it is said to be one of the most beautiful worlds in the Delta Quadrant. However, this warp-capable species produces over six billion isotons of antimatter waste daily. While technologically advanced, the Malon don't have methods to dispose of or use antimatter waste cleanly and efficiently like the Federation. Because of this, the Malon dump all of their antimatter waste off-world to maintain a clean and healthy society. They have created an economic system that relies heavily upon waste management and transportation. For the Malon citizens that work in waste management, they commit half a year to handle toxic materials knowing it will likely shorten their lifespan, while the remainder of the year they are free to pursue a career of choice on their beautiful world.

While traveling through a vast, starless region of space, the *U.S.S. Voyager* encountered a Malon vessel that was dumping six billion isotons of antimatter waste into the area daily. They used a little-known spatial vortex for quick entry and exit into the starless void, making it an excellent location to dispose of waste. This action was poisoning an alien species indigenous to the area. The Malon understood this yet continued to dump the toxic waste, citing profit and the preservation of their own race over the genocide of another.

At the behest of the indigenous species, the *Voyager* crew destroyed the spatial vortex, preventing the Malon from using it to gain access to the region as a future dumping ground.

INTELLIGENCE MEMO STARFLEET COMMAND

From: Commander T'Pyra, Starfleet Exploratory Division

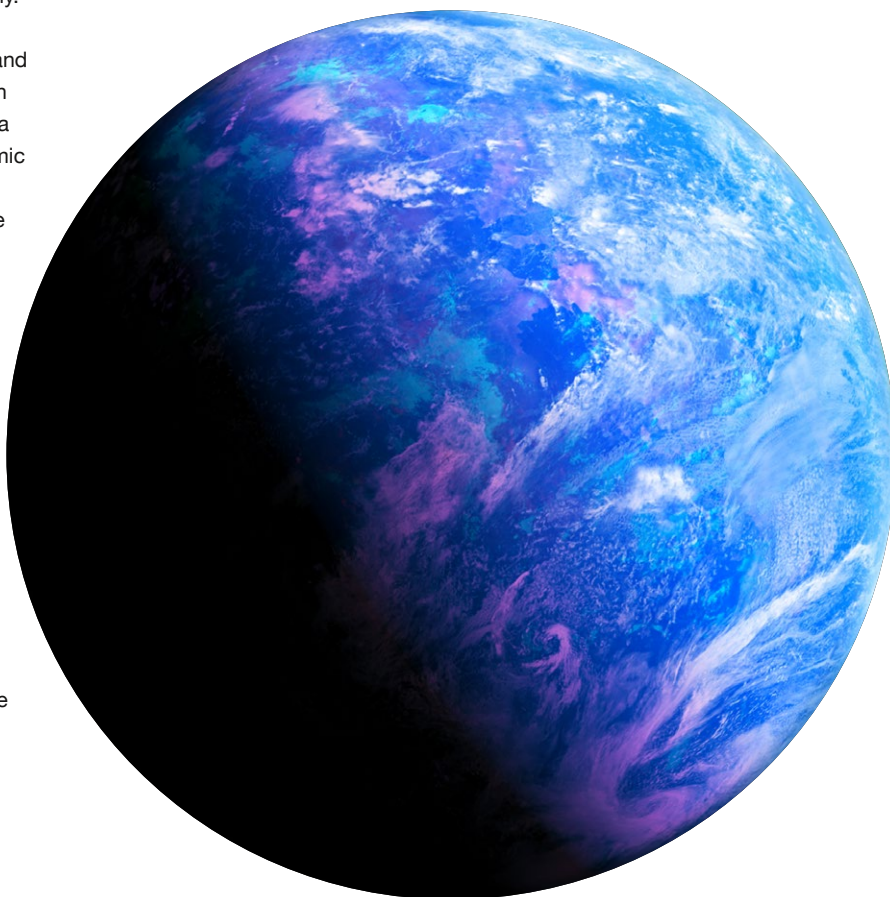
To: Starfleet Command

CC: Starfleet Training, Federation Council

RE: Protocol Recommendation Concerning Briori

I have examined the records and databases from *Voyager* and cross-checked against available historical records dating from the early 20th century. There is little hard evidence to confirm the identities of the people abducted by the Briori, beyond the names we have been provided by their government and the individuals Captain Janeway discovered.

During its travels in the Delta Quadrant, the *U.S.S. Voyager* had no direct contact with the Briori. Whether the 1937 abduction is considered a species-wide acceptable practice or the actions of a few criminal members is unknown. I recommend drafting protocols advising extreme caution for future missions into the Delta Quadrant about this species until we have an opportunity to discover more information.



MONEAN WATERS

PLANETARY BACKGROUND

A concentrated mass of oxygen and hydrogen teeming with animal and plant life, this celestial body is not a Class-M planet but actually an ocean in space. Larger than Earth's Atlantic and Pacific oceans combined, the water planetoid is held together by a containment field. The water world was discovered by the Monean people in the 21st century. Once a nomadic race, the Moneans settled on the liquid biosphere believing it was their divine right. Over the centuries, the new inhabitants of this world created an impressive industrial complex that allowed them to live in the ocean and extract oxygen from the water for their ships and undersea dwellings.

On stardate 52179 the *U.S.S. Voyager* encountered the Moneans and sought to learn about them and their unique world. The undersea dwellers revealed their ocean had been steadily losing containment and decreasing in volume for unknown reasons. They believed the answers to this lay at the ocean's center, but their vessels could not withstand the pressure to that depth. The crew of *Voyager* offered their assistance, taking one of the Monean scientists to the center of the ocean where they discovered a containment field generator. There was no trace of its

creators, but the generator itself was over 100,000 years old and apparently created to siphon all the water (and lifeforms inside it) off of the planet and relocate it for some unknown reason into space. The *Voyager* crew also determined the ocean would lose complete containment in less than five years; the field generator was struggling to keep up with the oxygen refineries.

OCAMPA V

PLANETARY BACKGROUND

The Ocampan system contains a G-type star located approximately fifty thousand light years from the galactic core. The fifth planet, also called Ocampa, is a Class-L world and is desert-like across its surface. Though it contains all the basic characteristics of a Class-M planet, it lacks atmospheric nucleogenic particles required for the formation of rain, and thus cannot support a water cycle. However, Ocampa displays evidence of a water cycle in its ancient past, with dry riverbeds and lake basins peppering its surface. What water remains is locked deep beneath the surface, at least two kilometers deep. Despite its inhospitable nature, Ocampa is an important source of cormaline for the sector. In 2371, the Kazon-Ogla sect of the Kazon Order held control of a particularly rich deposit of the mineral in the foothills of an extinct volcanic chain on the southern continent.

THE CARETAKER'S ARRAY

Though it is not located within the Ocampa system itself, the Caretaker's array was a technologically advanced space station whose sole purpose was to look after the needs of the Ocampa. It was constructed sometime before the fourth century, following an accident caused by intergalactic explorers known as the Nacene, which stripped Ocampa of its nucleogenic particles and changed it from a life-supporting planet into a barren wasteland.

While the array was able to support a population of multiple Nacene, by 2371 it was home to only a single individual, who was known to the Ocampa as the Caretaker. The array regularly transferred energy in the form of pulses to energy conduits buried under the surface of Ocampa, where it was stored as power for the city.

The array possessed advanced technology and capabilities, including the ability to transport multiple ships nigh-instantly from distant corners of the Galaxy, and transporters that bypassed all known forms of shields. It was destroyed in 2371 when Captain Kathryn Janeway fired a volley of tricobalt torpedoes, destroying it before the aggressive Kazon-Ogla sect could claim the facility. At the time of its destruction, the array had provided the Ocampa with enough energy to power their city for more than five additional years.

ENCRYPTED MEMO

LEVEL 10 EYES ONLY

From: Vice Admiral Ross
To: Joint Chiefs
RE: Ω

It was hubris to think we were the only ones trying to harness Omega. The Seven of Nine debrief has been informative, and yet I found her information on Omega downright frightening. To discover so many species are pursuing this power is insane. As bad as it was, the Delta Quadrant got off easy with only a moon destroyed. We're lucky Janeway and *Voyager* were able to put a lid on Pandora's box – this time.

I'm recommending we vet all new worlds seeking admission into the Federation for Omega research.

I also want Seven's final analysis of Omega stability stricken from all records. The last thing we need is for anyone to think they can control this monster.

THE UNDERGROUND CITY

Millions of Ocampa, a short-lived humanoid species native to Ocampa V, live in a vast underground city complex, where they were once supplied food and energy by the Nacene entity known as the Caretaker. They have dwelled this way for over five hundred generations, approximately 2,000-2,500 standard years. Ocampa legends speak of “the Warming,” when their planet underwent cataclysmic climactic change and could no longer support life on the surface. It is during this time the Ocampa were led to their subterranean city, designed and powered by the Caretaker.

GRAVEYARD OF ALIENS

In his search for a compatible mate during his last months of life, the Caretaker abducted species from all over the Galaxy. While most of these ships and species were returned to their proper sectors of space, occasionally the Caretaker's efforts resulted in strange growths and a progressively debilitating illness developing in his victims. These victims, sent to the Ocampa city for palliative care, inevitably died, with the exception of *Voyager* crew members B'Elanna Torres and Harry Kim. It is unknown what the Ocampa did with the bodies of the victims that didn't survive, but as they had been considered “honored guests,” it is likely the Ocampa treated them with reverence and performed funeral rituals after their deaths.

PLANET IN DISPUTE BY KRADIN / VORI

PLANETARY BACKGROUND

A Class-M world with dense vegetation, little else is known about this planet except that for over a decade a war has raged on it between the Kradin and Vori civilizations. On stardate 51082, while on a survey mission, Commander Chakotay's shuttle was shot down while investigating traces of omicron radiation. He was found by the Vori and unwittingly indoctrinated into their side of the clash (the Vori term for war) against what the Vori call their nemesis (the Kradin). During this time, Commander Chakotay learned to speak and think like a Vori. The Commander was eventually retrieved by a joint Kradin-Voyager rescue mission.

QUARRA

PLANETARY BACKGROUND

The homeworld of the Quarren species, this Class-M world is a heavily industrialized society that has developed warp capability. To meet the labor requirements of their society, Quarra has become a cosmopolitan world of workers from multiple species, with each extended the full rights and protections of Quarren citizens.

Though not widely known to the population, the severe shortage of available workers caused unscrupulous employers to abduct people from throughout the sector, including passing or visiting starships. The abducted workers underwent memory alterations that kept them docile and productive, making them believe they had chosen to work on Quarra, and that they had no place better to go.

In 2377, the majority of the *Voyager* crew was abducted, had their memories altered, and were placed into the Quarren workforce for nearly a month before the remaining *Voyager* crew rescued them and exposed the cover-up.

SIKARIS III

PLANETARY BACKGROUND

A Class-M planet orbiting a Type-K star at a distance of approximately 160 million kilometers. Sikaris is the third world in the system, with a mantle at least 20 kilometers thick, composed entirely of tetrahedral quartz. The planet is the homeworld of the humanoid Sikarians, who are renowned throughout the quadrant for their immense hospitality and generosity, as well as their curiosity and joy of exploration. Sikarians often venture out into the quadrant not only to explore but to invite other species to enjoy the pleasures their homeworld can offer. Occasionally, they attract passing ships by broadcasting a distress signal, believing the crews of their would-be rescuers to be the ones truly in distress.

PERSONAL LOG

COMMANDER CHAKOTAY, U.S.S. VOYAGER

The Doctor wants me to write about my experience; he says it will help clear my mind from the psychotropic manipulation. The truth is, right now, it's harder to get back to the way I thought and spoke in the before. The time I spent in the now with the Vori is hard to shake. Maybe later, in the soon after that will change, but every time I close my glimpses all I think about is the clash. When I was a Maquis, my nemesis was the Cardassians, I had plenty of reasons to want to nullify them, just like the Vori want to kill the Kradin. I can phantom the feelings of the young Vori men I fought beside. But hatred isn't enough, it leaves you empty. I care for the Vori people, I think a part of me always will, but I know I've got to make room in my heart for the Kradin as well, it's the only way to let go of what was taught to me.



A technologically advanced species, the Sikarians utilize a unique form of transporter technology known as a "spatial tractor," which worked through principles of folding space and field amplification via the planet's mantle to transport objects up to 40,000 light years instantaneously.

An attempt was made by the crew of the *U.S.S. Voyager* on stardate 48642.5 to acquire the tractor matrix in the hopes of shortening their journey through the Delta Quadrant, but the technology proved to be catastrophically incompatible with Federation systems, as well as being non-functional beyond the range of the planet's quartz mantle which served as a natural field amplification device.

TAKAR II

PLANETARY BACKGROUND

Takar II is the designation for the second planet in an unnamed system. It is a Class-M world near one of the egress points of the Barzan wormhole. Its population, humanoid in appearance, are a pre-warp society whose spiritual beliefs were co-opted by the Ferengi, Arridor and Kol, who won the auction for rights to the wormhole, hosted on the *U.S.S. Enterprise-D* in 2366. The crew of the *U.S.S. Voyager* succeeded in removing the two Ferengi from the planet in 2373.

TALAX

PLANETARY BACKGROUND

The fourth planet in its system, Talax orbits a trinary system of two Type-G and one Type-K stars. A Class-M planet, Talax is the homeworld of the Talaxian species; by the 2370s, over 14 billion individuals called the planet home. Talax is orbited by several moons, including at least one formerly habitable satellite called Rinax. Prior to 2356, the lights of the Rinax lunar colony were visible from the surface of Talax on clear nights.

In the 2340s and 2350s, the Talaxians were in conflict with another species known as the Haakonians, culminating in the total surrender of Talax following the release of the metreon cascade on Rinax. Though the government is still nominally autonomous and Talaxian, the Haakonian Order controls the planet, and many Talaxians have left in search of lives free of their control.

RINAX

A Class-M moon orbiting Talax. The Hakkonian Order used their metreon cascade weapon on the planetoid, vaporizing over three hundred thousand Talaxians. In subsequent years, thousands more died from metremia poisoning. An orbital tether system allowed carriage vehicles to travel into space along a cable connected between a station on Rinax and a station in synchronous orbit.

TARESIA

PLANETARY BACKGROUND

The third planet within the Taresian system, Taresia is a Class-M planet inhabited by the warp-capable Taresian species, a humanoid race suffering an extreme imbalance in gender diversity which results in a limited breeding pool for its 90% majority female population.

Taresians combat their limited reproductive options by seeding nearby worlds and star systems with a retrovirus genetically engineered to infect male hosts. Once infected, the virus begins to adjust its host's DNA to make him physically appear to be Taresian, and also implants knowledge within him, such as navigational instincts and an instinctual hostility towards the Taresians' enemies, the Nasari. Upon reaching the planet, the infected male is deceived and told he has always been Taresian, that he was sired by a male that left Taresia to explore the cosmos. Once the "new" male Taresian has been lulled into a false sense of safety and security, the female Taresians engage with him in an act for conception that denucleates a large number of cells, killing the male.

Ensign Harry Kim was infected with the retrovirus and considered staying on Taresia, what he believed to be his true homeworld. Only after Kim decided to return to *Voyager* did he learn the truth – *Voyager* managed to narrowly rescue Ensign Kim before the Taresian women could use him to perpetuate their race.

UXAL VI

PLANETARY BACKGROUND

A Class-M world roughly 30,000 light years from the Alpha Quadrant and home to a pre-warp civilization, it is perhaps the only planet in the Delta Quadrant known to have made contact with the Earth probe Friendship 1.

Launched in 2067, just four years after Zefram Cochrane's maiden warp flight, it was one of the first warp-capable deep space probes sent on an interstellar mission from Earth. In an effort to reach out to new worlds and new civilizations, Friendship 1 contained scientific instrumentation as well as a greeting to alien species, with technical and cultural information freely given as an open gesture of peace and exchange.

Sometime after 2247, *Friendship 1* arrived at Uxal VI. The Uxali used the data given to develop antimatter power systems and weapons. Unfortunately, an antimatter containment failure in their power grid devastated the planet, sending Uxal VI into a nuclear winter that lasted decades.

On stardate 54774, *Voyager* received its first official mission from Starfleet Command: Locate and retrieve Friendship 1, believed to be along *Voyager's* flight path. *Voyager* located remnants of the probe on Uxal VI, which was still suffering from a nuclear winter. Of the once-thriving civilization, only 5,500 Uxali remained. They were suffering from severe radiation poisoning and forced to live in caves to mitigate the constant exposure from extreme surface radiation. When the Uxali encountered *Voyager's* crew, they met them with suspicion and violence, believing the probe was actually a tactic in a long-term plan for invasion. The *Voyager* crew proved their sincerity by developing a treatment for the radiation poisoning utilizing a Borg nanoprobe therapy and initiated an isolytic chain reaction that cleaned the atmosphere of Uxal VI.

VAADWAUR PRIME

PLANETARY BACKGROUND

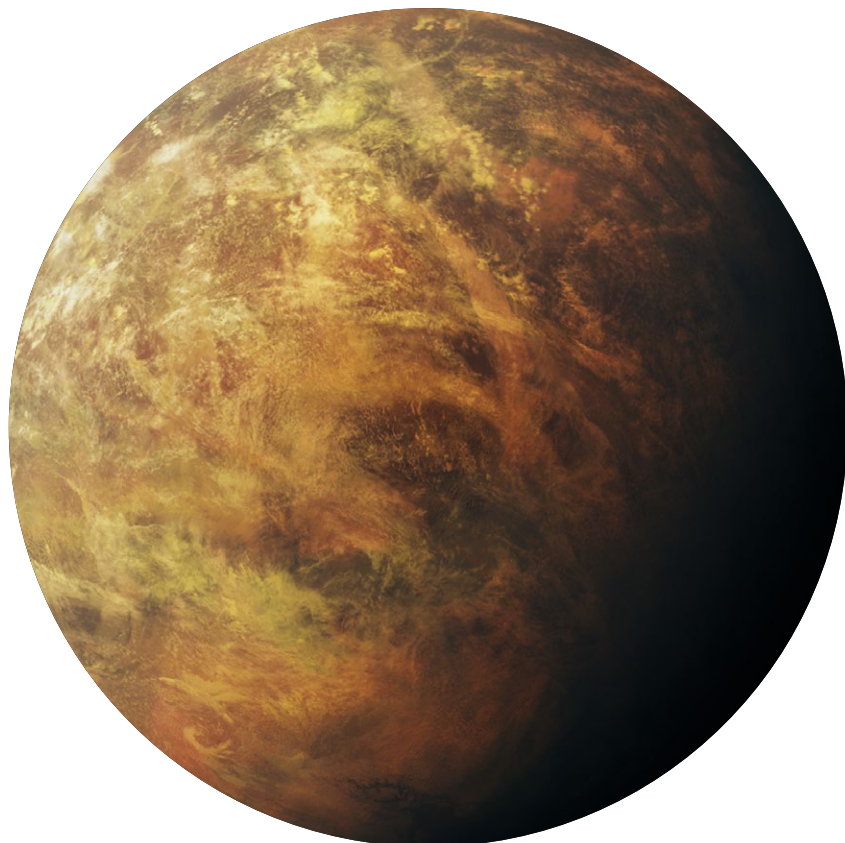
Located in the ecosphere of its system and orbiting a Type-K star, this Class-L planet has an oxygen-argon atmosphere. The homeworld of the Vaadwaur species,

by the 15th century over six billion individuals lived on the planet, and the Vaadwaur was one of the most powerful races in the Delta Quadrant. The source of their power was underspace – a vast network of subspace corridors that stretched throughout the quadrant. The Vaadwaur mapped, memorized, and used these corridors for trade, exploration, and the expansion of their territory by attacking other species without warning.

In 1484, a coalition of races launched a campaign to eradicate the Vaadwaur threat. This culminated in the aerial bombardment of Vaadwaur Prime, leaving the planet a nuclear wasteland and nearly eliminating the Vaadwaur species.

In 2376, *Voyager* landed on Vaadwaur Prime to effect repairs after being pursued by a race known as the Turei for accidentally using their subspace corridors. While on the planet, *Voyager* discovered a thousand Vaadwaur in underground stasis pods along with military vessels and equipment.

The *Voyager* crew revived several hundred Vaadwaur only to discover their true nature, and to themselves be attacked by the ancient species in their attempt to gain *Voyager's* superior technology. *Voyager* fled Vaadwaur Prime amidst a battle between the Turei and the Vaadwaur. Several dozen Vaadwaur ships were tracked escaping into the subspace corridors.



THE DELTA QUADRANT

THE BORG COLLECTIVE

"I AM THE BEGINNING. THE END. THE ONE WHO IS MANY. I AM THE BORG."

— THE BORG QUEEN

WE ARE THE BORG

The single greatest threat the Federation has ever encountered, the Borg are a relentless foe which has existed for thousands of years. While its origins remain a mystery, the Collective has established one of the largest territories within the Galaxy. While the Borg originated from, and is primarily based out of the Delta Quadrant, Borg space is vast and encompasses trillions upon trillions of drones, located on thousands of worlds, orbital habitats, and countless ships, scattered throughout periphery holdings within the Gamma, Beta, and Alpha Quadrants in addition to their primary territory in the Delta Quadrant. These annexed holdings remain connected to the main portion of Borg space through a network of transwarp conduits – allowing the Borg to communicate instantaneously across the Galaxy and move ships, drones, and equipment from one side of Borg space to another in a matter of minutes.

The Borg comprise a myriad of species, all of whom have been cybernetically altered through a process called **assimilation**. Each drone has had their individuality stripped away and exists within an interconnected singular

consciousness called the Collective. Within the Collective, the minds of each individual drone function as a small component of the overall whole. Essentially, the mind of each drone operates not only to control the drone in question, but also as a single computer, working in concert with the minds of every other drone in a massive Galaxy-spanning computer network. This gives the Borg an immense amount of computational power.

This interconnectedness is made possible through a network of incredibly powerful subspace transceiver arrays. A processor called a **vinculum** is located aboard every Borg ship and installation. The vinculum connects the neural transceivers within each Borg drone, establishing a local shared consciousness. In turn, the vinculum is then connected to its counterparts within all other Borg ships through a device called the **central plexus**, again located within each Borg ship and facility. Through this network, the mind of every Borg drone is instantaneously connected to that of every other drone, both on a local level and across the Galaxy.

The Collective sees itself as the only group of significance, one devoted to the attainment of biological and technological perfection, and except in very rare circumstances, they do not communicate, negotiate, or respect any other culture or civilization. They accomplish their quest for perfection through the assimilation of other civilizations – adapting that culture's technological achievements to suit their needs and integrating any new technological or scientific advances into the Collective as a whole. Due to the speed at which information is passed throughout the Collective, when the Borg assimilate new technology, it is nearly instantaneously incorporated throughout all other Borg, giving them an exceptionally powerful tactical and strategic advantage during confrontations.

The Borg also evaluate any distinctive biological traits of the target species and, if found meaningful, utilize it to their advantage. Species traits are often the driving factor in the determination of a drone's function and

INTERCEPTED MESSAGE

OVERRIDING SUBSPACE FREQUENCIES

- We are the Borg.
- Lower your shields and surrender your ships.
- We will add your biological and technological distinctiveness to our own.
- Your culture will adapt to service us.
- Resistance is Futile.



cybernetic enhancements. As an example, the robust biology of Klingons makes them capable of withstanding severe punishment and trauma – and the Borg often take advantage of this by adapting assimilated Klingons into tactical drones if there is no greater pressing need for other drone types. Assignments such as these are not restricted to a species' physical characteristics, and mental capabilities are also utilized by the Borg. As another example, Ferengi drones are most often given data processing functions within the Collective, due to their unique brain structure. These assignments have the added benefit of protecting Ferengi drones, who inherit their species' rather weak physical statures.

The Borg do suffer from a few important limitations. The expulsion of individuality also results in the destruction of any form of creativity, making it nearly impossible for the Borg to develop new technologies on their own. This does not prevent the Borg from refining technology they already possess to its ultimate expression, but the Collective tends to suffer from periods of technological stagnation. Borg technology plateaus following the assimilation of technologically advanced cultures, until they encounter and assimilate new technology that advances their capability or encounter a new species that forces them to adapt their technology in a previously unexplored direction.

While direct assimilation is their preference, the Borg are capable of adapting their existing technology through observation alone. There are some limitations on this adaption, however. The Borg are only able to manipulate technology they already possess. This adaption also requires repeated exposure to the new technology they are attempting to overcome, and thus is considered an inefficient use of Borg resources. Regardless, without actual assimilation, the Borg are incapable of fully harnessing any new technology they encounter. Further, if their current technological capability fails to nullify or counter newly encountered threats, the Borg will remain virtually defenseless against it.

THE FUNCTION OF THE COLLECTIVE

The Borg are one of the few known polities that operate with a hive mind. Each Borg instantaneously communicates with all other Borg in the immediate vicinity and, if connected through the network of transwarp conduits, the rest of Borg throughout the Galaxy. This creates a Galaxy-spanning chorus of voices that each Borg can hear. While they may lack true individuality, each drone does add its own voice to this choir, and its thoughts and sensory input are received by its peers and the rest of the Collective.

During the performance of its assigned function, each drone operates semiautonomously, and its interconnection with the greater Collective is somewhat limited. It can still hear and receive instructions from the Collective and transmit information, but only if it is directly accessed by the whole. Normally, it carries out its tasks following directives provided by its internal cybernetic implants, without relying on the Collective and thus draining resources. It also will only transmit what information is deemed critical to the operation of its group of drones, the ship, or the greater Collective. Under most circumstances, it will record and retain its experiences, similarly to a long-range probe, and will upload them to the Collective once it begins its rejuvenation cycle. Because of this, it is possible to encounter individual drones without alerting the greater Collective.

The rejuvenation period is also when the drone receives updated information and instructions as well as regenerates any of its degraded biological components. This period of biological regeneration is exceptionally short, requiring only a few minutes under most circumstances, but during this period the drone is incapable of undertaking any other task. Drones, however, will often remain within their alcoves long after their regeneration is completed and only disconnect once their assigned duties require them to do so.

Most importantly, however, during alcove regeneration, the drone ceases to operate independently and is now fully integrated into the hive mind. Its mental capabilities are now fully at the disposal of the Collective, allowing the Borg as a whole to add the drone to the trillions of others that are processing data and developing new directives and instructions for the Collective.

The Borg hive mind could easily be considered the largest and most powerful computational device in the Galaxy. It provides the Borg with the ability to analyze a staggering amount of data, from navigational plots, to sensor logs, to engineering reports. The Borg also utilize this vast computer system to calculate tactical and strategic assessments. The Borg attempt to identify and analyze every possible course of action and its resulting outcome and then select the one that provides the greatest benefit to the Collective.

ROLE OF THE QUEEN

While the Borg operate as a hive mind, there is a single entity that maintains a sense of individuality within the Collective – the Borg Queen. The exact role of the Queen is still unknown; however, there has been sufficient interaction with the Queen to develop a basic understanding of the function “she” provides. By her own admission, the Queen’s role within the Collective is to provide stability, to bring

“order from chaos,” effectively acting as a guiding force within the Collective and directing the Borg along various tasks. That is not, however, to say that the Queen is active or even aware of every event experienced by a drone. The Queen, instead, acts in much the same way as a fleet admiral or similar strategic officer, overseeing strategically important regions or Borg operations. The Queen also is responsible for coordinating the transwarp conduit network that connects Borg space and allows for communication and ship redeployments.

The most common function the Queen performs is to make decisions on behalf of the Collective when the hive mind is unable to reach a consensus. This prevents the Collective from becoming indecisive during critical events. This does not, however, mean that every decision the Collective must make reaches the attention of the Queen. This is especially true of Borg drones or ships that are at the limits of the range of the vinculum and central plexus network. The Borg on these frontiers must often operate without the guidance of the Queen or the greater Collective’s support, and can become confused or overly cautious when faced with a new or unexpected problem.

Perhaps the most important aspect of the Queen, however, is her individuality. Despite the vastness of her capabilities and near omnipresence, the Borg Queen is not infallible. Unlike nearly all other Borg, the Queen displays many character flaws found within individuals of other species. Centuries of victory have left the Borg Queen so confident in the superiority of the Borg that it often manifests as overwhelming arrogance. This can lead the Queen to dangerously underestimate her opponents. Clever enemies have been known to mislead, trick, and outmaneuver the Queen, despite the immense resources at her disposal.

In the rare instances where the Borg attempt to initiate diplomatic overtures, it is the Borg Queen that represents the Collective. This provides a more familiar interaction and serves to humanize such an alien group. From these interactions, it is clear that the Collective as an entity is either unwilling or incapable of compromise or negotiation, and instead simply issues its demands and expects them to be capitulated to. The Queen is capable of doing so, and will often enter into discussions or discourse with those she deems “worthy” of her attention, and has demonstrated a significant amount of diplomatic acumen and, in the rare situations where negotiations have been offered, has presented advantageous terms – at least in the short term, and is always from a position of unassailable strength and superiority. Like any good diplomat, though, the terms always serve the Borg’s interests and should be examined closely. Regardless of the instances where she has been outwitted, the Borg Queen is an exceptionally intelligent, observant, and patient individual and should never be underestimated.



OFFICIAL COMMUNIQUE

STARFLEET COMMAND

Admiral Zelnack,

As requested, I have compiled all available information regarding the Borg into this report and included summaries and theories developed by Federation experts, including thoughts from Captains Picard and Janeway – both of whom, as you know, have had extensive encounters with the Borg. I have also incorporated the tactical assessments of Commander Shelby and her team on Jupiter Station.

Arguably, the most important and striking aspect of this report is the conclusions many of these experts have reached with regard to the Federation's continued survival in the face of this lingering threat. Nearly all have theorized that the Federation has managed to resist assimilation due solely to the lack of concentrated resources the Borg have deployed against us. Borg

incursions into Federation space have, so far, been limited to single vessels – and as of yet, the Borg have not launched a full-scale invasion of Federation space. Why this is remains a mystery, though with the information provided from *U.S.S. Voyager*, it seems clear that the Borg have otherwise been occupied with issues internal to their space – chief among them the aliens known as Species 8472.

Should the Borg ever decide, or be able, to devote even a fraction of their strength to the assimilation of the Federation and other powers within the Alpha Quadrant, it is unlikely that we would be able to withstand them. Currently, our hope is that the Borg remain otherwise engaged with territorial disputes within the Delta Quadrant, and that the destruction of the transwarp conduit hub that brought *Voyager* home hampers the Borg's efforts in our region of space. I fear, however, that this reprieve will be short lived, and it is my recommendation that Starfleet devote more resources to Commander Shelby and her Borg Task Force.

Respectfully,
Commander Jared Elliot
Flag Attaché – Jupiter Station

ROMULAN CLANDESTINE OPERATION REPORT

Sub-Commander N'Mar,

We have completed our analysis of the long-range sensor data obtained from Clandestine Array 12, as well as the logs obtained from the wreckage of the Borg vessel on Netlanous VI. As the Tal Shiar indicated, it does appear that Starfleet managed to access the operational directives of the Borg cube that reached Earth following, what Starfleet is calling, the Battle of Wolf 359. It has been confirmed that the crew of the *U.S.S. Enterprise* sent an override signal into the ship which caused all of the Borg to return to their alcoves and enter a comatose state. This resulted in the ship self-destructing.

Unfortunately, our investigations have determined that this ability has been removed from the Borg's root directories and is now protected by the same poly-variable, multiphasic encryption protocols that prevent intruders from accessing weapon controls. In essence, the Borg have closed this... "back door," as humans would call it. I regret to report that it is no longer a viable tactic when dealing with Borg vessels. Our scientists are continuing their work in breaking the Borg encryption protocols, but I have little faith in their success.

I believe that this project will likely bear no fruit for the Empire and should be discontinued immediately in favor of a more productive endeavor.

Lieutenant Turek – Loyal centurion of the Romulan Star Empire

RESISTING A FORCE OF NATURE

In many ways, the Borg can be looked at in the same way that one considers a viral infection or insect infestation. Because of its unwillingness or inability to engage in meaningful diplomatic overtures, treating the Borg as an organization or civilization often results in civilian and military leadership being ill-prepared for a Borg incursion. Borg cultural and military tactics often closely resemble the introduction of an invasive species into a new eco-system – violently consuming resources before moving on, leaving a swath of destruction and emptiness in their wake.

In this way, dealing with the Borg as one would an invasive species or viral infection is often far more effective than trying to develop strategies and tactics that treat the Borg as a traditional military power. Many successful attacks against the Borg have utilized nanoviruses that directly attack or counter the Borg's ability to harness their nanoprobe technology. While some may question the morality of this line of attack, no one can question its effectiveness. It has been within the medical community, and not weapons design, that the most headway has been made in dealing with Borg assimilation, and counteragents have been developed that allow for an individual to retain their individuality following assimilation – at least in the short term.

Such attempts, however, are extremely risky, and the amount of time an individual can withstand being consumed by the Collective varies considerably. Even the most skilled and disciplined mind cannot withstand the choir of voices forever, and such attempts are best limited to a few hours at most. In the event that a crewman is taken by the Collective, all is not lost – most individuals can make a full recovery if liberated from the hive mind reasonably quickly and given medical

SUBSPACE TRANSMISSION

CARDASSIAN SALVAGE AND RECOVERY VESSEL

Gul Alnar,

Despite repeated attempts, our operatives have failed to obtain the sensor logs from the derelict Borg ship found in the Badlands. It appears that the computer cores within the sphere have degraded to the point of uselessness due to the extreme damage inflicted by the plasma eddies.

This setback should not dissuade our efforts in acquiring this information. I stand by my previous assessment that obtaining the weapon capabilities of this "Species 8472" represents the single greatest strategic advancement for Cardassia since joining the

Dominion. Any weapon that can destroy a Borg assimilation cube with a single volley is a technological marvel we cannot afford to miss. I have instructed our technicians to continue their attempts to restore the lost data, despite the improbability of success – and will also be continuing to scan deep space for any potential Borg contacts.

I look forward to your continued support in this initiative.

Gul Deren

and psychiatric care. Unfortunately, such efforts are not always available or prudent – especially when face to face with a full Borg incursion. During these times, tactics more closely akin to amputation may be required. Given the Borg's resilience, however, such efforts are easier said than done – as even explosive decompression has little effect on a fully assimilated drone.

While rare, some species have been able to resist attempts by the Borg to invade their territory and assimilate their populations. Often, such success has less to do with a technological advantage and more to do with a difference in mindset or ideology. For some, the Borg are not seen as a

foreign power, the way one might view a traditional aggressive neighboring state. Instead, the Borg can be thought of in the same way one might view an aggressive viral infection or vermin infestation, while still others see the Borg more akin to a force of nature, not unlike a powerful storm.

As the Borg process new information or previously unknown species solely through assimilation, medical technologies or biological traits that impede or outright prevent assimilation serve to thwart the Borg almost completely. No greater example of this exists than the natives of a parallel dimension of fluidic space that the Borg designated as Species 8472. Having a complete biological immunity

CARDASSIAN UNION, OBSIDIAN ORDER INTELLIGENCE

BORG THREAT ASSESSMENT: BORG QUEEN

Gul Merkek,

As you have instructed, I have compiled all intelligence reports and briefings regarding the entity commonly referred to as the Borg Queen. Unfortunately, information has been significantly more difficult to acquire than I had initially believed it would be and I have had to rely on second-hand reports on multiple occasions and then attempt to corroborate when possible. The majority of our information has been gained from our “friends” within Starfleet, who appear to have had more contact with the Borg – and their Queen – than any other power in the quadrant.

Based on these reports, however, we have confirmed several things. First, what few encounters with the Queen others have had report that “her” physical appearance is always the same, despite the fact that this body has been destroyed. Second, “she” maintains the same mannerisms, speech patterns, and other distinctive characteristics which further lends support to the theory that this is the same individual. Finally, the Queen displays the recurring personality traits that mark “her” as an individual.

This does not, however, explain “her” many appearances and the locations of those appearances. While it is well known that the Borg can travel vast distances quickly, this does not explain several conflicting reports. The analysts within the Order have developed three theories that may provide an explanation. The Queen is

a singular consciousness that manifests when it is needed, and then returns to the void of the Collective hive mind – but as an individual only exists in a single body while active. The Queen is the physical manifestation of a singular consciousness that exists within the greater Collective, and can materialize as needed – further, this consciousness is capable of manifesting and operating in multiple locations simultaneously, with each aware of the actions and encounters of the others. Finally, the Queen is an aspect of the Collective, representing its self-awareness and self-determination – and not an individual entity or individual consciousness.

If the Queen is an individual who occupies a position of leadership and control over the Collective, then the Borg become a foe like any other – superior in number and technology, yes – but a foe with a single leader which can be studied, predicted, outmaneuvered, and defeated.

If the Queen is the physical representation of an individual mind, regardless of how many bodies it may possess, a similar strategy may prove effective. A single mind can be confounded, confused, mislead, and defeated. Unfortunately, with multiple bodies, neutralizing this target becomes a challenging proposition. Some way would need to be found to either eliminate all of the Queen's bodies simultaneously or sever their connection to the Collective to isolate them before elimination.

Finally, if the Queens are instead simply some form of manifestation of the Collective's own subconscious, elimination of the Queen becomes impossible. Further, if this is indeed true it means that the same failings that we might take advantage of when dealing with the Borg are instead prevalent within the Collective and may be capitalized on regardless of the presence of the Queen.

This matter will require a great deal more investigation before a full recommendation can be made.

Administrator Nulon

to Borg nanoprobes and, therefore, assimilation, Species 8472 acted with impunity against the Collective. Unable to develop effective defenses against their opponent, the Borg were defeated in every encounter and suffered the loss of hundreds of ships and millions of drones. Entire Borg planets were destroyed by these interdimensional opponents.

Unfortunately, Species 8472 were not only determined to destroy the Borg, but also all life in the Galaxy, which they saw as unfit for existence. It wasn't until the intervention of a Starfleet crew that a weapon capable of defeating this foe was developed. Derived from the Borg's own technology, this new technology was able to overcome Species 8472's immunity to Borg nanoprobes. However, these modified probes were not designed to assimilate, but instead to disrupt and destroy the organic technology used by the invaders from fluidic space. This technology was eventually passed to the Borg, and Species 8472 retreated back to their home realm.

Species 8472 are not the only people to have developed or evolved an immunity to the Borg. Though rare, such adaptations do exist, and study of the assimilation process – along with Borg technology in general – has allowed Starfleet medical science to develop temporary countermeasures against assimilation. Individuals so treated can be subsequently subjected to assimilation, including the installation of the full battery of cybernetic implants, and yet remain detached from the Collective

and able to retain their individuality. The duration of this immunity, however, varies from person to person, lasting as long as several days, or as short as a few hours. Unfortunately, there is no way to determine how long this treatment will last and therefore it should only be used under the most dire of circumstances, and even then only for short periods.

Another way of dealing with the Borg is to treat the Collective like an infestation of a hostile, damaging type of vermin. This approach, however, is often at odds with many species' moral codes, and is usually only capable of delaying the Borg's advance, not preventing it. In essence, this is essentially a war of attrition, with individuals assimilated by the Borg assumed lost immediately upon contact and killed before the assimilation process can be completed. Thus, the Borg are prevented from increasing their forces and obtaining vital information. This approach is not limited to individuals. Ships, installations, and entire planets may be sacrificed to prevent the Borg from gaining a foothold in a species' territory. As medical and scientific understanding of the assimilation process has advanced and the idea of liberating a Borg drone, allowing them to regain their identity, has become viable, this kind of response to the Borg could be seen as desperate at best, and utterly barbaric at worst. To further compound the issue, such drastic action can be expected to be successful only when the Borg have limited resources, a position the Borg rarely put themselves in.

FROM THE LOGS AND EXPLOITS OF LASTRIX, MASTER TALAXIAN TRADER

Never have I been so terrified in all my life.

Contrary to popular belief, Talaxian freighters are not accident prone. That being said, it was an accident that brought me face to face with the feminine face of the dreaded Borg. My navigational array had been playing havoc for almost a week, and on this fateful day I was lucky that the safety interlocks on the warp core were in good working order.

I was tossed out of warp and drifted into a previously uncharted nebula – which any reasonable trader will tell you should always be avoided. My sensors were blind and I was flying by sight only. It was by sheer luck that the beastly oversized cube did not smash me into atoms.

As I tried to right myself and my ship, I received a communication hail from deep within the gaseous cloud. And whom other than the Borg Queen herself were to appear on my screen! Now,

I've never considered myself to be particularly brave or cowardly – but I can honestly tell you I stammered like a dumbstruck Kazon when that ghoulish woman appeared.

I pleaded ignorance and apologized for venturing so far into Borg space, trying to keep her talking while I desperately reversed course. Knowing that the Borg would surely pursue me, I changed course as erratically as I could while still making good time, and emerged from the cloud millions of kilometers from where I entered.

Needless to say, I engaged my warp drive with great haste. Through all of this, though, I was struck by the civility of that monstrous woman, all smiles and soft words – while certainly plotting my demise.

The very thought of her chills my spine to this day.

Finally, some species choose to accept the Borg as a force beyond their ability to withstand and treat the Collective the way a more primitive species might treat severe storms, fleeing the area as soon as it becomes clear the Borg have decided to advance into that region. While occasionally successful, this response to the Collective is rarely sustainable. First, the logistical challenges in rapidly evacuating a large population are monumental. *Galaxy*-class starships can accommodate a maximum of roughly fifteen thousand people for a short time, but there are only a few dozen such vessels. Most ships can only hold a thousand or two in an emergency, and when populations most often number in the millions, it would take thousands of vessels to evacuate a planet that finds itself the target of the Borg.

Species that employ this kind of method have long since become a nomadic people, existing almost entirely aboard starships. In this kind of society, concentrated populations are almost unheard of, except in special circumstances, and most ships or small flotillas represent self-contained communities of a few hundred or thousand individuals. Gatherings usually occur for religious or communal events – such as weddings, trade, or celebration – before scattering once again to wander the stars alone. In truly sad cases, these species are without the means to convey themselves and must rely on the generosity of others. In these circumstances, the species in question have usually been pushed to the brink of extinction, having lost any home they ever knew, along with any sense of cultural identity.

LOWER YOUR SHIELDS AND SURRENDER YOUR SHIPS

In terms of combat capability, the Borg boast some of the most robust ships ever encountered by Starfleet. Thus far, the Federation has encountered three distinct types of Borg vessels commonly employed by the Collective. Each of these is more than a match for even the most advanced ships in the fleet, due in large part to the Borg's adaptive capability, which renders energy-based weapons nearly useless after the first few exchanges. These three are the sphere, assimilation cube, and tactical cube, in order of potency.

While the Borg possess several smaller vessels, these are more equivalent to shuttlecraft than true starships and are rarely seen in open hostility with other species. The smallest such craft is the Borg sphere. These ships are much smaller than true cubes, but are still potent in their own right. Most often they are employed as scout vessels or support ships for assimilation cubes and can be found throughout Borg space and far beyond. Like all Borg ships, they are crewed by drones, and similarly are capable of engaging in the

assimilation of other ships, though they do not appear to be intended for this purpose. At nearly six hundred meters in diameter, these “small” ships dwarf Federation vessels and include a complement of over ten thousand drones.

Given their role as a long-range scout, Spheres are equipped with extensive sensory equipment, allowing them to detect and track vessels and other astronomical phenomena beyond even that of the larger Borg cubes. Unlike Federation deep space explorers, which perform a somewhat similar role, Borg spheres are heavily armed, with numerous energy weapon banks, tractor beams, and other offensive capabilities. To complement this, spheres possess sophisticated energy shields as well as ablative armor. With these systems intact, a Borg sphere can easily engage multiple enemy ships with confidence. Despite these formidable systems, however, spheres lack the immensity of the larger Borg vessels and are mostly hollow. At the center of the sphere is a mirrored conical core, extending to the dorsal and ventral surfaces, with the spherical outer hull only being several dozen meters thick. Once its shields and ablative armor are exhausted, the vessel is easily destroyed by advanced explosive warheads, such as those found within Starfleet's quantum torpedoes. Despite this fragility, the offensive capability of these ships should not be underestimated.

Similar in armament are the rarer tactical cubes. As the Borg are not inherently destructive, instead wishing to assimilate the species they encounter, these ships are rarely seen. Occasionally, however, the Borg must employ a dedicated warship to break through a particularly dogged target species' resistance before being able to engage in their primary mission. To that end, the Borg have developed these massive warships.

Roughly the same size as the more common assimilation cube, tactical cubes are extensively armed, with hundreds of weapon emplacements, tractor beam projectors, and cutting beams. Each of these ships possesses the combined firepower of entire fleets and is easily capable of reducing any single vessel to a flaming wreck in moments. These are also the only Borg ships to commonly deploy projectile weaponry, similar to the Federation's photon torpedo, though the warhead fired from these behemoths is the size of many species' starships. Further, these vessels are also known to be capable of deploying autonomous weapon platforms, true starships themselves, that can be detonated to destroy entire solar systems.

In addition to their staggering armaments, these ships are almost entirely encased in ablative armor. The thickness of this armor, in some places, exceeds a hundred meters or more, making the ships nearly invulnerable to conventional weaponry. To further bolster its already impressive defensive capabilities, tactical cubes possess one of the most powerful shielding systems ever encountered. This system of multilayered regenerative force fields not only



provides the cube itself with additional protection, it is also focused around critical areas within, such as the central plexus. Unlike the similarly sized and shaped assimilation cube, tactical cubes will centralize critical components to allow them to be specifically protected. This results in the ship not only being nearly impervious to harm, but also an impenetrable mobile fortress.

Within these monstrosities of war are well over a hundred thousand drones, with tactical drones making up a much larger percentage than on other Borg ships. This makes them not only one of the largest combat vessels ever encountered, but one of the largest military transports as well. Once these ships have broken through a target species' fleet and orbital defenses, a nearly inexhaustible army of armed combat drones can be deployed to pacify any remaining resistance planetside. As mentioned, these ships are relatively rare, making up only a small percentage of the Borg's extensive fleet. Still, with millions of ships at their disposal, the Borg possess tens of thousands of these ships. Thankfully, the Borg most often keep these monsters in reserve, protecting important locations or patrolling vital regions within vast territory held by the Borg.

The assimilation cube is, by a significant margin, the most common ship within the Collective. There are countless numbers of these ships, with some estimates reaching into

the millions, and each one is designed to be capable of assimilating an entire world's population alone. In practice, however, this is rarely the case. With a volume of nearly thirty cubic kilometers, these massive starships are more like mobile space stations and are crewed by tens of thousands of drones, with a maximum complement of well over a hundred thousand.

As these vessels are designed to be capable of assimilating an entire civilization alone, they are armed with a broad assortment of weaponry. While they do possess powerful energy and projectile weapons, assimilation cubes must often utilize a directed energy torpedo, tractor beams, and cutting beams. Unlike their tactically orientated counterparts, assimilation cubes do not possess traditional energy shielding or armor, and instead rely on their adaptive capabilities, regeneration, and decentralized construction to simply outlast opponents. Engineering and tactical analysis of these ships have revealed that one could suffer complete destruction of well over three-quarters of its hull and still retain complete operational capabilities.

Similar to the sphere, the interior of an assimilation cube contains a mirrored conical core that runs from the dorsal to ventral faces, leaving a significant area within the cube empty. Such space allows these ships to contain other Borg vessels, and it is not uncommon for spheres to be kept

AFTER ACTION REPORT: BATTLE OF WOLF 359

STARFLEET COMMAND DEBRIEFING — LIEUTENANT JARED LOCKLAND

At or around 1530 on Stardate 44002, the *Yamaguchi* received a priority message from Admiral Hanson to make best possible speed to Wolf 359 and rendezvous with the *Bellerophon* and its assembled task force to intercept the Borg vessel en route to Earth.

After we arrived, Admiral Hanson had directly assumed overall command and ordered that the task force adopt a Delta-3 formation in preparation for an attack by the Borg. A Delta-3 formation places the ships into three lines of battle, with cruisers center and smaller frigates on the periphery. The *Yamaguchi* was to hold in the second line – center left, I believe.

The *Melbourne*, the *Saratoga*, and the *Bonestell* were all in the first line, along with nine other ships, and proceeded with the attack as ordered by the admiral. They accelerated to attack speed and fired an opening volley of photon torpedoes and phasers on a varying frequency and modulation – as had been ordered by the admiral. As they proceeded to make their “break-and-turn,” to allow for the second battle-line to fire unobstructed, the Borg vessel also opened fire. The *Melbourne* was destroyed almost instantly, with the *Saratoga* and two other ships – I’m sorry sir, but I can’t recall which – being crippled immediately after.

As we had already begun our approach, the captain ordered the *Yamaguchi* to provide covering fire and I was ordered to attempt to position us between the crippled ships and the Borg, in hopes of allowing them to limp from the battle zone under the cover of our shields. We immediately came under heavy fire, along with the rest of our battle line, and the *Bonestell* and *Firebrand* suffered catastrophic damage. As we banked port, I observed the three other starships in our line – the *Kyushu*, the *Princeton*, and the *McKinley* – all suffer direct hits. All were destroyed.

By this time – roughly two and a half minutes into the engagement – it became clear that we were completely outmatched. Looking back, it is difficult to determine if the knowledge gained by the enemy due to the capture and assimilation of Captain Picard or the Borg’s technological superiority was the deciding factor. I was asked to provide a tactical assessment of our ships’ effectiveness against the Borg and, honestly, sir, it appeared to me that the results were the same; some of our ships were over a century old – *Oberth*, *Miranda*, and *Constitution* classes. Others were brand new – *Nebula*, *Freedom*, and *Challenger* classes all had entered

service within the last ten years and yet they were torn apart just as easily.

Debris and escape pods had created a vast cloud throughout the engagement area, making concentrated fire difficult. It also appeared to me, sir, that the Borg may have been crippling ships with their tractor beams, and then intentionally redirecting them so that their momentum would cause them to collide with other wrecks. I personally observed at least seven such collisions throughout the battle.

After the first and second battle lines had collapsed, Admiral Hanson ordered the remaining ships to break off, regroup, and assume a variant “check/staggered” formation. Unfortunately, by this time – roughly four minutes after contact – the task force has been reduced from forty to sixteen vessels, three of which were heavily damaged. While attempting to reach the *Bellerophon*, the *Yamaguchi* took a direct hit to its starboard nacelle – severing it from the secondary hull. EPS conduits ruptured and I lost consciousness.

I understand that Ensign Malley dragged me to the escape pods, but was killed before he could board. Once the pods were launched I was revived, and I witnessed the rest of the battle. The *Ahwahnee* appeared to be mostly intact but was drifting without power. The escape pods from the *Yamaguchi* gathered together and then positioned such that they joined together with those of the *Saratoga* and *Ahwahnee*, creating the “Raft” as we later referred to it.

While I cannot be completely certain – since the ship’s log was destroyed when the *Yamaguchi* was lost – start to finish, the entire battle couldn’t have taken more than six minutes. I’ll tell you the same thing I told the people from Tactical: if we want to beat the Borg, we better start building meaner ships, sir.

*** Recorded Testimony of: Lieutenant Jared Lockland, Chief Flight Officer – U.S.S. *Yamaguchi* ***

within to be used as emergency support vessels should the need arise. Further, this interior space allows for the outer hull to be compressed due to impact and explosion without interfering or otherwise damaging other sections of the ship. To complement this design, assimilation cubes lack any centralized structuring of its systems or components, including the traditional nacelle design used by nearly all warp-capable ships, though it remains capable of both warp and transwarp flight.

While both spheres and tactical cubes are capable of assaulting planetary targets, it is in this area in which the assimilation cube exceeds the destructive capabilities of its fellows. Utilizing its powerful tractor and cutting beams, these cubes gouge up great rents from the surface of planetary bodies, picking up entire cities and drawing them up through retractable hatches into the ventral hull for processing. Planetary crust material is removed and smelted for its raw metals, while individuals are captured for assimilation, along with any technology the Borg deem worthy of integration into the Collective. Using this method, entire colonies can be wiped away from the surface of a planet in a matter of minutes.

In combat, all Borg vessels demonstrate several similar characteristics that make them particularly formidable opponents. Beyond the sheer size of these ships, they boast the unique Borg ability to project an adaptive electromagnetic field, not only around their drones but also around their ships. This ability allows the Borg to adapt to nearly any form of direct energy attack very quickly, and effectively renders the attacking weapon useless, with the energy being either totally absorbed or harmlessly redirected. This ability also extends to projectile attacks that utilize an energy as its base, such as plasma torpedoes. Crews particularly skilled and observant

enough may be able to temporarily overcome this adaptation by altering various elements of the attacking weapon, such as modulating its frequency, but eventually the Borg will adapt to even these modifications.

Explosive projectiles can likewise be rendered ineffective, though through a different method. The Borg are capable of regenerating damage to their ship, restoring and repairing damaged sections often as fast as their opponents can inflict it. Recent advances in the destructive yield of Federation warheads has proven to somewhat compensate for this regenerative capability, but few species currently possess this kind of weaponry. Similarly, other attacks that result in massive amounts of immediate damage can also prove effective, but if energy based, they must destroy or incapacitate a Borg ship in one or two attacks to prevent them from being adapted to.

Other, more unconventional attacks have also been somewhat successful under certain circumstances. Antimatter dispersals appear to bypass the Borg's adaptation technology and result in spectacular displays when used. As usual, when the antimatter contacts the hull of a Borg vessel, it combines with normal matter and results in explosive annihilation. Unfortunately, as a ship's antimatter supply is somewhat limited, it is rarely used in protracted engagements. Compressed energy pulses have also been attempted against the Borg, emanating from a starship's deflector dish. Unfortunately, it proved totally ineffective when tested in the field, though only because the Borg had prior knowledge of the attack, not due to a failure of the design itself. High-velocity projectile weapons also appear to perform well against Borg drones, though such weaponry has been long rendered obsolete and is no longer carried aboard starships. Although it has not been attempted, it is believed that starship-scale projectile weaponry, such as high velocity railguns, would be as ineffective against Borg ships as it would be against a Federation vessel – with the ship's navigational deflector simply pushing the projectile harmlessly aside.

Boarding actions have also been utilized against Borg ships to varied success. Unfortunately, the same adaptive energy capability can also be used to scatter the targeting and confinement beams used in most transporter systems, rendering them unable to be safely used to convey boarders to and from the Borg ship. The Borg transporters, however, seem to be capable of completely ignoring shields. This commonly results in Borg boarding actions during any ship-to-ship engagements against them and can cause a complete collapse of discipline among the combatant crew or disabling of critical systems if not countered immediately.

Borg tactics do not tend to be inspired or creative. For the Borg, reliance on their technological superiority and overwhelming force are more than adequate under most circumstances, especially if not directed by the individuality

SUBSPACE TRANSMISSION

FINAL TRANSMISSION OF THE I.K.S. KEM'TAR

Governor Gor'tak:

It is as you suspected – the outpost of Kal'gothar has been destroyed. Sensor readings suggest that this attack was carried out by Borg petaQ! We found no bodies of our fallen warriors and must assume that the Borg have denied our warriors entrance to Sto-Vo-Kor!

We will pursue these honorless fools and show them the might of the Klingon Empire!

Qapla'!

of the Borg Queen. Engagements typically begin with the Borg entering the target area and hijacking subspace communication channels to broadcast their signature message, announcing their presence and intent. The Borg do not believe in subtlety, and centuries of adaptation and victory have proven time and again that the Borg will succeed eventually.

Following this, the Borg will either scan and begin gathering data if the opponent vessel has previously never been encountered, or proceed directly into confrontation. During the data gathering phase, the Borg will initiate a penetrating scan and then proceed to transport drones into the target vessel to interface with any computer systems, along with covertly assessing the species on board. If left unmolested the drones will then attempt to seize control of the vessel. For the Borg, this is a critical intelligence gathering exercise and is intended to test the target species' reactions and capabilities. The drones will resist attempts to prevent them from gaining control, again with the intent of provoking the use of weaponry. This allows the Borg to immediately begin the adaptation process in preparation for full-scale assimilation should the species be deemed worthy. During this altercation, the Borg will also attempt to lock on with a tractor beam and proceed to drain the target vessel's shields. Again, this is intended to provoke a reaction from the target vessel and force them to use their offensive weaponry. Without previous knowledge of the species, the target will likely manage to break free, and the chase begins. Once again, the chase is an information gathering exercise, designed to discover the top speed this ship is capable of reaching and sustaining. Being capable of extremely high warp velocities, Borg ships could quickly overtake a fleeing vessel, but instead, the Borg will match speed and then slowly begin to close the distance, encouraging their target to exhaust its engines. Once the Borg believe they have obtained the desired information, the true fight begins.

If the Borg have already encountered the species in question and seek assimilation, the intelligence gathering phase of the engagement is omitted. The Borg will immediately overtake their target and use photonic energy projectiles to disable the ship's shields and force it out of warp. Except in the case of the most advanced engine designs, few ships can outpace a Borg vessel. Once forced out of warp, the Borg will proceed to lock onto the target and begin assimilation, either in part or in whole. The Borg do, however, have a singular limitation. The assimilation process requires a ship to be disabled or at least stationary. Because of this, the Borg will seek to disable any and all combatants prior to commencing the assimilation of a crew. In addition, except in rare circumstances, the Borg do not seek to assimilate single individuals or single vessels after the initial encounter, instead preferring to use the information gained from this encounter to stage a full-scale invasion of the target species' territory and assimilate the bulk of the species and its technology.

PERSONAL LOG

CAPTAIN JEAN-LUC PICARD, STARDATE 50916.3

We have returned from our travels into the 21st century, and while I am humbled to have witnessed the historic flight of the *Phoenix*, I am also disturbed by our encounter with the Borg. The crew performed admirably, and I could not be prouder – though our losses were staggering. Despite my initial misgivings, I have decided to write the families of these fallen crew members myself instead of asking Will to do so. I can only hope that my time as Locutus will not detract from my heartfelt thanks and condolences to their families.

Perhaps Starfleet Command was correct in attempting to keep me from engaging the Borg, as my conduct was clearly influenced by the scars Locutus left on me. Still, without my intervention, Earth may very well have been lost – and I must resolve not to allow my personal feelings to prevent me from continuing to do my duty. I thought that I had put this behind me, but clearly I had simply convinced myself of what I wanted to believe. Locutus will be with me as long as I live — of that I am certain. My only hope is that I can continue to use him to our benefit.

OFFICIAL COMMUNIQUÉ

STARFLEET COMMAND

Admiral Grath,

I am writing to you in hopes that some headway can be made with Temporal Investigations. The defensive systems that were adapted into the *U.S.S. Voyager* represent a significant leap forward over our current capabilities.

From what I've gathered from debriefings of *Voyager's* crew, this armoring system rendered *Voyager* immune to Borg tractor beams and was capable of withstanding multiple direct hits from the Borg's more powerful energy weapons.

This could be the tactical advantage we have been searching for, and could turn the tide of future Borg engagements in our favor. Yes – I understand the implications and the need to uphold the Temporal Prime Directive, but in this instance, I believe the benefit outweighs the risks. Widespread adoption of this technology could save tens of thousands of lives when, and I do stress WHEN, the Borg return.

We cannot let the catastrophe of Wolf 359 be repeated.

Respectfully,
Captain Shelby

Again, when undertaking the assimilation of a species, the Borg rely on overwhelming force to quickly subdue any resistance and proceed with assimilation as quickly and efficiently as possible. To this end, the Collective will often deploy multiple assimilation cubes, especially when converging on a technologically advanced species' homeworld. In some accounts hundreds of cubes have been used when a target is deemed particularly effective

INTERCEPTED TRANSMISSION

DOMINION REPORT

Most Glorious and Honored Founder,

I am humbled that you have selected me, your lowly servant, for this request – and I hope that you will find my efforts acceptable. I have scoured the information our new Cardassian subjects have collected and corroborated the information our agents within the Federation have provided.

It seems clear that the, as of yet, unidentified force gathering at the edge of Dominion space is, in fact, a scouting force from this “Borg” the Federation seems to fear so greatly. My fellow Vorta have provided me with all the sensor data our ships have gathered from the nebula, and the emission signatures are almost identical to those within the Cardassian and Federation databases. I humbly suggest that we increase our fleet presence in the area, in preparation for an inevitable advance by this new enemy. We should prepare the Jem'Hadar as well – and ensure that our warriors understand that they shall not be allowed to be taken prisoner or “assimilated.” Though I can't help but wonder if the Borg will develop some way to overcome their dependence upon the white. If they do not – then any Jem'Hadar they do capture will certainly not last long.

I have also included all relevant data we have obtained, including tactical assessments of these Borg “cubes” – which appears to be the primary configuration of their vessels. If I may be so bold, these ships appear to be immense in size, and the major powers of the Alpha Quadrant have sustained significant casualties whenever they have encountered them. It may be prudent to ensure that we maintain a significant force within the area – though of course, the final decision on such actions rightfully belong with you and your divine intuition.

As always, I humbly live to serve the Founders in all things.

Weyoun

at resisting assimilation or if it's necessary to do so quickly, before the species' allies can be mustered to intervene. In these cases, the Borg fleet will break out of formation and engage numerous targets simultaneously in an attempt to end any resistance. Once defense forces have been destroyed or subdued the cubes will enter into locked geosynchronous orbit above designated population centers and commence the assimilation of the planetary surface. In the event that land-to-space based ordinance are deployed, the cubes will either target these areas for assimilation immediately or deploy spheres to engage and destroy these surface-based installations.

During prolonged space battles against multiple opponents, cubes will engage numerous opponents simultaneously, utilizing their distributed weapon emplacements to fire in any and all directions, allowing them to attack targets regardless of flight vector. During these engagements, the Borg – even assimilation cubes – do not engage in assimilation actions and instead simply destroy or disable any opposing ship. To this end, cutting beams and tractor projectors will be retooled from the pin-point-accurate and delicate work of extracting hull sections for analysis and assimilation and instead will be utilized to either disintegrate entire hulls, in the case of the cutting beam, or apply stressors so extreme that the target ship rips itself apart, in the case of the tractor beam projector. The Borg will also deploy any and all other weaponry at its disposal against the defenders, including directed energy weapons, projectiles, photonic energy torpedoes, and so on. Borg ships have even been known to simply ram defending ships, plowing their way through defenders in their relentless advance toward their goal. Even against a single cube, few species possess the technological or military capability to withstand such an onslaught.

WE WILL ADD YOUR DISTINCTIVENESS TO OUR OWN

Life within the Collective may seem nightmarish to those species who value their individuality. Each drone operates in an endless cycle of task performances and alcove rejuvenation. Due to their nature, the Borg do not possess a culture in the traditional sense. The Collective does have a singular identity which is manifested in the Queen, but it lacks the qualities that would be found in a culture of individuals. Instead the Borg operate more closely akin to a hive or colony of insects, with each individual member working toward the betterment of the whole, without the expression of individual needs or desires. This is not to say that all Borg are the same. Much like a colony of ants, the Borg have developed specialized drone types which perform specific functions.

INFANTS AND CHILDREN WITHIN THE COLLECTIVE

The Borg do not procreate or breed, despite multiple reports of encountering augmented infants aboard Borg vessels. Instead, the Borg assimilate children and infants as willingly as they do adults – but have no immediate use for these newly acquired drones. These drones are placed in maturation chambers which accelerate their development into adulthood. In a matter of weeks, an assimilated infant will emerge as a fully grown adult and will have memory engrams implanted directly into their minds via their cybernetic devices. In emergency situations, the Borg can deploy these drones from their maturation chambers, though their capabilities can be significantly reduced depending on the level to which they have developed.

Borg assimilated in this manner tend to be more devoted to the Borg and its ideology of technical perfection, efficiency, and immediate relevance. These drones have the greatest difficulty should they ever become separated from the Collective. As liberated or disconnected drones, they have no frame of reference, no repressed memories of their time as individuals, and therefore are left to see the world through the eyes of a drone, even though they are no longer one. They struggle to reintegrate themselves into society, requiring lengthy counseling and adjustment periods with close supervision – and often suffer from various mental and emotional disorders.

TYPES OF DRONES

Maintenance drones are the most common type of Borg by far. They comprise the bulk of drones aboard Borg ships, and as their name suggests they are assigned to maintain various systems and equipment. Their prosthetic arm comes equipped with a variety of devices used for this purpose, and these drones universally have one of their eyes replaced with a cybernetic device that allows for scanning and analysis, similar to what one could find in a standard tricorder. These drones are still formidable opponents, especially in groups – though they are programmed to simply ignore non-hostile outsiders. Should they encounter a hostile being, these drones will swarm the threat and use sheer numbers to overpower them. There are numerous different types of maintenance drones, each possessing the specialized equipment necessary to interact with the systems and equipment they maintain.

Medical drones represent a small minority and are responsible for addressing physical damage to a drone which cannot be healed through normal regeneration. Under most circumstances, when a drone is so damaged, medical drones will harvest salvageable components and allow the damaged drone to disintegrate. However, in isolated smaller groups, medical drones will instead attempt to repair damaged Borg and return them to functioning status if possible. This behavior continues until such time as the group rejoins the larger Collective and such measures are



no longer needed. Medical drones also tend to infant and juvenile drones requiring maturation, as well as see to the installation of cybernetics and prosthetics that cannot be created through the use of nanoprobes alone. Lastly, when a new species is encountered and individual subjects are brought aboard Borg ships for study, it is medical drones that conduct these evaluations.

Tactical drones are usually drawn from species with greater than average strength and resilience. They are equipped with dermal and exoskeletal armoring and offensive weaponry – usually in the form of disruptor technology. Their personal shield generators are also more powerful than the standard drone and provide them with additional protection, regardless of whether they have adapted to the energy signature of the opponent's weapons. They are deployed within nearly all Borg vessels, though usually in small numbers. Borg tactical cubes, however, boast a large contingent of these drones, as do assimilation cubes where significant resistance is expected.

Borg adjuncts are a specialized type of drone that work within the Collective command structure. These drones are assigned to the hubs of Borg activity and are usually found on a unicomplex coordinating the Borg activities within the immediate unimatrix. Like all drones, they are capable of being adapted to any specific purposes needed, but as they serve as coordinators for the Borg, they possess increased neural processing capabilities and a more powerful neural transceiver – capable of functioning as a low-level vinculum if needed. This allows them to establish a local Collective in the event that the group of drones becomes disconnected from the greater hive mind.

THE QUEST FOR PERFECTION

Regardless of their intended function or particular configuration, all Borg within the Collective seek the same universal goal – to assimilate other species and bring the Collective closer to its ultimate perfection. The nature of this perfection, however, is somewhat nebulous. In general terms, the Borg believe they will achieve perfection when they reach the point that the assimilation of others no longer adds increased value or utility to the group as a whole. Unfortunately for the rest of the Galaxy, the Borg see any unique qualities as potentially of value to the Collective and as such, it is unlikely that the Borg will ever attain their goal – outside of assimilating every species of note in the Galaxy. The Collective does, however, deem pre-warp and other less-technologically-advanced civilizations as being beneath them, and rarely assimilates them unless there is a strong biological trait the Collective desires.

The Borg need for perfection does not end with the assimilation of new technologies and biological traits. The Borg are also driven by a need for efficiency in everything they do. For the Collective, inefficiency represents a waste of resources, and despite their vast number of drones and wealth of materials, each such inefficiency represents a tangible example of their apparent lack of perfection. The Borg will devote significant resources to correcting and improving not only their technologies but also their processes and methodologies. The Collective will do this even when the devotion of such resources does not immediately provide results. This may seem counter-intuitive and one might assume that the Borg would evaluate the benefit gained against the resources invested and choose to accept a certain level of imperfection. This, however, is not the case – at least not initially. For the Borg, this kind of activity represents an investment in the development of the Borg as a whole and they will only abandon the attempt when it becomes clear that it will never yield the desired result.

If the Borg's methodology of adaptation fails them, they will attempt things far outside the norm. Such was the case on Stardate 43994 when the Borg broke from their normal operations and targeted an individual – Captain Jean-Luc Picard – for assimilation. Captain Picard's assimilation, and

CLASSIFIED REPORT

SECTION 31

A further discussion on the subject of Locutus of Borg seems necessary following the events of the Battle of Sector 001. Starfleet Command has chosen to honor Captain Picard for violating orders and engaging the Borg, instead of rescinding his command and investigating his link to the Collective.

Clearly, Picard has maintained some form of connection to the Borg – of that we are certain – though to what extent remains unknown. In examining the records from his ship, by his own admission he could “hear” the Collective, and one wonders if the Collective could still hear him in return. The strategic vulnerability this represents cannot be overstated, and we should consider removing Picard from the equation if other attempts to gain his cooperation are unsuccessful.

One has to wonder what is so special about Jean-Luc Picard that the Borg would single him out as some sort of “bridge” to humanity. Clearly the Borg underestimated our resilience, and this has remained our greatest tactical advantage. Was it because he captained Starfleet's flagship, or perhaps they gleaned something from their analysis of the *Enterprise's* computer during their intrusion at J-25. I doubt we will ever know.

Regardless – I strongly recommend we deploy assets to keep an eye on Picard. If he shows any sign of aberrant behavior, we should remove him immediately and bring him in for a more invasive exploratory look.

the individual personality that developed, was intended to provide humanity with a more familiar and, as the Borg hoped, palatable image of assimilation into the Collective. Locutus also provided the Borg with an exceptional understanding of Starfleet ships, their capabilities, and their tactics, and is believed to have significantly improved the combat prowess of the cube to which Locutus was assigned. This information and experience gave the Borg a devastating advantage during the Battle of Wolf 359. Despite these advantages, however, subsequent encounters with the Borg have not resulted in a similar approach, and it would appear that the Collective has abandoned the notion – at least where humanity is concerned.

Outside of assimilation, the Collective interacts with other species in one of two other ways. The first is to simply ignore them. The Borg do this when they believe that a species may eventually develop into a meaningful and interesting target for assimilation or that the species simply possesses nothing of value – not even raw materials that could be used for the Collective. While this is a somewhat rare occurrence, it does happen. Species that have been “passed over” have received a lucky reprieve against assimilation or destruction. As these worlds are often technologically less developed, the abundance of myths and legends that develop surrounding the Borg are of significant interest to sociologists.

Unfortunately, this arrangement does not last forever. Eventually the species will develop sufficiently enough to regain the attention of the Borg. When that happens, the Collective re-evaluates their position. The return of the Borg follows the usual protocols for species assimilation, with a single Borg scout ship sent first to verify that the target has now met the Borg’s criteria, followed by an assimilation cube. The response of the target species can be somewhat different than normal assimilation, as these individuals often have integrated legends and myths about the Borg into their culture. Many of them see the coming of the Borg as a return of their “gods” and willingly accept becoming members of the Collective. Others view the Borg as returning “demons” of a prophesied apocalypse and resist with religious fervor. Regardless of the response, very few of these species are able to repel the Borg, and they are eventually turned into drones.

The second way the Collective operates is to outright consume those they encounter. Consumption is distinctly different from assimilation. While it is possible, and quite common, for assimilation to occur during consumption, it is by no means a requirement. The primary difference between assimilation and consumption is the intended outcome. Assimilation is designed to bring new information and drones into the Collective. Consumption is done to bring in new raw materials. This leaves nothing but a gaping hole – a wound in the landscape where a civilization once existed. The Borg do this to replenish their reserves of energy, matter, and other materials necessary for the operation of their ships. Everything, including the very soil and rock upon which a settlement is built, is taken into the Cube and rendered down to its most basic of forms.

From this the Borg refine the raw materials into the metals and alloys needed to repair or construct ships, provide fuel for their power reactors, produce prosthetics and other cybernetic devices for implantation, and so on.

This process is also used to create vast amounts of energy and allows the Borg ship and its associated drones to rapidly repair structural damage and rejuvenate the crew. Because of this additional benefit, Borg ships which have suffered extensive damage will often locate a suitable target for consumption in order to expeditiously return a cube to operational status.

VOICES SILENCED: DISCONNECTED AND LIBERATED DRONES

During the course of their existence, Borg drones can expect to become disconnected from the larger Collective at least a dozen or more times – usually for short durations, no more than a few days at most. All drones possess simple directives within their cortical implants that allow them to continue to function for short durations without access to the hive mind. After this, however, the drones become “disconnected.” **Disconnected drones** are often confused and have difficulty coping with their new condition. Nearly all will immediately attempt to seek out other drones in an effort to establish a smaller Collective.



PROPHECY OF THE DARK SUN

AS TRANSLATED BY FEDERATION ARCHEOLOGIST

On the day of Dark Sun – the Skymen shall come.

Beyond death they walk, with skin of metal – for no weapon can harm them. They appear from the spirit world – instantly and without warning and none can hope to match them.

They bring with them the gift of immortality for those who have kept the Faith. And it is we who shall kneel and accept their gift. To join with the Skymen and become one with them. There can be no greater calling.

Fear, anger, hatred – all shall be washed away and we shall know the secrets of the realms beyond, to walk the heavens and to see without mortal eyes the wonders of the beyond.

Bear witness, my brethren, for we are the chosen and our day shall come. Rejoice at their coming and make ready, for eternity awaits you.

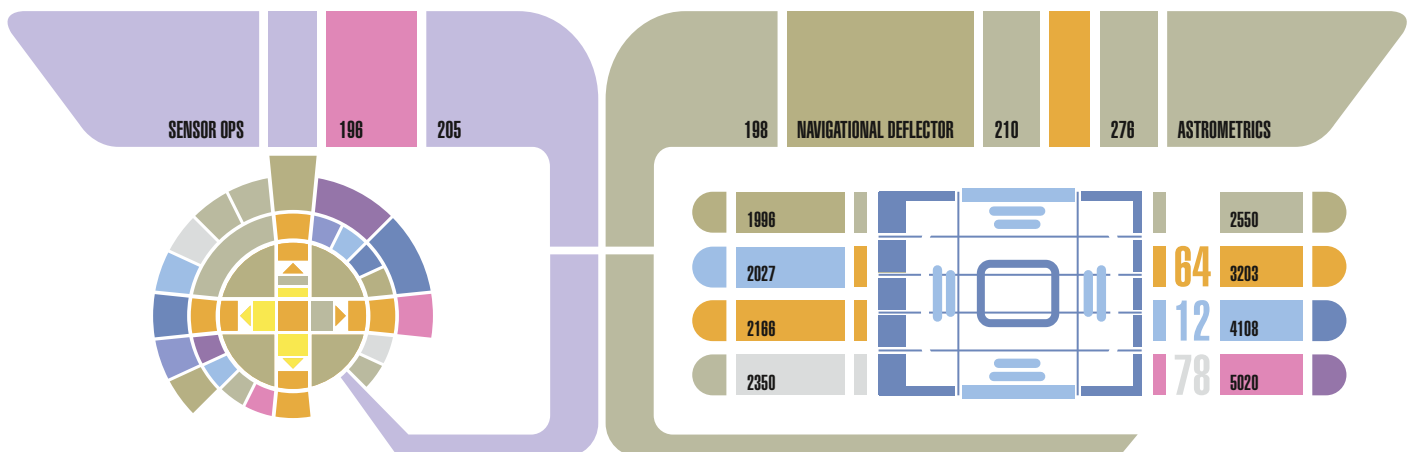
If they have access to their ship's vinculum, this is easily done and the drones on board will quickly reintegrate themselves into this reduced collective. If they are separated from their ship, either by distance or due to its destruction, or the vinculum is unavailable, they will attempt to reform a Collective using only their neural transceivers. Unfortunately, unless there is an adjunct drone with them, this Collective can only be formed with a small handful of individuals. This is why Borg drones are organized into small groups – which can be seen within their designations such as 3rd of 5. The number of drones within that grouping represents the total

number of drones that can interconnect with each other without the use of an external device.

If even this is impossible, the disconnected drone will begin to regress and their individuality will begin to resurface. Under most circumstances, disconnected drones do not regain memories from their former lives – their neural implants prevent that. However, they will begin to develop their own individual consciousness and will begin to develop a personality within the limits imposed by their implants. These drones are still Borg, though without the Collective to guide and direct them, they must rely on their own individual decision-making capability to survive. If the drone was only a part of the Collective for a short time, they may regain their memories – in part or in whole – once they are disconnected from the hive.

Should they remain disconnected for more than a week or two without interaction with other Borg, disconnected drones have the possibility of developing an individual personality strong enough to resist reintegration into the Collective. This process can be expedited by interaction with other non-Borg, and the more individualistic social interactions the drone has, the faster this new personality will develop. If a drone is surrounded by individuals and exposed to regular interactions with them, its personality may develop to a point beyond reintegration in a matter of days. Should this happen, they can now be considered liberated Borg.

Liberated drones have developed to the point of once again being separate individuals, and would require complete assimilation in order to be integrated into the Borg Collective. Depending on the individual in question, the liberated drone may desperately seek reintegration into the Collective or may actively fear assimilation. Many retain their memories as drones, including the assimilation of others that they participated in – and it is common for these poor souls to be overcome by guilt for the actions they performed while under the control of the hive mind. Newly liberated drones must be tended to carefully and will often require intense, regular counseling, or even admission to a psychiatric facility.



THE DELTA QUADRANT

BORG LOCATIONS

"RESISTANCE IS FUTILE. WE WISH TO IMPROVE OURSELVES. WE WILL ADD YOUR BIOLOGICAL AND TECHNOLOGICAL DISTINCTIVENESS TO OUR OWN. YOUR CULTURE WILL ADAPT TO SERVICE OURS."

— THE BORG

BORG SPACE

Borg space is vast, one of the largest territories ever encountered. It encompasses thousands of light-years, and every manner of celestial body, spatial anomaly, and stellar phenomenon. The Collective occupies every conceivable classification of planet, though it would be difficult in many cases to distinguish a Borg-held Class-M world from a Class-H. The Collective has no need or interest in protecting natural beauty or sustaining ecological resources. To the Borg, every world, every asteroid is nothing more than a means to an end; for the Borg, the only end is the complete assimilation or destruction of every species.

Toward this goal, each world under the sway of the Borg is rapidly terraformed into a thing more pleasing to the Collective. While drones can exist in nearly any environment, including hard vacuum, there are atmospheric qualities that the Borg prefer; temperature and humidity above the normal comfort of Humans. These conditions can be found in every Borg vessel and facility, along with nearly any planet where they have been present for more than a few standard months. When the Borg take a populated world with the intent of adding it to their territory, and not just consuming its resources and departing, they will subsume existing structures instead of leveling them and constructing new ones. This is not to suggest, however, that the Borg maintain and preserve the architectural identity of their previous inhabitants. The Collective leaves its mark on all that it touches, and any place not destroyed by the assimilation of the world is modified and converted until it is unmistakably Borg. The core, the essence, of the structure, however, can still be seen if an observer looks hard enough.

TERRESTRIAL WORLDS

As the Borg can survive in even the most extreme environmental conditions, the number of worlds they can inhabit is significantly larger than most species. Further, as the Borg need not worry about environmental concerns, they are able to quickly and completely consume and exploit all the natural resources a planet has to offer without fear of widespread environmental pollution. In fact, the majority of Borg worlds are noxious, corrosive places, inhospitable to most species. As the Borg's organic bodies are sustained through their implants and cybernetics, they can survive in hostile environments that would prove lethal to any Human.

NOTE TO GAMEMASTERS

Unlike in other supplements, this section does not detail specific locales or planets. Instead, it provides explanations on how the Borg make use of the locations they inhabit. The Borg do not hold homeworlds or historical sites in any particular esteem. Instead, planets are only as important as their natural resources or strategic value dictates.

Each of these types of locations also includes Traits that can commonly be applied when the Player Characters' missions take them there, along with any special rules that may apply as well. Gamemasters and Players will also find a brief example, with a description of how the Borg use these locations, so that they may be included in their game. But these represent just a single place within the Galaxy. Given the scale and diversity of space, nearly any type of environment is possible – and the Collective has found interesting ways to use them all.

Atmospheres choked with harmful gases such as methane, fluorine, and carbon monoxide are common after the Collective seizes control of a world.

While the Collective must construct important facilities such as repositories for drone alcoves, communications arrays,

and power generations, they do not build cities in any way that would be recognizable to Federation citizens. When the Borg assimilate an inhabited world, it is often easier and more efficient to build their facilities on top of the foundations of pre-existing cities. Thus, the Borg may seemingly be occupying cityscapes, but this is simply out of a desire to efficiently use resources and not because the Borg desire or require such architectural design.

Once they have occupied a world, the Collective will immediately begin harvesting all the natural resources it contains. They care nothing for pristine wildernesses or clear oceans. Entire continents are strip-mined, mountain ranges flattened, oceans boiled away, and sea beds ripped up. When rich deposits are discovered, processing plants are erected in the immediate vicinity to expedite production. It is common for new shipyards to be constructed in orbit so that the materials that are most easily acquired can be put to immediate use. While an assimilated world may provide the Borg with millions or even billions of drones, the planet itself will yield hundreds of new ships. The Borg's ravenous consumption of a planet's natural resources lasts only a few decades – until all but the most hidden of materials are stripped away. At such a point, reclamation of shipyards and other vital materials begins and the majority of such infrastructure is relocated to the next vibrant acquisition. What is left is a husk of a world, containing billions of Borg who now have little purpose other than to add their collective voices to the Collective.

Such wanton destruction and consumption was witnessed by the crew of the *U.S.S. Enterprise* NCC-1701-E while it pursued the escaping Borg sphere during the events immediately following the attack on Earth in 2373. While caught in the temporal wake of the fleeing ship, these officers were able to see what an assimilated Earth would become. While they may have found it disturbing to see the capital world of the Federation reduced to a polluted husk, that future has played out on thousands of worlds across Borg space.

Worlds such as these gain the following Traits:

Industrial Wasteland: Years of heavy industrial production has left the surface of this world a blasted and desolate wasteland. Forests, plains, and savannas have long since been stripped away, leaving the face of this planet a sea of dull brown. Mountain ranges have been reduced to truncated stubs, and continent-wide strip mining has destroyed even the most basic of ecosystems. Raging storms, with hurricane winds that scour the world, create city-sized dust storms infused with acidic rain. Any Task made to attempt to traverse or navigate this world has its Difficulty increased by 1.

Hazardous Atmosphere 1: See *Environmental Damage Types* found on page 145 of the core rulebook.

MEMORY ALPHA

FEDERATION STELLAR-CARTOGRAPHY DATABASE

Spatial Grid: 812

Arnaris III

Class: M (formerly), now L

Arnaris III was once a vibrant and verdant world. The Arnarians were a small and somewhat minor power, and their territory extended out to a few dozen systems. While the Arnarians were unremarkable in almost every respect, they had – quite by accident – discovered how to detect and project subspace communications through transwarp. This technique was previously unknown and allowed the Arnarians the ability to instantaneously communicate throughout their small empire and far, far beyond. It was this that brought them to the attention of the Borg. Deemed Species 4244, the Borg descended upon their homeworld, sweeping aside their meager defenders.

Great, grass-filled plains once stretched for thousands of kilometers on Arnaris III. Snow-capped mountains and deep blue seas hosted clean, pristine cities – centers of education and learning where none went for want. When the Borg came, the Arnarians had known of it for hours...their communication technology had detected the invaders the moment the cubes had entered the transwarp conduit. Unfortunately, for a planet with hundreds of millions of people, evacuation was not a swift endeavor.

The orbital paths around Arnaris III were thick with ships, shuttles, pods, and transports when the Borg appeared. Nearly three dozen cubes and as many spheres lazily approached while the evacuees scattered in all directions and the small Arnarian fleet valiantly stood to buy them precious minutes. In the end, against so many Borg ships, the Arnarian ships were swept aside. Hours later, the great Arnarian communication arrays were set upon, their secrets assimilated. Then they turned their gaze to the world below.

What remains of Arnaris III, Planet 775618 as the Borg call it now, are dried seas and flattened mountains. All the surviving Arnarians have since become Borg. Its atmosphere is toxic and furnace-hot winds scour its surface, blowing so fiercely that only Borg ships can hope to survive them. It is from this dark world, skies thick with green-brown clouds kilometers high constantly wreathed in lightning, that the Borg have conquered the entire region.

GASEOUS PLANETS

Though exceptionally rare, gas giants with breathable Class-M atmospheres do exist, and, when discovered, offer valuable opportunities for scientific study and resource acquisition. The Borg, however, are under no such restrictions. As they can survive in the harshest of conditions, including hard vacuum, the Collective has developed an expertise in the colonizing of gas giants. By constructing great buoyant platforms, the Borg can operate within the upper atmospheres of gaseous worlds and directly harvest the concentrated gases within.

Usually these worlds contain either vast quantities of hydrogen or helium, in the case of true Class-T gas giants, or possess nearly inexhaustible supplies of atomized ices of oxygen, carbon, ammonia, and methane, commonly Class-J. In both cases, the Collective is able to establish city-sized platforms upon which drones are able to collect and refine the planet's atmospheric gases for various uses – usually as fuels for fusion reaction or matter-antimatter power generation. In the case of ice giants, the heavier elements provide a source of raw materials that can be used in matter replication, providing the Borg with the building blocks needed to fabricate nearly anything they require.

In this way, the Borg are capable of harnessing all that these gargantuan worlds have to offer. The power needed for replication prohibits the Collective from simply materializing a starship, especially one as large as a cube. It does, however, allow the Borg to endlessly produce much smaller devices. It is these worlds, in fact, that act as factories for Borg nanoprobes, converting crystallized elements directly into the smallest and yet most important of Borg machines. It is no surprise that the Borg have a huge number of such facilities, with billions of drones devoted to tending endless expanses of nanoprobe production centers. While nearly all humanoid species have agricultural centers, growing fruits and vegetables for consumption, the Borg instead farm gaseous worlds to produce the very essence of the Collective, the technology that literally runs through their veins.

When not being used for nanoprobe construction, the Borg utilize these worlds for the collection of hydrogen and helium. While capable of collecting these gases while in space, Borg vessels carry staggering amounts of the gases on board as well. Unlike nanoprobe farms, which remain mostly stationary, gas harvesters slowly roam through the stratified gas layers that make up the atmosphere of these planetary giants. Carried aloft on great buoyancy tanks, the platforms sail on thermal currents and follow the densest concentrations of target gases, while avoiding the most violent of weather patterns – some of which are larger than entire terrestrial worlds. Once collected, the gases are refined and concentrated into pure elemental form, then condensed into a liquid state for transportation.

To most Federation member worlds, the vast resources of these great planetary bodies remain beyond their reach. With gravities that can come close to that of stars, the stresses generated far exceed what all but purpose-built research probes can suffer without destruction. Even the technological expertise of Starfleet is no match for the raw, fundamental forces experienced inside a gas giant. While nearly any starship can skirt the outer edges of their atmospheres, venturing deep within is the stuff of fiction – even with 24th century metaphasic shielding. What has been discovered is the result of penetrating sensor scans and telemetry from hardy probes. Even if a ship could survive the crushing gravity, atmospheric pressure and crosswinds found in the ammonia clouds of the stratosphere and thermosphere are easily capable of rending a ship apart – but these great storms, with wind velocities at hundreds of meters per second, and under pressures that turn hydrogen into a metallic liquid, offer no resistance to the Borg.

Habitats located within the stratified layers of gaseous giants gain the following Traits:

Gale Force Winds (X): Harsh and hard winds blow across the surface of any structure at speeds of several hundred kilometers per hour. Increase the Difficulty of all Tasks attempted when exposed to this wind by X.

The Long Fall (X): Suspended aloft, a fall would last for minutes or even hours. Increase the Complication Range of any Task made while within 1 Zone of the edge of a structure by X. If the Task results in 2 Complications, the character has been knocked off or otherwise fallen over the edge. Only intervention from another character will prevent their death.

Mobile Structure: The constructs within these worlds are designed to move and relocate as needed. An appropriate Task is required to gain control of the structure to be moved to a new location. On a successful Task, Momentum may be spent (repeatable) to reduce the value of any dangerous Location Trait by 1. This remains in effect until the end of the current encounter.

DEMON WORLDS

Of all the places discovered, all the worlds seen, few are as hellish and inhospitable to live upon than Class-Y planets – commonly called demon worlds. Even these places birth life, chemosynthetic organisms like those found in the deepest places on most other terrestrial worlds. But even when such creatures advance and grow and evolve beyond what is normally seen, it is exceedingly rare for them to become sentient. The conditions on these worlds, it is well known, make them unsuitable for colonization or even visitation for any extended periods. The Borg are no exception. The



Collective is loath to invest resources in lost endeavors, but even they can be enticed by the right target.

The environments of these hostile worlds are dangerous even to the Borg; the acid dissolves even the strongest components, tearing and breaking the molecular bonds of organic material, flesh included. The Borg, despite their powerful restorative capability, slowly melt away in such a place. And yet, that does not stop them when there is something they want in these twisted places. Sometimes, it is rare materials found nowhere else. Sometimes, it is a vital strategic location. Regardless of the reason, the Collective at times lays claim to a hostile world that no other species would dare set foot on.

In order to thrive in such a place, the Borg must use the knowledge they've gained from other species' ventures into space. The drones of the Collective may be capable of surviving in the dark and cold vacuum of space, but on hellish Class-Y worlds even they must seek refuge and safety within a protective barrier. Habitat structures are built so that the Borg can work untouched by the challenges of the world beyond. This is a rare thing to see, and these structures bear the same geometric architecture of their ships – perfect hemispheres, cubes, pyramids. Sustaining these structures requires an army of drones in addition to any that work within. These drones spend their days in a constant battle with the elements

outside, repairing and restoring the integrity of the barrier. It is a massive investment in energy and materials, and therefore must yield something of even more rarity and value to the Collective.

What such a thing may be varies from location to location, as no two demon worlds are exactly alike. The planetary classification of "Y" has less to do with a particular size, location, or atmospheric composition, and more to do with the effects its environment has on humanoid species. While the majority of them are places of insufferable heat, there are a few just as deadly that are frozen through with extreme cold. Others may be comprised of gaseous metals or irradiated particulates. The surface of this world may never see the light of a close star or may never see a sunset. The only thing that matters is that no humanoid species can exist there without the protection of a heavy environmental suit – and even then only for a very short time. The drones face similar challenges when moving freely within the toxic atmospheres of these worlds.

Under most circumstances, the Collective places its protective domes and barriers such that it encompasses whatever of value the Borg have set their sights on. This allows the drones to work without suffering the impacts of the hostile environment, the same way that any other species would. But under this protection, the Borg become just as vulnerable as any other species. As resilient as they

are, should the pressurized and regulated domes fail, the sudden pressure change would rip the drones apart the same as any other individual. Without them, however, drones would require constant rejuvenation to survive for any time, which would in turn significantly reduce their productivity. As always, however, whatever it is that makes the Collective consider investing time and energy into these worlds must be suitably rich in whatever it is the Borg want.

These worlds gain the following Traits while beyond any protective barrier:

- **Deadly Atmosphere 5:** See **Environmental Damage Types** found on page 145 of the core rulebook.
- **Deadly Temperature 5:** See **Environmental Damage Types** found on page 145 of the core rulebook.
- **Difficulty Terrain 2:** Increase the Difficulty of any Check made to move through this location by 2.

ASTEROID HABITATS

While the Borg are notorious for stripping planets for their natural resources, the purest and most concentrated veins of materials are most often found within the asteroid belts within solar systems. Almost every spacefaring civilization has developed asteroid and planetoid mining methods – but none have done so on the sheer scale as the Collective.

With no need to worry about providing breathable atmospheres, the Borg are able to deploy drones directly onto the surface of asteroids. This allows them to rapidly begin mining efforts once a resource-rich rock is identified. First, the Collective launches a pre-packaged mining pod from a ship in close proximity. These pods are fully self-contained operating bases with power generators, subspace communications equipment, and rejuvenation alcoves. For larger operations, multiple pods are simply linked together, increasing the number of drones that can be supported. If the asteroid is large enough, a refinement and smelting facility

STRATEGIC ASSESSMENT

ASSESSMENT OF BORG COLLECTIVE STRATEGIC TARGET — INFORMATION OBTAINED FROM WRECK OF CUBE 11522

Platform Zeta-Gamma-339 has served the Borg as both a collection facility for elemental hydrogen as well as a one of the most prolific producers of nanoprobes in its sector of space. The system in which it resides lacks terrestrial planets but boasts no fewer than seven gas and ice giants and each of these has been harvested by the Collective. None, however, is as effective as Zeta-Gamma-339. This floating monstrosity is vast, spanning kilometers in every direction. It is so large, when the great blue storm that circles endlessly above it does occasionally part, it can be seen from space.

The main body – itself nearly ten kilometers in diameter – is supported by nine buoyancy tanks, each large enough to swallow a *Galaxy*-class starship, and glides ponderously along. Stretching out from it in all directions, like the legs of some immense spider, are hundreds of smaller platforms. In the center of the larger platforms, the crystallized elements are transformed into nanoprobes and from there the nanoprobes craft whatever the Collective needs.

The size and industrial capabilities of this facility, impressive as they are, hold nothing when compared to its defensive capabilities. Like all Borg constructs, the platform can adapt to nearly any kind of attack, and possesses the same strong shields as tactical cubes. But its weaponry is the greatest concern. While Borg cubes can project attacks from almost anywhere on their surface, the mercurial nature of the facility makes it particularly difficult to engage. Weapon blisters boil up from its surface, only to melt away again after they fire. The types of attacks vary wildly between firings; phased energy, plasma, gravimetric, compression, and dozens more. These are not limited to energy attacks. Missile batteries, torpedo tubes, and every manner of cannon – any weapon the Borg have ever encountered – are at the facility's disposal. While its attacks may sometimes seem random, the Collective deploys them with maximum efficiency, measuring the effectiveness of each new attack and then focusing those found most effective in concentration on the target.

The platform wasn't intended nor designed for war, despite its great armaments. With propulsion only to alter its drift and sensors that fail to reach into space, the platform is dangerously vulnerable to attack from orbit. Ever resourceful, when the Borg come under attack, one drone in every five halts its labors and turns its ocular implant toward the direction of attack, giving the Collective millions of interlinked sensors acting as one great array. Those few who have encountered this or other such platforms all report that this is the greatest disconcerting thing done by a contraption which does a great many disconcerting things.

can also be dropped onto the rock's surface, allowing the drones to produce purified and construction-ready materials without the need of additional support.

To further increase productivity, the mining pods can also act as artificial gravity generators, which when working with other nearby pods, allow for multiple asteroids to be pulled into close proximity with each other. In belts with exceptionally rich deposits, a more permanent facility is constructed. While the Borg can survive in space, doing so requires ever-increasing time spent in rejuvenation alcoves to counter the effects of stellar radiation, exposure, and deep cold – even the Borg cannot exist forever in such extreme conditions.

Large-scale operations begin by joining multiple large asteroids, extracting all ore of value, and then hollowing them out to create a more protected environment. Each hollowed-out asteroid is then connected to its neighbors by a series of umbilical passages. This allows for quick movement between each area, as well as interconnecting various systems. Over time, these asteroid habitats can grow to become truly massive in scale – with hundreds or even thousands of asteroids all joined together. Once the operation reaches this scale, it no longer relies solely on the efforts of individual drones. Smaller Borg vessels are

assigned to assist in the extraction of desired materials, utilizing tractor and cutting beams to break the rocks apart. Should it prove necessary, the Borg will even use direct collisions to shatter asteroids with rich mineral deposits into smaller debris. All of this is done to allow for harvesting and refining materials as quickly and efficiently as possible.

These kinds of operations can also be deployed onto comets, though they almost always require additional support vessels. Unlike asteroids, however, comets tend to be significantly more volatile, especially once their orbits bring them closer to a stellar body with which they are gravity locked. To prevent the unnecessary loss of drones and their equipment, as the comet approaches its star the drones and their pod are packed up and returned to their support ship. While it is possible to use the powerful tractor beams aboard Borg ships to alter a comet's course or halt it completely, unless the comet possesses some form of extremely rare material, the gains of doing so are rarely worth the power required.

Encounters in these kinds of locations have the same Traits as demon worlds, listed above, though due to the harshness of the vacuum of space instead of extreme planetary conditions.

ASSESSMENT OF BORG MINING OPERATIONS IN THE CERENEX SECTOR

The world of Cerenex IV is a place no one thought would ever catch anyone's interest. It's a frigid world, devoid of the warmth of its sun. The snows are hundreds of meters deep – but it is not water they are made of. Ammonia, methane, and sulfur drift to the ground in blue-white sheets. These are not the only materials that form the deadly ices of Cerenex. Acids that are so strong that they can eat through tritanium in moments also drift down lazily from above, and anything that they touch which can be destroyed, is.

But deep within the ice floes is an incredibly dense form of dilithium hundreds of times more powerful and effective than that used in any ship. The Borg, however, do not use it in warp cores as one might expect. When subjected to an intense electromagnetic field, the crystalline structure aligns to make it one of the most effective conductors ever encountered. The Borg use this material in their most important projects, increasing the energy efficiency within by nearly twenty percent. Whenever the Borg are attempting to open a new transwarp conduit, this ultra-dense dilithium is used to help power the immense subspace field generators.

Cerenex has claimed millions of drones in the centuries since the Borg established its great black pyramid there. Each side must be

continually heated to prevent the accumulation of acidic ice, resulting in a liquefied form of the acid flowing over it. Along with this, the other ices melt and combine into corrosive substances that add to the pitting and wear. Drones by the tens of thousands swarm over the sides every twelve standard hours, applying a metallic paste comprised of nanoprobe and tritanium, and scanning for any damage more extensive than simple oxidation. The acid snows, corrosive gases, and unsure footing claim hundreds each hour, but there are always more to take their place.

On several occasions, desperate or foolish captains have attempted to penetrate the dangers of this world to collect a sample of the crystal for study. The wreckage of their ships, or what little remained of them at least, are scattered at the base of the great black pyramid. A Malon trader, a decade or so ago, made his fortune by selling a small amount of the dilithium after salvaging a derelict Borg sphere. In its data core, it was discovered that the sphere had recently taken on the material as cargo and was transporting it to some unknown destination – the coordinates had been so heavily corrupted they were unrecoverable.

INTELLIGENCE REPORT TO THE HIERARCHY

STRATEGIC ASSESSMENT AND HISTORY OF MINING COMPLEX 9 OF 17, SUBASSEMBLY OF OPERATION 64-ALPHA, SPATIAL GRID 862.

Submitted for Hierarchy review, our observations and conclusions regarding mining operations within the old Haritian Divide. The Borg have long since occupied what they call Spatial Grid 862, though it was once known as the Haritian Divide, an area of space with an abnormally small number of star clusters. The lack of stellar bodies makes it seem like a dark and empty strip of space. On either side are sectors with large stellar nurseries. When discovered by a Haritian exploration craft, they named it the Divide as it appeared as a great division between the two spectacular sights. The Divide acted as a safe and effective means to navigate this sector without fear of becoming lost due to the interference of the nebulae's intense radiation. There are only a handful of systems within the Divide and none hold planets capable of life. They do have, however, vast wealth in precious metals contained within the asteroids that circle these young stars – the orphaned children of the nearby nebulae.

When the Borg assimilated the Haritians, they gained knowledge of the Divide and the wealth it contained. The Collective swarmed the sector, destroying anyone within, and then organized a mining operation, nearly overnight. From our observations, the Borg have established thousands of mining areas, small and large. Despite Mining Complex 9 of 17 being one of their largest, the Borg cleverly concealed it; hundreds of smaller asteroids have

been dragged together using great gravity projectors. Even with our keen sensors, we did not know what it was until several asteroids opened up to reveal a sphere which then leaped to warp. While it was open, we were able to get detailed sensor readings from inside.

The facility contains well over ten million drones and at least a dozen Borg ships. While the mining happens within, the outer shell of the asteroids provides it with an armored skin two hundred meters thick. It appears that the inner core of this constructed planetoid is being used to build smaller Borg ships – though by what means, we were not able to determine. It has been theorized, but not proven, that the Borg are using the tritanium veins to directly fabricate the ships by some form of replication.

Given the size of the complex and the number of Borg within, we strongly advise the Hierarchy to declare this region of space no longer suitable for travel and to advise all ships to avoid it. The Borg have not fortified the route, and it seems that the only Borg ships here are the ones that are built here. We observed that ships of at least three different species were caught and destroyed by a swarm of spheres that appeared from the asteroid fields. They didn't last long.

UNICOMPLEX

Unicomplexes are massive deep space structures built by the Borg at critical locations within their territory, such as at Borg transwarp conduit hubs. These massive constructs are comprised of innumerable interconnected modules of all shapes and sizes, and protected by entire fleets of Borg cubes and spheres. Each one operates as a command and control station – a central hub for the Collective, coordinating Borg activity within the region of space where it is located. Within each of these complexes, millions of Borg work in concert to provide the structures with the largest and most powerful computational processing capability anywhere in the Galaxy.

Most importantly, however, it is within these structures that the Borg Queens are often found. The sheer concentration of Borg drones necessitates the presence of the Queen, where she brings order to the chaotic nature of so many

voices. The resources available to the Queens of these complexes are staggering to consider, as these locations have the highest concentration of Borg than anywhere else in space. As indicated above, this includes numerous Borg vessels as well as access to other strategic resources such as transwarp conduits.

The layout of each unicomplex is unique – and can change or evolve as necessary to support its current function or mission. The layouts of these facilities are decentralized, much like other Borg constructs, which helps to limit their vulnerability to attack. Even after significant damage is inflicted, they can continue to operate and perform their intended function with little interruption or impact to the Collective.

There are numerous unicomplexes within Borg space, as well as at strategic locations and outposts beyond. It is from these centralized locales that the Borg spread outward – continuing their efforts to locate, investigate, and assimilate new life-forms.

Borg unicomplexes possess the following location Traits:

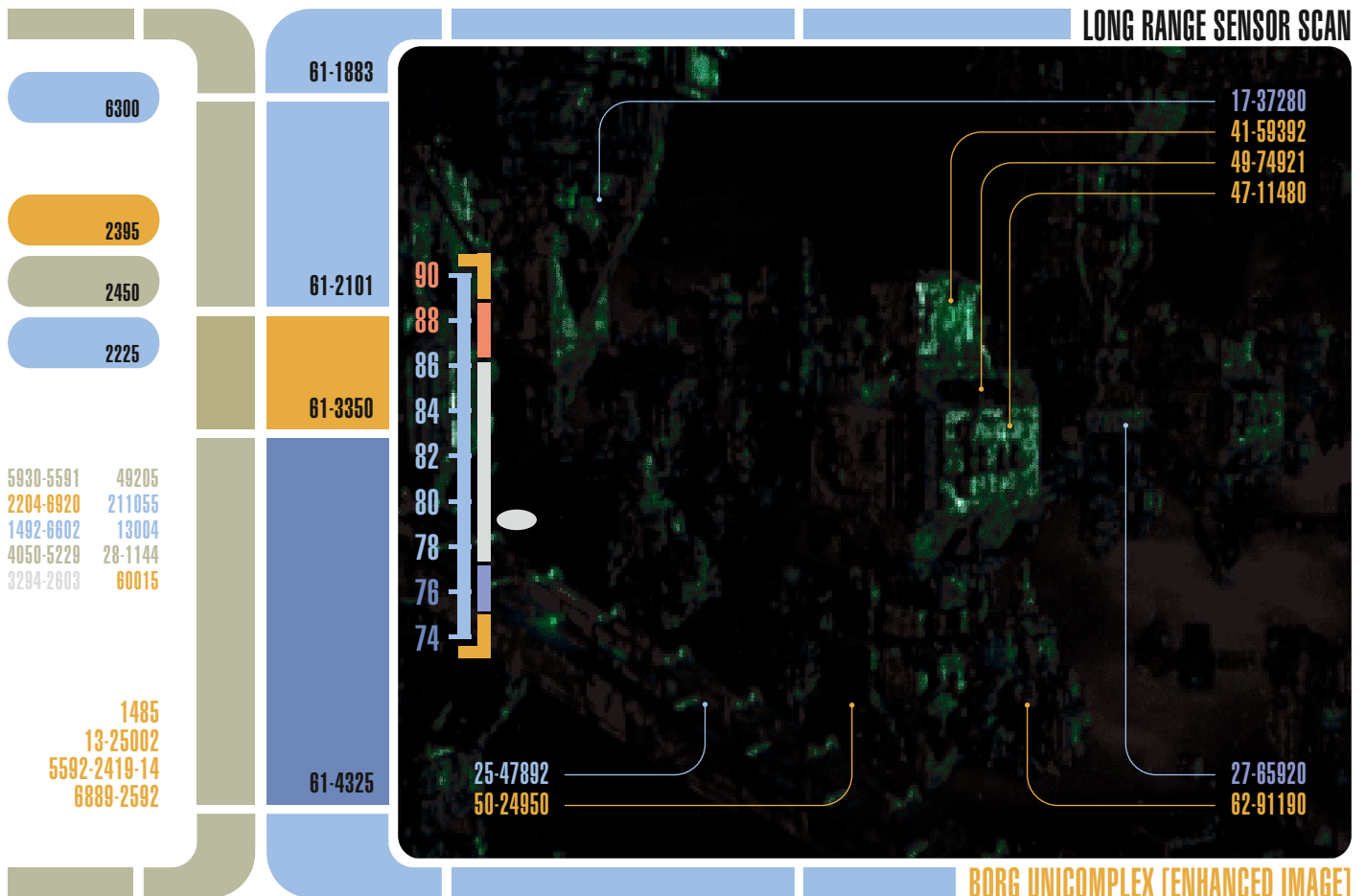
Borg Construct: Unicomplexes are the largest and most densely populated Borg locales outside of inhabited planets. They are, however, artificially constructed facilities – essentially operating in a similar role to Starfleet’s spacedocks or starbases.

They possess all of the Special Rules for Borg found on page 266 of the core rulebook. In addition, unicomplexes share the same adaptive technology as Borg vessels, and gain the Adaptive Subspace Field Special Rule (see page 267 of the core rulebook).

Massive: Borg Unicomplexes dwarf nearly all other artificial objects in space, and are hundreds of times larger than even Borg cubes. Given their size, Borg unicomplexes transcend the normal rules for starships and cannot be permanently damaged during normal conflicts. Unicomplexes can be destroyed in their entirety, but such a feat should be the climax of an entire campaign. Should it become absolutely necessary for a unicomplex to have statistics, treat them as a Borg Cube with the following modifications: Structure 18, Power and Resistance of 18, Shields and Scale of 24.

Collective Control Center: Unicomplexes sometimes serve as the “throne” of a Borg Queen. In addition to providing the locale with a being of such awesome capability, these locations possess advanced communications and computing potential. During any Task made by the Borg to coordinate and direct the Collective, the Gamemaster may spend 2 Threat to add a Bonus d20 considered to have already rolled a 1 – as though a Point of Determination had been spent – to the Task’s pool.

Labyrinthine: Unicomplexes are extremely difficult to navigate by non-Borg. Any Task made by a non-Borg character to move about or navigate through a unicomplex should carry a Difficulty of 3 at a minimum. In addition, the Gamemaster may spend 1 Threat to add an additional Complication to the scene related to the abstract construction of the facility. This could include things such as: a corridor suddenly opening up into deep space, dense concentrations of Borg drones in alcoves, unshielded power conduits, intense radiation fields, and so on. These complications should not prove instantly deadly, and characters should be provided an opportunity to backtrack or circumnavigate them.



SPECIES OF THE DELTA QUADRANT



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03.10 NEW LIFEPATH OPTIONS

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SPECIES OF THE DELTA QUADRANT

NEW LIFEPATH OPTIONS

"THEY'VE LEFT BEHIND THEIR TRIVIAL SELFISH LIVES AND BEEN REBORN WITH A GREATER PURPOSE. WE'VE DELIVERED THEM FROM CHAOS INTO ORDER."

— THE BORG QUEEN

INFINITE DIVERSITY IN INFINITE COMBINATIONS

Even with seven years' worth of data gathered by the crew of the *U.S.S. Voyager*, the Delta Quadrant is arguably the quadrant of the Galaxy with the greatest number of unknowns. There are countless worlds to explore, wondrous phenomena to study, and new lifeforms to discover and encounter. The Delta Quadrant presents Gamemasters and Players with a vast sandbox teeming with possibilities.

Star Trek is famous for including at least one unique, non-Human, stand-out character in each crew, such as

Mr. Spock, Arex, Data, Odo, Neelix, and T'Pol. Seize the opportunity to use the Delta Quadrant as a setting in which to create a similar unique character to join your crew.

Gamemasters and Players are encouraged to use any of the dozen species presented in this chapter as unique members of their starship's crew and as recurring NPCs that could help, hinder, or harm Player Characters in any given mission or adventure. Further, they may be used as inspiration to create entirely new species and cultures never before seen in a *Star Trek* story. These new species may well have values and perspectives far removed from those of the better-known denizens of the Alpha and Beta Quadrants.

ADDITIONAL LIFEPATH OPTIONS

STEP ONE: SPECIES

This chapter adds twelve new species available as character lifepaths. They represent only a few of the Delta Quadrant species that may have encountered beings from the Alpha or Beta Quadrants at some point and may include members who someday choose to adapt their particular talents to the United Federation of Planets' vision of alliance and exploration by joining Starfleet. Academy graduates come not only from formal members of the Federation, but also from a wide variety of other worlds.

Gamemaster Note: *Players interested in playing characters of any of these species should discuss options with you, as these species should generally not be available as playable species in Starfleet campaigns set prior to 2379.*

STEP TWO: ENVIRONMENT

Most Ankari, Pendari, and Turei hail from their respective Homeworlds, though some have travelled extensively and may

be from any Environment. The Jye are well-regarded for their administrative skills and are employed across many sectors; because of this, a Jye Player Character may hail from any of the Environments. While Liberated Borg may have originated in any Environment, it's most likely that all they remember prior to their liberation is their life on a Borg Starship or Starbase. The Lokirrim, Sikarians, and Zahl are all established civilizations, so members of these species most likely come from their respective Homeworld or a Busy Colony Environment. The Mari have only just recently started to explore space, so nearly all would hail from their Homeworld. Most Ocampo know only their Homeworld, though a few may have escaped or been taken to any other Environment very early in their short lifespan. Given that the Moneans have been nomads for many generations, they may hail from any Environment. Talaxians are encountered across the Delta Quadrant and may also come from any Environment.

ANKARI

THE ORIGINAL SERIES AND THE NEXT GENERATION ERAS

The Ankari are a reptilian-humanoid species native to the Delta Quadrant. While warp capable, they prefer to use a form of FTL drive, believed to phase their craft into a parallel realm – similar to, but distinct from, subspace. This realm is also home to a unique nucleogenic lifeform, whose bodies contain significant amounts of nucleogenic energy. Much like traditional subspace/warp-based civilizations, most forms of Ankari technology interface with this nucleogenic realm. As this technology is so rare, few species can accurately detect or track Ankari vessels.

Despite this strategic advantage, the Ankari are not a warlike people. Their relationship with the interdimensional beings, whom the Ankari consider heralds of good fortune, has created a unique cultural dynamic. While technologically and scientifically advanced, the Ankari are traditionally a deeply spiritual people and the interdimensional beings factor heavily in that belief system. The Ankari are welcoming of strangers and are open to trade, often celebrating the conclusion of successful endeavors with a summoning to bid their new allies good fortune.

EXAMPLE VALUE: *Fortune Favors the Faithful*

■ **ATTRIBUTES:** +1 Fitness, +1 Insight, +1 Presence

■ **TRAIT:** Ankari. Ankari are reptilian humanoids and possess many of the biological attributes common to those species. Their skin is coarse and thick, with light to dark brown coloring. Like most reptilian species, the Ankari do not possess body hair – though they do have soft spines that run along the back of their skulls. These, along with their brows, provide the Ankari with the ability to detect faint vibrations and act as a form of sixth sense. Their native, harmonic language likely developed due to this additional sense

■ **TALENTS:** The character receives access to the following Talents:

FAVORED BY FORTUNE

REQUIREMENT: Ankari, or Gamemaster's permission.

If the character is successful on a Task, the next Task performed during that scene gains one bonus Momentum if successful.

VIBRATION SENSES

REQUIREMENT: Ankari, or Gamemaster's permission.

The character has learned to use their unique physiology to allow them to detect vibrations, enhancing their ability to see and hear, even in darkness. Characters with this Talent reduce the Difficulty of perception-related Tasks by 1 (*Star Trek Adventures* core rulebook, p. 170).

NAMES

Ankari names are generally single syllable and typically combinations of soft and hard sounds. Ankari do not use surnames or family names and instead trace their genetic lineage to a particularly important ancestor, usually one believed to be favored by the nucleogenic lifeforms called "spirits of good fortune." There is no cultural requirement for offspring to assume the Ancestor name of their parents, though most tend to do so until they come into adulthood, at which point they can choose a new Ancestor to identify with, which is given after their personal name.

SAMPLE NAMES

Masculine: Rhal, Jrek, Mait, Kast, Hurn, Tolk, Byst, Lurr, Vurt, Pulc, Yrul

Feminine: Lalri, Ghama, Yruki, Demre, Whagi, Sahme, Ciema, Pulre, Tili, Ulua

Gender-Neutral: Atla, Fela, Nahl, Bole, Whet, Fila, Koste, Hirfa, Valit, Mal, Nulna

Ancestor: Ohnyt, Amkut, Efna, Ursuk, Ahzur, Etol, Ofmat, Skaa, Ratka, Vulin



NON-STARFLEET, UNUSUAL, OR UNIQUE CHARACTERS

This chapter details a dozen new species, none of which represent species normally found in the Federation or within the ranks of Starfleet. *Star Trek: Deep Space Nine* and *Star Trek: Voyager* both featured mixed crews, representing non-Starfleet characters from non-Federation species such as Constable Odo, Quark, Neelix, Kes, and Seven of Nine. Players who wish to create and play a non-Starfleet Player Character may do so, subject to the Gamemaster's approval for the type of campaign they wish to run and the type of campaign the Players wish to play in. Not all species are well-suited to serve alongside a primarily-Federation crew, so the Gamemaster and Players are encouraged to work together to create an effective backstory to allow for non-traditional species and characters to be included in a campaign.

Example: Camden wants to play an experienced Jye administrator named Jojjah who encounters the rest of the Player Characters when their starship is sent deep into the Delta Quadrant in search of the missing U.S.S. Voyager. Camden and his Gamemaster determine that they'll introduce Jojjah to the rest of the crew during the campaign's first adventure, when some of the ship's Supporting Characters will be killed while helping pull the transport carrying Jojjah and several other Jye out of a strange spatial anomaly.

During the adventure, Camden roleplays Jojjah being strongly moved and inspired by the crew's willingness to put themselves in danger for strangers, and also being rather appalled at the crew's apparent lack of effective logistics managers. Jojjah offers their administrative talents to the captain and crew, and subsequently joins them, taking on the duties of an operations manager even though they are not a Starfleet officer.

There is no mechanical difference to a non-traditional species or non-Starfleet Player Character for the purposes of game play.

The Player of the new character should follow each of the lifepath steps as written in the **Star Trek Adventures** core rulebook, and simply adjust the flavor text of their character's lifepath to best fit their character's background and desired capabilities.

Example: To continue the example above, Camden selects *Busy Colony* for Jojjah's Environment and Diplomacy and *Politics for Upbringing*, deciding that Jojjah worked as a key aide to a politician who regularly traveled to nearby sectors.

Camden changes the concept of "Starfleet Academy" to "Jye Higher Education" and takes the benefits of the Operations track without referring to it as the Operations track. He selects the benefits of the Experienced Officer Career as an equivalent to Jojjah's career to date, and selects two Career Events (and their associated benefits) as detailed in the core rulebook. He picks 4: Negotiate a Treaty and 17: Special Commendation, and adjusts the flavor text to account for Jojjah's non-Starfleet background. Jojjah is given a Starfleet combadge and is posted as a civilian operations manager aboard the Players' starship.

In addition to the new species detailed here, Players and Gamemasters may wish to introduce species of their own creation never before seen on-screen. More details on creating unusual and unique characters may be found on page 111 of the core rulebook.

ERAS OF PLAY FOR DELTA QUADRANT SPECIES

The Delta Quadrant represents a unique situation for **Star Trek Adventures**. From the Federation's perspective, these species were not encountered until the Caretaker began to use the displacement wave to bring vessels to him, in his search for a compatible mate. Therefore, the species detailed in this chapter should only become available once that process begins.

Many of these species, however, have been traveling the stars for a very long time – some centuries or even millennia before Humans ever dreamed of space flight. To represent this, the Era of Play listed for each species will represent when they became a presence in the Delta Quadrant. Players and Gamemasters should understand, however, that in a game set during the default era of **Star Trek Adventures**, all of these species are effectively available only during or after *The Next Generation* era.

JYE

ALL ERAS OF PLAY

Across numerous sectors, the Jye are renowned for their superb administrative and organizational abilities – which they offer to other cultures for a price. Jye can be found throughout the quadrant, usually under the employ of a host species, struggling with some problem that is beyond their ability or desire to address. The Jye believe this to be the greatest export their species has to offer, and take great strides to ensure that any circumstance they've been retained on results in a satisfactory outcome for their employers. The Jye believe that they have a sworn duty to uphold the contracts they have been assigned to, and will work tirelessly to ensure that these business arrangements are properly governed and result in successful outcomes to the satisfaction of the employing government or culture.

For the most part, the Jye are an unremarkable humanoid species, with pale skin sporting lavender spots and little to no facial hair. Due to their role as administrators and organizers, the Jye are not often exposed to manual labor or exercise.

EXAMPLE VALUE: *Perfection by the Numbers*

■ **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason

■ **TRAIT:** Jye. The Jye have developed a reputation for effective administration and coordination of large projects and organizations. Most are trained in this area of expertise professionally, and while Jye are capable of physical feats similar to those of Humans, they are not known for their physical attributes. Jye originate from a frigid Class-M planet at the very far edge of its star's habitable zone. It is a world of dim solar light and cold, relentless winters, and the Jye have evolved with a resistance to the cold. Conversely, the Jye struggle more than other humanoids in hot temperatures.

■ **TALENTS:** The character receives access to the following Talents:

MAXIMIZED EFFICIENCY

REQUIREMENT: Jye, or Gamemaster's permission.

When assisting another character, the Jye may re-roll their assist die. In addition, if the assist die generated one or more successes, the lead character gains a bonus Momentum if the Task is successful.

NATURAL COORDINATOR

REQUIREMENT: Jye, or Gamemaster's permission.

When assisting, or being assisted, the character is always considered to have an applicable Focus for that Task. In addition, the character counts as having a Command of 4 for the purposes of learning Talents.

NAMES

Jye names most often follow a specific, structured pattern. Masculine names frequently utilize double consonants and are almost always two to three syllables in length. By tradition, feminine names are shorter and favor softer sounds and are rarely longer than two syllables. Due to their highly-organized society, there is very little overlap in names among genders. As is common with humanoid species, children inherit a family name from their parents, which follows the given name.

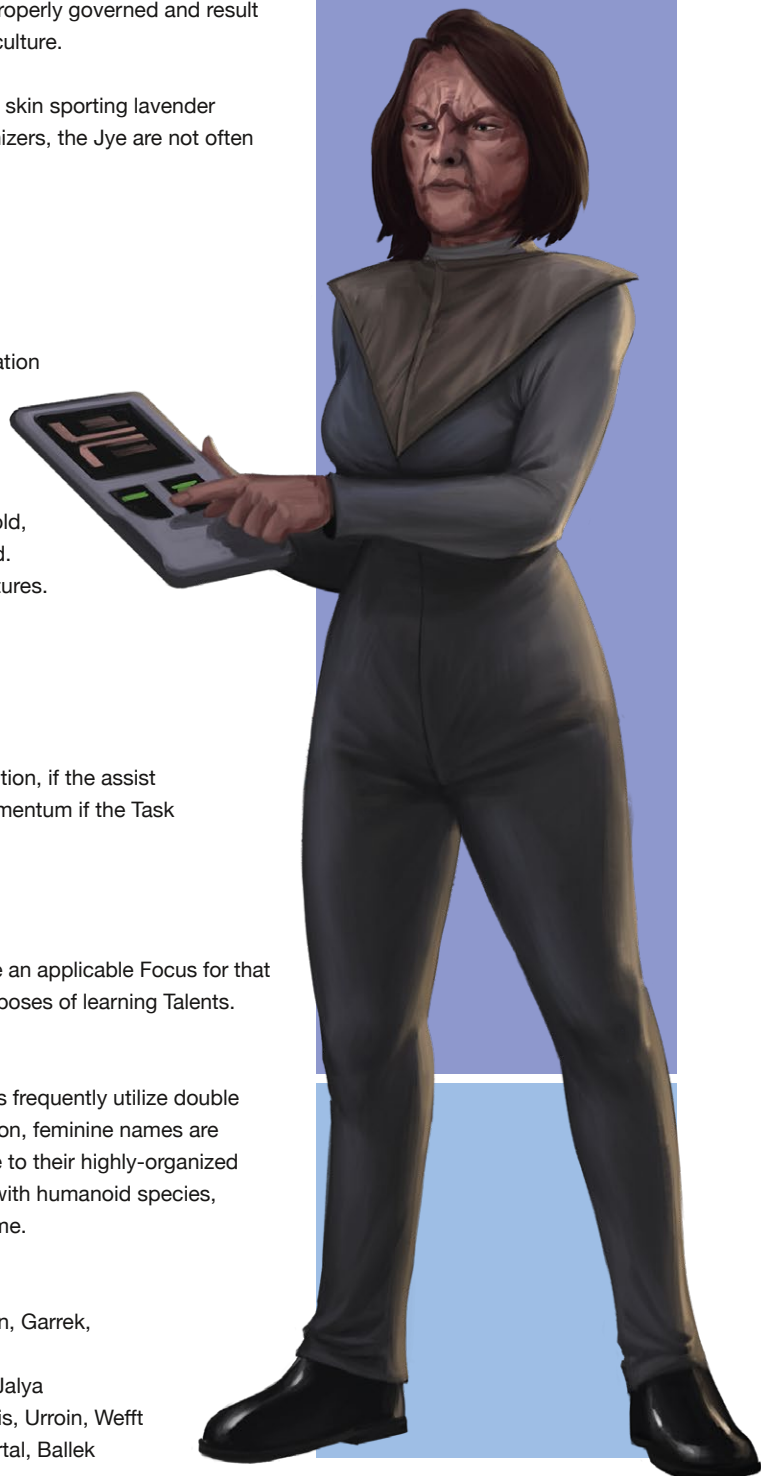
SAMPLE NAMES

Masculine: Chellick, Kollarn, Parett, Mattack, Wuttallet, Donnarrek, Sorretten, Garrek, Bennick, Charelenn

Feminine: Jesal, Farna, Nalah, Bejal, Valona, Meris, Salah, Harena, Lalona, Jalya

Gender-Neutral: Bellah, Carru, Ettria, Gunnara, Jojjah, Moddi, Pallon, Ruddis, Urroin, Wefft

Family: Kales, Hormal, Terrek, Questel, Corele, Volel, Foralen, Murcosta, Nertal, Ballek



LIBERATED BORG

THE NEXT GENERATION ERA ONLY

The true power of the Borg comes from the nearly infinite number of drones that have been assimilated into the collective, like slaves of ancient civilizations. Thousands upon thousands of species have been forcibly pressed into service, their individuality stripped away in the most horrific way imaginable. For centuries, these poor souls had no hope of escape, condemned to a life of servitude aboard Borg ships, installations, and planets. Worse, once fully brought into the hive mind, they would seek out and visit the same fate upon anyone and everyone unfortunate enough to cross their path.

However, in recent decades, more drones have been separated from the collective – either intentionally or by some twist of fate. Once removed from the grip of the cacophony of voices speaking as one, the identity of these lucky few can begin to resurface, allowing them an opportunity to regain the life that was taken from them. Liberated Borg, as they have become known, are as different and distinct from each other as any other individual member of a species. Some want only to return to the simplicity of existence that the collective offers, and will work tirelessly to become one with the Borg again. Others, invigorated by their release, embrace life with exuberant abandon. Regardless of their response to their new-found freedom, all must contend with the difficulties that their new life brings: rehabilitation, reintegration, and reintroduction to life as a solitary individual.

BORG ACROSS THE AGES

The Borg have existed far longer than the Federation, Starfleet, or even humanity's ventures into space. However, for nearly all of that time, they remained far beyond Federation space. Aside from a single encounter in the mid-22nd century, and scattered second-hand accounts from diaspora groups like the El-Aurians, Starfleet had no known contact with (or even real awareness of) the Borg Collective prior to the fateful encounter, precipitated by Q, with the *U.S.S. Enterprise-D* near the J-25 system. At best, they were a rumor or legend, though some, such as exobiologists Magnus and Erin Hansen, sought to discover the truth behind the legends.

That said, as the Borg have existed for centuries, the Borg could be a terrifying adversary for games set during the *Enterprise* or The Original Series eras. Such encounters could, in theory, lead to the capture of a Borg drone and subsequent introduction of a Liberated Borg character into such games. The *Next Generation* Era-only restriction is intended to represent when this species becomes readily available.

MIXED SPECIES

All Liberated Borg are mixed-species characters, with their additional species being whatever they were before assimilation – they receive the Traits from both species. Thus, they may use the attributes of either the Liberated Borg or their original species, and may select Talents from both their original species and the Liberated Borg Talents below.

EXAMPLE VALUE: *What Does It Mean to be an Individual?*

■ **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason

■ **TRAIT:** Liberated Borg, Species. As they come from many different species, Liberated Borg have little physically in common with each other, save for the remnants of their former lives. Each still retains at least some of the cybernetic implants so common to Borg drones, as not all the implants can be safely removed. The characteristics of their original species slowly begin to reassert their influence the longer the drone remains free of the collective. Borg are highly resistant to natural diseases and other ailments, but suffer a slight weakness to direct electrical shocks and exotic radiation. Those who still possess a significant number of Borg implants can even survive hard vacuum and other harsh environments, though they may still be susceptible to influence from the collective, and failing implants can be hazardous to a Liberated Borg's health. In addition, while Liberated Borg do not sleep conventionally, they require routine access to a Borg regeneration alcove.

■ **TALENTS:** The character receives access to the following Talents:

BORG IMPLANTS

REQUIREMENT: Liberated Borg, or Gamemaster's permission.

A Liberated Borg character must select this Talent during character creation. When this Talent is chosen, pick one, two, or three Borg Implants (see sidebar). The character gains the benefits of those implants, but the Difficulty of Medicine Tasks performed on them increases by the number of implants they have. The character also increases the Complication range of all social interaction Tasks by the number of implants they have. An ordinary milestone may be used to remove one implant at a time, not the whole Talent; once all implants have been removed, this Talent can be swapped for another.

DIRECT NEURAL INTERFACE

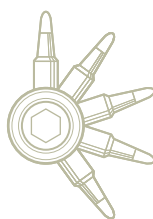
REQUIREMENT: Liberated Borg, or Gamemaster's permission.

Having existed as an extension of one of the largest and most complex computer networks in the known Galaxy, Liberated Borg possess a natural affinity for computers and data processing equipment of all kinds, and are almost organic computers themselves. When the character attempts a Task

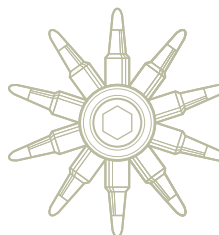
that involves, or is assisted by, a computer (including the ship's Computers system), the character gains a bonus d20 for their dice pool.

NAMES

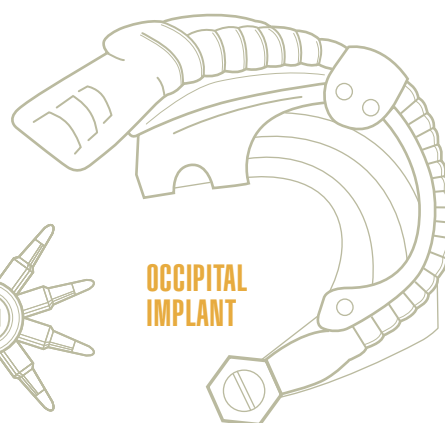
Borg drones do not possess names and instead are assigned designations which represent their numerical place within their assigned section. Due to the limitation of their connectivity outside of a vinculum or other supporting network, most drones are organized into groups of about six. Because adjunct drones can increase this number to ten or more, sections which include them have higher numbers. These designations are neutral to gender and are always given as "Number-of-Number." Liberated Borg may choose to retain their Borg designations – often because they feel disassociated from their former cultures and identities – or try to reclaim the names and lives they used to live.



DERMAL
IMPLANTS



OCCIPITAL
IMPLANT



BORG IMPLANTS

SCHEMATICS

BORG IMPLANTS

The Borg have perfected the integration of artificial components into biological frames. More than any other culture, the Borg are as much machine as they are organic, and drones come with a staggering amount of cybernetics to improve their efficiency and capability. Despite their appearance to the contrary, Borg drones have unique functions within the collective, and as such, the implants they are equipped with can vary considerably.

ADAPTIVE SHIELDING

Each time the character is Injured by an energy-based weapon, roll 1▲. If an Effect is rolled, the character becomes immune to that type of weapon for the remainder of the scene.

CARDIOPULMONARY STRENGTHENER

The character reduces the Difficulty of any Fitness Task relating to fatigue and endurance by two.

CORTICAL ARRAY (BIO-SYNTHETIC GLAND)

The character becomes resistant to diseases and poisons, reducing the Difficulty of any Task related to overcoming their effects by 1.

CORTICAL ARRAY (CORTICAL NODE)

The character becomes Immune to Pain and Fear, gaining +3 Resistance to non-lethal attacks and immunity to being intimidated or threatened.

CORTICAL ARRAY (INTERLINK NODE)

Allows the character to interface directly with technology. When the character gains assistance from a ship, they may reroll the ship's d20.

CORTICAL ARRAY (NEURAL SUBSPACE TRANSCIVER)

Provides the character with a built-in short-range subspace communications device that cannot be removed without surgery. If the character also has the Ocular Sensory Enhancer, the character can "see" data transmissions as well as the entire EM spectrum.

CYBERNETIC ARM (TACTICAL)

The character gains the Assimilation Tubules weapon (Melee, 5▲ Intense, Size 1H, Deadly, Debilitation).

CYBERNETIC ARM (MEDICAL)

The character gains the Assimilation Tubules weapon (Melee, 5▲ Intense, Size 1H, Deadly, Debilitation). The character also has built-in medical equipment, equivalent to a medkit.

CYBERNETIC ARM (ENGINEERING)

The character gains the Assimilation Tubes weapon (Melee, 5▲ Intense, Size 1H, Deadly, Debilitation). The character also has built-in engineering equipment, equivalent to an engineer's toolkit.

EXO-PLATING

Grants the character Resistance 2.

OCULAR SENSORY ENHANCER

The character can scan the environment, like a tricorder, and Tasks do not suffer an increase in Difficulty due to darkness.

LOKIRRIM

ALL ERAS OF PLAY

Few other species possess the technical acumen with holograms to match the Lokirrim. For centuries, they developed and utilized detailed holographic programs to perform countless tasks – effectively creating a task-specific servitor race. As their holograms became increasing sophisticated, with ever evolving mental capacity, it was inevitable that a conflict would erupt. And so it did. For decades, the Lokirrim have been engaged in an ongoing civil war against their creations. The photonic insurgency has been devastating for the Lokirrim, which have become totally dependent on their creations to perform the numerous hazardous or menial tasks necessary for modern life.

Unfortunately, Lokirrim photonics were not satisfied with escaping their circumstances. The insurgency has struck at Lokirrim society, using everything from civil disobedience to terror attacks to attempt to force the liberation of all photonics. The rebellion has left most Lokirrim resentful of photonic life, as they have watched their society teeter on the brink of disaster and seen many loved ones lost to the attacks carried out by their former servants. Many willingly joined the Lokirrim naval forces to track down and destroy not only those holograms that originated on Lokirr, but any independent holograms, as the Lokirrim view them as a danger to all organic life.

EXAMPLE VALUE: *Our Creations Will Submit*

■ **ATTRIBUTES:** +1 Daring, +1 Insight, +1 Reason

■ **TRAIT:** Lokirrim. Lokirrim are strikingly similar to Humans, save for the signature “v” shape ridge that runs from the bridge of their nose up toward their hairline. Their world is a temperate one, with mild seasons and fair weather. Unfortunately, it is also lacking in natural resources – which forced the Lokirrim to mine deep into the planet’s crust and eventually reach out into their solar system. While they may have used holograms to perform most manual labor, the Lokirrim retained their physical stature and endurance. Most Lokirrim have a deep distrust or outright aggressive response to holograms.

■ **TALENTS:** The character receives access to the following Talents.

HOLOGRAM TASKMASTER

REQUIREMENT: Lokirrim, or Gamemaster’s permission.

Main Characters only.

In decades past, the Lokirrim designed and utilized holograms to perform countless tasks. The character’s ship’s Crew Support is increased by 1. In addition, the character’s ship gains the **Photonic Crew** Trait. This increase can only be applied to a ship once, regardless of the number of Main Characters who possess this Talent.

PHOTONIC PROSECUTOR

REQUIREMENT: Lokirrim, or Gamemaster’s permission.

The Lokirrim have a long history of interrogating rogue photonic individuals. When engaged in a Social Conflict with a hologram or other photonic character, this character is considered to have an Advantage.

NAMES

Lokirrim names are derived from a combination of syllables from their parent’s names, resulting in hybridization. Tradition provides suggestions on naming conventions; the father develops a list of various different combinations and the mother selects the one believed to most accurately reflect a child’s temperament. Various sounds often repeat generation to generation, and r’s, v’s, t’s, and k’s tend to reappear within certain geographic regions. As both parents’ names are combined, the Lokirrim have never felt the need to use a family name to denote heritage.

SAMPLE NAMES

Masculine: Artev, Vanar, Dennor, Sanak, Rusams, Junark, Gerhan, Vacten, Stesson, Elderk

Feminine: Zeryn, Caran, Tatin, Talre, Minal, Sende, Leanden, Maydis, Shanel, Ellin

Gender-Neutral: Ramden, Nadir, Banlin, Anitel, Orlena, Karin, Cordel

EMH MEMORY CORE

45-2521	5892-8502	2146	1400	34-75030	60320	5020	14-5792
48-8603	1052-7721	15020	2056	650 24500	44090	274809	17-58592
	2502-6030	3590	1500	38-252155	33501	23-2891	30-25022
	5249-5002	11402	150	603-8119-402	1140	5022	31-6802
	1502-1499	134052	12558	404-19455	2419	350	45-85923
83-2758							
83-0658	27930	68030	99572	43145	14994		
83-0658	20503	58305	14953	22305	25002		
83-0658	35002	35307	28902	11505	68921		
84-0658	66050	70204	22503	59201	13500		
84-0658	17490	22502	23499	35992	65252		
84-0658	23950	29364	63821	56591	49150		
84-0658	25690	69063	11400	13492	22055		

MARI

THE NEXT GENERATION ERA ONLY

The Mari are a telepathic species that have only recently begun to explore the stars. While they are now known for being pacifists, the Mari were plagued by violent crime up until a few short decades ago. At that time, the Mari outlawed violent thought and introduced a procedural technique that allowed them to extract aggressive thoughts from their minds. This resulted in a drastic reduction in crime and now the Mari enjoy an almost crime-free society. Unfortunately, this technique is not always successful – and when it fails, they employ a much more invasive medical procedure that restructures the neural pathways in the brain.

While many may consider this kind of “thought policing” to be a violation of basic sentient rights, the Mari believe that it is necessary to ensure the peaceful existence of their species. While welcoming to visitors, the Mari enforce their system of justice on outsiders as well as natives when such visitations result in impacts to the local populace. Aggressive species such as Klingons are likely to come into immediate conflict with the Mari who, despite their pacifistic nature, will respond if provoked.

Regardless of their utopian lifestyle, there is a dark undertone to Mari culture. With the removal of all aggressive or violent thought, a black market has developed to provide sensory recreations of such offending thought patterns. Many Mari pay handsomely to experience these forbidden thoughts. Unfortunately, without the experience to control these powerful emotions, Mari can succumb to them and become violent themselves. Due to their sensitive empathic abilities, these illegal thoughts can then spread like a virus through the population – hence the Mari’s stance on preventing exposure in the first place.

EXAMPLE VALUE: *Peace in Mind and Action*

■ **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence

■ **TRAIT:** Mari. Mari are a gentle, telepathic species, who uphold a state of mental pacifism through the use of memory purging – not dissimilar to Vulcan mental conditioning. Physically they are nearly indistinguishable from Humans and possess similar physical characteristics. Their technological level is a century or more behind the Federation, though their medical techniques, especially those relating to the adjustment of thought patterns, is significantly advanced. The Mari homeworld is pleasantly temperate and, given their warm nature, could easily be a vacation spot in the quadrant – were it not for their justice system. While rare, it is not unheard of to encounter Mari off-world, though this is usually as a passenger on another species’ ship.

■ **TALENTS:** The character receives access to the following Talents. All Mari characters must select the Empath talent during character creation.

EMPATH

REQUIREMENT: Mari, or Gamemaster’s permission.

Character creation only.

The character can sense the emotions of most nearby living beings, and can communicate telepathically with other empaths and telepaths, as well as those with whom they are extremely familiar. Not sensing nearby emotions is impossible, except for those who are resistant to telepathy. It may require serious effort and a Task to pick out the emotions of a specific individual in a crowd, or to block out the emotions of those nearby. Increase the Difficulty of this Task if the situation is stressful, if there are a lot of beings present, if the target has resistance to telepathy, or if the Gamemaster decides there are other relevant factors.

PASSIVE PERSUADER

REQUIREMENT: Mari, or Gamemaster’s permission.

During Social Conflict, the character reduces the Difficulty of all evidence and negotiation based Tasks but increases the Difficulty of intimidation Tasks by 1.

NAMES

Mari names often include double l’s, n’s, or t’s. The birth of a child is attended by as many friends and family members as possible, and the parents name the baby after the person who provides the strongest thoughts of comfort and joy. This results in common names developing in communities and passing from generation to generation. Being telepathic, the Mari have no real need of family names as it is easy for them to pass on such information quickly with their thoughts.

SAMPLE NAMES

Masculine: Osiall, Tanel, Santill, Sharat, Trupill, Sebat, Pritt, Bennane, Meron, Maral

Feminine: Nani, Rina, Edi, Nimira, Tirra, Katina, Minni, Talli, Ronzela, Amali, Elli

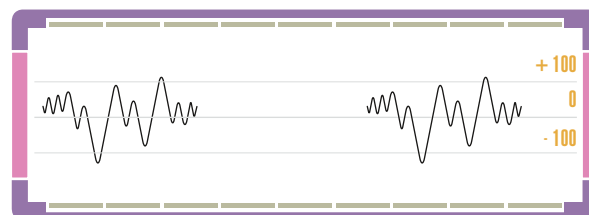
Gender-Neutral: Tonane, Norme, Ande, Sana, Nalde, Kline

NEURON ACTIVITY MONITOR

77-1502

77-7792

77-3530



1570-5822	2594	18572	4593-8809	5021	23-92033	41-59922
1480-6025	15902	25067	3592-2850	67255	1005	45-59021
2013-2405	8378	6308	1930-4892	3950	6901	47-18590
1592-2450	25587	188055	8002-2945	7001	20-58892	51-29088
1940-6944	18835	89260	6119-7903	66397	24911	22-40624

MONEAN

ALL ERAS OF PLAY

Having lost their original homeworld, the Moneans were a nomadic people for generations. Centuries ago, however, they discovered a unique planetary body, an artificial world composed entirely of water. Upon this world, the Moneans settled and built an entire civilization in the shallow region near the planet's surface. While they have created this underwater realm, most Moneans continue to live aboard their starships and only occasionally venture into the depths of their new home. Exploration of the Waters, the name the Moneans have given their adopted world, has been hampered by the crushing depths of the ocean. The Moneans only have the barest of understanding of the origin of this unique planetoid.

Monean government reflects their aquatic origin, having been named the Maritime Supremacy. They maintain a reasonably powerful fleet of starships, though despite this, the Moneans have not ventured beyond more than a few hundred light-years. Ancient navigational charts have long since become outdated, and the Monean origin world has long since faded into myth.

EXAMPLE VALUE: *Space – the Greatest Ocean of All*

■ **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason

■ **TRAIT:** Monean. As their new world suggests, the Moneans likely evolved from an amphibiod-mammalian or other similar aquatic species. This theory is supported by their physical appearance. Monean skin coloration and markings all reflect an aquatic origin. As such, Moneans are capable swimmers and can hold their breath for an extended period. Despite this, however, Moneans require an atmosphere similar to Humans and are an air-breathing species.

■ **TALENTS:** The character receives access to the following Talents:

NOMADIC HERITAGE

REQUIREMENT: Monean, or Gamemaster's permission.

Generations of traversing the stars ingrained a natural affinity for navigation and positioning. The character may reroll a d20 during any Task associated with positioning, course determination, and other forms of navigation.

SUBMARINER

REQUIREMENT: Monean, or Gamemaster's permission.

Having lived underwater for centuries, the Moneans have long since developed a keen understanding of navigating underwater environments. The character reduces any Difficulty penalties to Conn Tasks while navigating or piloting underwater by 1.

NAMES

Moneans have always been tied to their aquatic origins. Despite centuries of life as a spacefaring civilization, Monean society remains deeply rooted in the seas. By tradition, Monean names are composed of syllables that mimic oceanic or watery sounds, as Moneans find these pleasing. Despite their nomadic nature, Moneans feel a strong bond within their close families, and family names are deeply revered, but carefully guarded. It is rare for a Monean to voluntarily give their family name, which follows their given name, to outsiders.

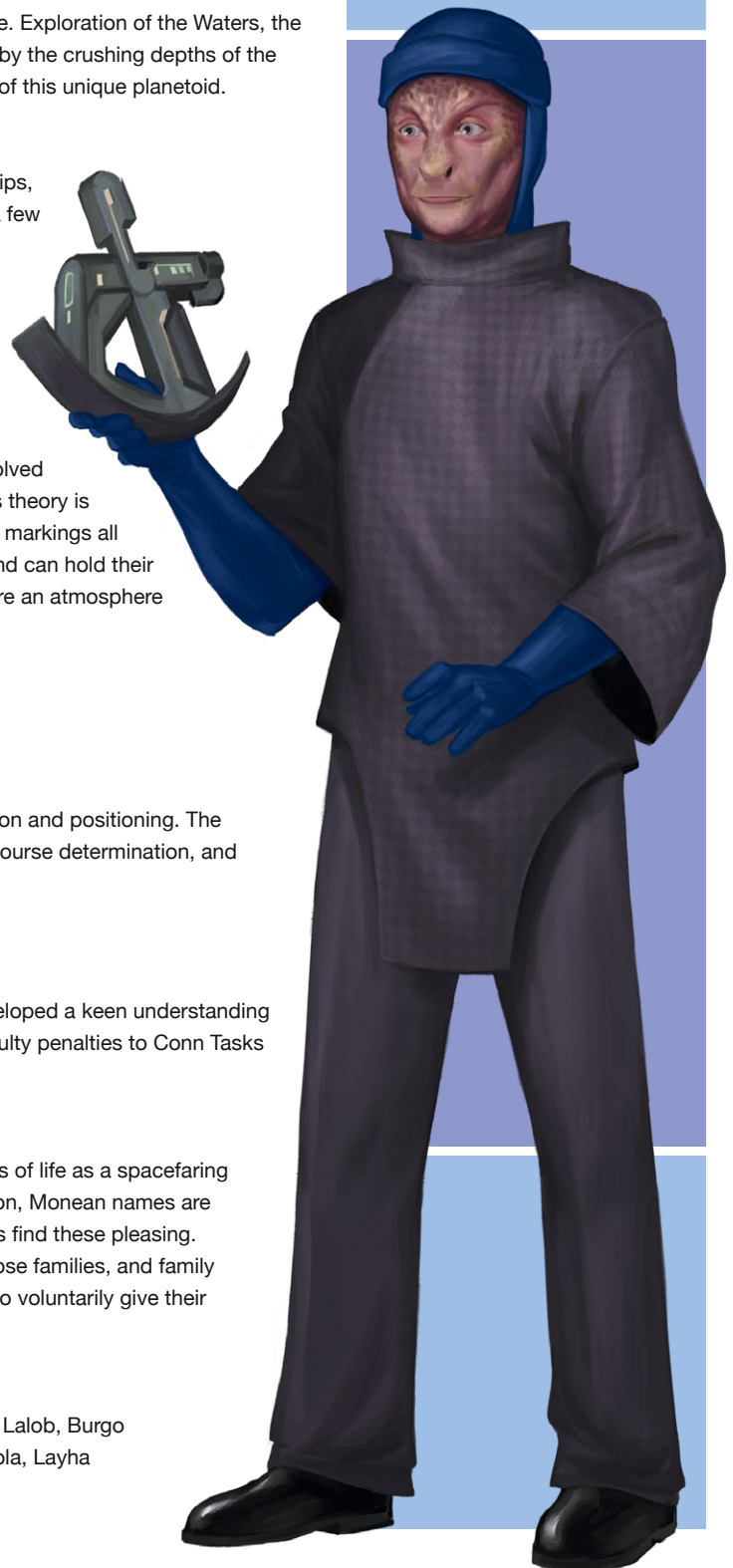
SAMPLE NAMES

Masculine: Hurgo, Korp, Baguk, Movok, Waguc, Berkus, Pumop, Jobol, Lalob, Burgo

Feminine: Julia, Poho, Mamaw, Baloa, Wamah, Halola, Yahala, Kugla, Wola, Layha

Gender-Neutral: Muloh, Bahlo, Zerha, Kome, Jeloh, Hurpa, Gaehe

Family: Zulohu, Bahaho, Mowel, Ahlog, Unajal, Elgoha, Omol, Malom



OCAMPA

THE NEXT GENERATION ERA ONLY

An oddity for humanoid species, the Ocampa are an extremely short-lived people whose lifespan rarely exceeds a decade. For nearly all of Ocampan history, they have been under the protective watch of the Caretaker – a member of an extremely powerful extra-galactic civilization. At some point in the distant past, the Caretaker was responsible for rendering the Ocampan homeworld nearly uninhabitable. To attempt to atone for this act, the Caretaker then spent the following centuries ensuring the Ocampan people had everything they could need. This relationship continued until the Caretaker's death – and as a final act, the powerful being provided the Ocampan with sufficient energy reserves to hold out for another half decade at best.

While, physically, they are nearly identical to Humans, Ocampan physiology is radically different. The Ocampa only live to be roughly ten standard years old – though this can be extended significantly through advanced medical technologies. Much like insects, Ocampa development proceeds through a series of stages – alternating periods of stability and rapid aging. New-born Ocampan remain in a childlike stage for a brief year before rapidly aging and growing into pseudo-adulthood. Following this, they remain in this stage for another few years before reaching sexual maturity, a stage that lasts only a few months before fading. After this, Ocampan gradually continue to age through their adulthood before undergoing one final rapid development stage that marks their twilight. Once this occurs, Ocampa can expect to live for no more than a year or two before expiring.

Interestingly, Ocampa possess powerful, latent telepathic abilities that appear to have become long since dormant. If allowed, or nurtured, into development, these abilities range from simply forms of empathy and telepathy, to more powerful and advanced forms of precognition and even telekinesis. The full range and capability of these talents has yet to be fully determined.

EXAMPLE VALUE: *See All that Life has to Offer*

■ **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence

■ **TRAIT:** Ocampa. Ocampa are an interesting and unique humanoid species. Their development is more closely akin to that of insects than to Humans. Long-time support, provided by the enigmatic Caretaker, has left the species in somewhat of a socially stunted state, and their society has since become entirely dependent upon the services the Caretaker provided. When separated from this welfare state, Ocampa are curious and studious learners – voraciously devouring information with

incredible speed. Further still, they are capable of truly astounding psychic feats.

■ **TALENTS:** The character receives access to the following Talents:

QUICK LEARNER

REQUIREMENT: Ocampa, or Gamemaster's permission.

Ocampa possess keen minds and enjoy near-perfect memories, and they take to new situations and new challenges quickly. When a character with this talent attempts a Task which they have seen at least one ally perform during this mission, you may add an additional d20 to that Task.

TELEPATH

REQUIREMENT: Ocampa, or Gamemaster's permission.

The character can sense the surface thoughts and emotions of most living beings nearby, and can communicate telepathically with other empathes and telepaths, as well as those with whom they are extremely familiar. Surface thoughts are whatever a creature is thinking about at that precise moment. The character cannot choose not to sense the emotions or read the surface thoughts of those nearby, except for those who are resistant to telepathy. It will require effort and a Task to pick out the emotions or thoughts of a specific individual in a crowd, to search a creature's mind for specific thoughts or memories, or to block out the minds of those nearby. Unwilling targets may resist with an Opposed Task.

While all Ocampa are telepathic, their short lifespan and rapid development means that a young Ocampa character may not fully develop their abilities until later in life, so it is possible to choose the Talent after character creation. Unlike other telepathic/empathic species, the Ocampa have demonstrated the ability to develop even greater psychic abilities, including precognition, mental projection, telekinesis, and the ability to manipulate matter at a subatomic level.

NAMES

Ocampa tend towards one to three syllable names that use l's, r's, and s's in consonant-vowel-consonant patterns. Due to their short lifespans and small population, Ocampa no longer need secondary names to denote lineage or family. As twins and triplets are fairly common, siblings often have similar-sounding names.

SAMPLE NAMES

Masculine: Ferel, Benil, Lorlaren, Dagis, Nornan, Foren, Jerden, Dulon, Kelonal, Keggis

Feminine: Lesa, Morana, Ulona, Pala, Bella, Terres, Klaes, Rayal, Olona, Nahal

Gender-Neutral: Kelis, Das, Terel, Kalen, Talas, Fergas, Voralis, Retis, Nodas, Jonarel

PENDARI

THE NEXT GENERATION ERA ONLY

When the crowd roars in anticipation of the next Tsunkatse match, they are usually roaring for a Pendari. Members of this species have remained the champions of this interplanetary competition due to their physical size and tenacity. The Pendari see this as a political and propaganda victory, and it propels their homeworld into a position of prominence. Pendari fighters are known for their immense physical stature and equally ill-tempered demeanor. This makes them incredibly effective combatants.

Politically, the Pendari represent a minor power in their region of space, though they maintain excellent relations with many of the neighboring systems. These cultural alliances ensure that the Pendari have known extended periods of peace, and their feared warriors test themselves in the arena instead of the battlefield. While masculine Pendari are often the vision that others think of when picturing this species, other genders are equally effective in combat, though those with smaller statures focus more toward agility and finesse over raw physical power.

EXAMPLE VALUE: *Victory or Death*

■ **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence

■ **TRAIT:** Pendari. By their outward appearance, Pendari look to be a species of near-Humans – with hair and skin tones similar to those of Humans and other similar humanoids. They do possess strong bone and cartilage growth along the bridge of the nose and on their brows up to their hair line. The likeness, however, ends there. Physiologically, Pendari are significantly more robust, and possess redundant pulmonary and neurological systems that allow them to withstand tremendous physical punishment. This, combined with a nearly genetic predisposition to aggressive behavior, makes them natural born warriors.

■ **TALENTS:** The character receives access to the following Talents:

BORN TO FIGHT

REQUIREMENT: Pendari, or Gamemaster's permission.

The character may reroll one d20 when making an attack. In addition, if an attack is successful, the character generates one point of bonus Momentum which may only be spent to re-roll the damage roll or to increase the total damage. Bonus Momentum may not be saved.

ROBUST PHYSIOLOGY

REQUIREMENT: Pendari, or Gamemaster's permission.

Various physiological redundancies mean that wounds that would kill other humanoid species don't affect Pendari as much. The character gains +2 Resistance against all non-lethal attacks. In addition, whenever the Pendari is the target of a *First Aid* Task, reduce the Difficulty of that Task by 1, to a minimum of 1.

NAMES

Pendari were once organized into feudal clans, which comprised several allied extended families. Though now outdated, the Pendari continue to identify with these historical groups and clan name always precedes a Pendari's given name. Upon the birth of a new child, each member of the clan is allowed to propose a name and the entire clan then votes to decide on the name of their newest member. Because of this group naming method, it is common for names to be shared among the genders.

SAMPLE NAMES

Masculine: Jax, Den, Pet, Ris, Nik, Mar, Teo, Voy, Ton, Tek, Dri, Fen, Sok, Tum

Feminine: Myral, Ancole, Elanme, Listah, Istana, Qulin, Reyge, Jestepe

Gender-Neutral: Rei, Eli, Dalvyo, Makal, Amsen, Rox, Vier
Clan: Manu, Driras, Rettab, Chanom, Gridou, Nefic, Phinso, Menbe, Biusk

PENDARI ANATOMY SCAN

AN-56-2440

TH-35-5292

CV-36-7392

BD-58-5922

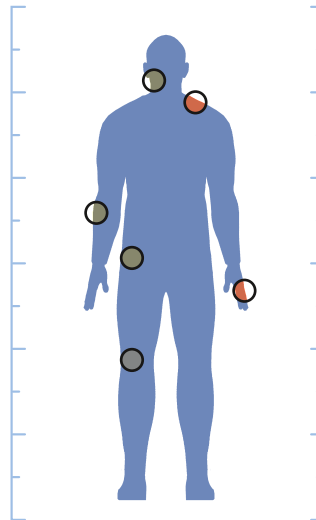
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375 770
23288 110
159
3482-12 205
125773-19 250
884-24 320
2250-42 923
4980-14

13952-63

15033-69

39592-57

29543-37



JAW 5833 3850-34 89-150993
CLAVICLE 6802 6820-35 30-958921
CARPI ULNARIS 1240 8894-63 60-829518
GLUTEUS 1600 2500-21 29-883283
METACARPAL 2956 6493-79 10-501110
PATELLA 3684 3845-11 20-707991

2862

INJURY REPORT

SIKARIAN

ALL ERAS OF PLAY

One of the oldest and most technologically advanced species in the Delta Quadrant, the Sikarians have enjoyed hundreds of years of peace and prosperity. Warm and welcoming, the Sikarians are renowned through the region as one of the most hospitable civilizations, and deeply enjoy guests and visitors to their world. Despite their advanced capabilities, the Sikarians do not claim a large domain and instead can be found on a handful of colonies outside of their homeworld. While they maintain a small, yet powerful, fleet, they primarily rely on their advanced transporter technology, called a trajectory, to travel between destinations.

Similar to the Federation, the Sikarians maintain strict rules regarding the sharing of technology and non-interference with other cultures. While this has served to cause some amount of friction between the Sikarians and their neighbors, technology like the spatial trajectory relies exclusively on the unique characteristics of their homeworld and simply will not function elsewhere. Despite this, the Sikarians are a generous people, and will openly provide aid to those in need – so long as such aid remains within the provisions of the Sikarian Canon – the name given to Sikarian law.

The Sikarians are avid storytellers, and relish hearing stories, anecdotes, and myths from other cultures. In fact, many Sikarians enjoy and desire cultural expression – especially literature – to the point of near hedonism. They are, however, extremely polite and will only retell or repeat such things with the permission of the culture or individual that originated it.

EXAMPLE VALUE: *Welcome All Travelers*

■ **ATTRIBUTES:** +1 Control, +1 Reason, +1 Presence

■ **TRAIT:** Sikarian. Physically, Sikarians are very similar to Humans and other near-Human species. They are of similar height and mass, with a similar range of skin tones and hair colors. Their utopian existence has nearly eliminated all forms of hard labor, and the Sikarians, by and large, enjoy lives of leisure. This can be seen in both their slight frames and their style of dress. Sikarians prefer loose, flowing robes and delicate wireframe headwear.

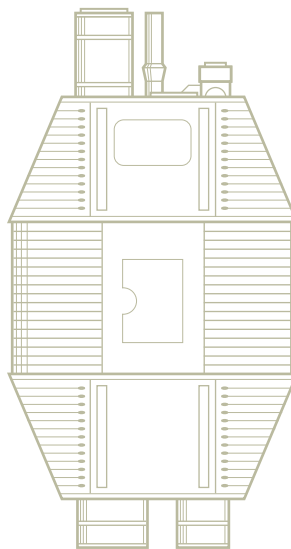
■ **TALENTS:** The character receives access to the following Talents:

CANONIC LAW

REQUIREMENT: Sikarian, or Gamemaster's permission.

A deep respect for and adherence to established laws provides the character with emotional assuredness. When spending Determination to bring one of their Values into play, the character may select two benefits instead of one. The circumstances of this Task and the Value being used must

SIKARIAN SPATIAL TRAJECTOR



SCHEMATICS

relate to the character's belief and adherence to the laws of their people. This Talent may only be used once per mission, and it cannot be used when challenging the selected Value.

RIVETING STORYTELLER

REQUIREMENT: Sikarian, or Gamemaster's permission.

When engaged in a Social Conflict, if the character can tell a story as part of their interaction, they may reroll a d20.

WELL REGARDED

REQUIREMENT: Sikarian, or Gamemaster's permission.

When engaged in a Social Conflict, the character increases the Difficulty of Tasks that target them by 1.

NAMES

Sikarians commonly name their children after important figures in shared stories. Because of this, the Sikarians have introduced many names from species they have encountered over the years. Traditional Sikarian names are usually composed of two syllables and favor a consonant-vowel-consonant pattern that is common in this region of space. Within the Sikarian language the sounds of "th," "ch," and "ll" are represented as their own letters, and thus do not break this pattern. Family names are passed down through the mother and follow a Sikarian's given name.

SAMPLE NAMES

Masculine: Sinom, Rosar, Baret, Gathorel, Japenel, Seberal, Naderen, Kanel

Feminine: Aldena, Halle, Kisteri, Jalelli, Corta, Suleila, Jodela, Carela, Diena

Gender-Neutral: Posel, Harge, Marce, Senel, Alanel

Family: Otel, Labin, Solis, Tann, Almar, Miton, Moras, Goull, Mitlon, Donal

TALAXIAN

ALL ERAS OF PLAY

Resilient and reliable, the Talaxians have become one of the most widely recognizable and dispersed species in the Delta Quadrant. Talaxians have been warp capable for millennia, and during this time they have encountered countless species and traveled to nearly all corners of the quadrant. Talaxians have a reputation for being sociable, good natured travelers who enjoy the company of others. Unlike other species that have been warp capable for such an extended time, Talaxians are not known for their technological capabilities – which can vary wildly from group to group. Like many species in the quadrant, Talaxians do not boast a significant military presence or large empire, though this may be due to the war between them and the Haakonian Order – a conflict that left both sides exhausted. Unfortunately, the war ended with the surrender of the Talaxian government following the detonation of a weapon of mass destruction on a Talaxian moon.

The trauma suffered by the Talaxian people during the war resulted in a large number of Talaxian refugees seeking safety beyond Talaxian space. Further, most Talaxians seek to avoid confrontation if possible and may even flee from a determined foe. The Talaxians are not, however, cowardly by nature, and when left with no alternative they can display great levels of courage and heroism. This avoidance of physical confrontation does not, however, spill over into their social dealings, as Talaxians are rarely fearful of speaking their mind when offended or upset. Talaxians enjoy good food and good company, and many consider themselves superb culinary experts – though their associates may argue otherwise.

EXAMPLE VALUE: *Only Fools take Risks*

- **ATTRIBUTES:** +1 Control, +1 Presence, +1 Insight
- **TRAIT:** Talaxian. While humanoid in most respects, Talaxians do have several interesting biological adaptations. First and foremost, Talaxians are capable of enduring heat well beyond what the average Human can comfortably tolerate and can go much longer without water. Talaxian skulls have much more pronounced ridges where the plates meet. Talaxian hair tends to be thin and wispy, and large portions of their heads are bald to allow for greater cooling. Talaxian sight is a touch less refined than that of a Human, though their senses of taste and smell are much keener.
- **TALENTS:** The character receives access to the following Talents:

BEING OF MANY TALENTS

REQUIREMENT: Talaxian, or Gamemaster's permission.

The character has developed a degree of ability across a broad range of disciplines. When attempting a Task where more than one of the character's Focuses apply, the character may reroll a d20.

INFECTIOUS NATURE

REQUIREMENT: Talaxian, or Gamemaster's permission.

The character comes from a race of social beings that are outgoing, good-natured, and enjoy the company of others. This exuberance has the pleasant side effect of improving the attitude and outlooks of the people around them – regardless of whether those beings like it or not. When engaged in a Social Conflict, the character may spend 2 Momentum to improve the outlook and attitude of those around them. This provides one of two effects. The character is considered to have an Advantage in subsequent social interactions with the individual affected by this Talent. In addition, the character may choose to allow the individual to recover Stress equal to the character's Command score.

WIDELY TRAVELED

REQUIREMENT: Talaxian, or Gamemaster's permission.

Having traveled space for more of their adult life, the character has seen much and has picked up bits of knowledge and unusual skills along the way. Once per mission, the character may add 1 to Threat to gain an additional Focus for the remainder of that mission, representing a specific skill or field of knowledge the character possesses which is useful in the current situation.

NAMES

Talaxian names, like all pronouns in their language, always include an "x." Beyond this, there is no single tradition that dictates the naming of a child. Each extended family maintains its own convention on naming. Some families reuse a small number of names, generation after generation, while others refuse to use the name of someone still living. Talaxian names are often two to three syllables in length and typically favor a's and i's. Despite their strong family bonds, Talaxians are not known to use a family name.

SAMPLE NAMES

Masculine: Brax, Jirex, Titix, Spirox, Edix, Adax, Cantax, Maxon, Soxil, Maldaxet

Feminine: Dexa, Palaxia, Naxie, Alaxa, Terexi, Millex, Lanexi, Axina, Emaxa, Jexa

Gender-Neutral: Xoma, Karixa, Palax, Graxe, Jonaxa, Mitxi, Adrinax

TUREI

ALL ERAS OF PLAY

Long ago, the Vaadwaur were the undisputed masters of their region of space. But like all great empires, eventually those that they had dominated rose up and overthrew them. The foremost member of the alliance that defeated the dreaded Vaadwaur was the Turei. The Turei lost no time in filling the vacuum left by the Vaadwaur, and while they would never become as powerful or as feared, the Turei laid claim to the vast network of subspace corridors that had given their ancestral enemies their strategic edge – Underspace.

For nearly a thousand years, the Turei have controlled this important territory, using it in a similar way to the Vaadwaur, with perhaps less conquest. Today, the Turei are an insular culture and protect the Underspace, and therefore their livelihood, with aggressiveness and determination. Their control of Underspace has provided them with prosperity and military supremacy on all worlds that connect to it and they jealously guard it. Vessels which stumble into Underspace through anomalies or by navigational mishaps can expect to be intercepted almost immediately and have all records of Underspace purged from their computers.

EXAMPLE VALUE: *No One Shall Be My Master*

■ **ATTRIBUTES:** +1 Control, +1 Daring, +1 Reason

■ **TRAIT:** Turei. The Turei are an ancient spacefaring species, once under the thrall of the Vaadwaur. The Turei are now the controlling power of the Underspace – a strange extradimensional realm. With their command of the Underspace, the Turei are powerful and feared. The Turei are a resilient species, both mentally and physically. Their skin is extremely thick and much of their body is covered with cartilage-like protrusions. Lacking a proper nose, the Turei instead possess the ability to “smell” the air through glands along their tongue, similar to a snake.

■ **TALENTS:** The character receives access to the following Talents:

DEEP DETERMINATION

REQUIREMENT: Turei, Ktarian, or Gamemaster’s permission.

Turei have a well-earned reputation for becoming deeply committed to a particular goal – a single-minded determination to achieve success. When a Character with this Talent succeeds at a Task where they could have spent a point of Determination, but chose not to, they may spend 3 Momentum to gain a point of Determination. This Talent may only be used once per mission.

UNDERDWELLER

REQUIREMENT: Turei, or Gamemaster’s permission.

When attempting any Task involving navigating subspace realms, such as Underspace corridors, the character reduces the Difficulty of that Task by 1, to a minimum of 1.

NAMES

Turei names are usually two to three syllables and frequently use double r’s and, less so, double l’s. It is commonly believed that this is in honor of Turrall, a Turei commander during the war against the Vaadwaur. While feminine Turei were traditionally given names that end with i’s or a’s, this has been falling out of favor over the last century, and unisex names are growing in popularity. Like many humanoid species, the Turei also use a familial name which follows their given name.

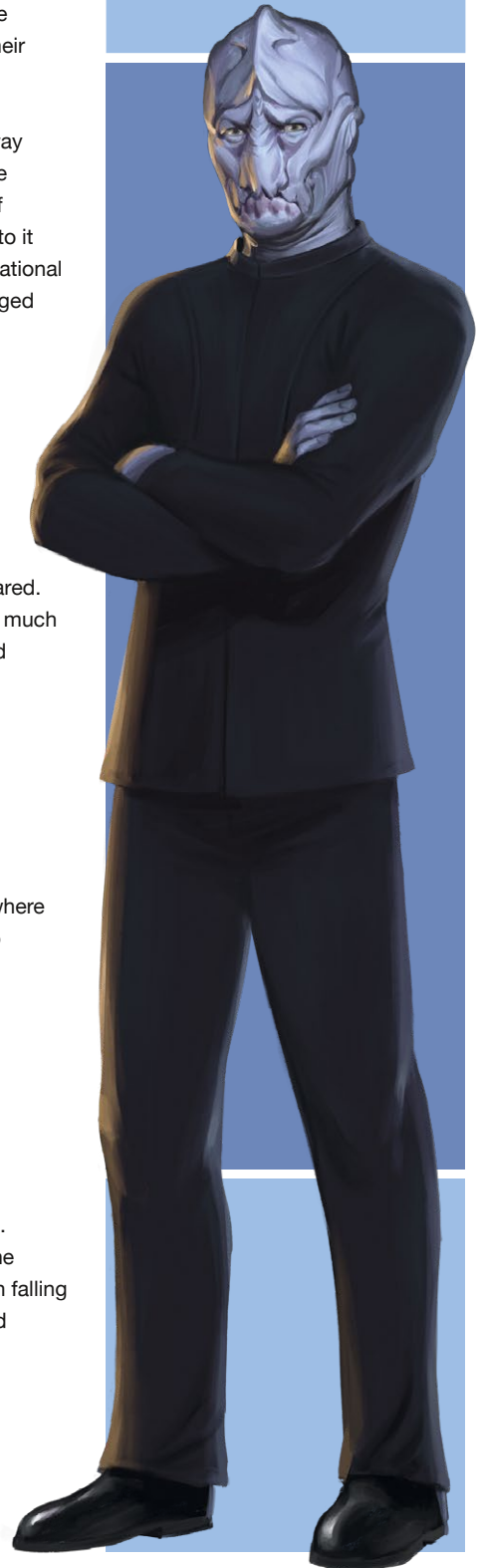
SAMPLE NAMES

Masculine: Bellas, Torral, Peral, Norrick, Relarr, Mariek, Berrel, Varrolik, Julear, Desteck

Feminine: Pesta, Alerri, Estarra, Trelli, Errika, Rellen, Harrila, Jularri, Waseun, Donwani

Gender-Neutral: Busal, Derran, Warrek, Sarrel, Kiran, Arrolen, Kenuer, Shiisen

Family: Turell, Buhese, Kiralur, Wanoti, Kotathi, Hailova, Jailance, Madmika



SPECIES BOTH FAMILIAR AND STRANGE

SPECIES AS A TRAIT

While there are numerous examples of such things elsewhere in the Galaxy, the Delta Quadrant is home to some truly unique and interesting species that either absorb, adopt, or assimilate others or mimic their characteristics. These evolutionary oddities, be they technological, biological, or chemical, do not necessarily follow the same path and qualities that traditional humanoids do. In the late 2360s, it was discovered that a significant number of known humanoid species, at least in the Alpha and Beta Quadrants, were seeded on their worlds by a precursor race of humanoids that existed billions of years before. Given these ancients' capabilities, it is fair to assume that they visited the other corners of the Galaxy as well. As it is in Federation space, and the territories of the Federation's neighbors, the Delta Quadrant appears to play host to innumerable humanoid peoples. Much like the Gamma Quadrant, however, the humanoids in this region of space appear more exotic than those with which the Federation is familiar.

As many of these cultures and civilizations do not possess unique species on their own, or adapt other species into their society, the traditional species selection used during the Lifepath Character Creation method may not be as effective or appropriate in representing them. To that end, it may be more appropriate to simply add a Trait to the character to represent their affiliation or association with the culture, civilization, or species in question.

BORG DRONES (DISCONNECTED)

A Disconnected Borg Drone is still Borg, having only been recently disconnected from the Collective. As such, these individuals still possess all of the statistics and characteristics of Borg Drones – which can be found in the Adversaries section of the *Star Trek Adventures* core rulebook. While it is possible to make these Main Characters, it is not recommended, as these individuals, such as they are, continue to be Borg and their motivations and goals remain those of the Collective. While there are exceptions, these characters will usually make every attempt to reconnect to the hive mind should the opportunity present itself.

THE SILVERBLOODS

Silverbloods is a term given to a deuterium-based life-form found on a Y-Class “demon” world. While not sentient on its own, the material is mimetic in nature – and can duplicate anything it touches at a molecular level. This duplication copies everything about its template: physical characteristics, biological processes, even memories. This essentially provides it with an uplifted level of consciousness. The life-form is also capable of duplicating inorganic constructs as well, including entire starships. As with organics, this recreation duplicates everything with exceptional detail. This also includes the limitations of the template. A duplicated Human is essentially Human in every regard and will even register as Human to all but the most intensive medical examinations. They require food, water, and air just like any other Human. Unfortunately, the deuterium life-form is susceptible to things that purely biological species are not. Some forms of technology or radiation, which would be harmless to an organic, cellular-based species, can be fatal to Silverbloods.

Silverblood characters use the normal Lifepath creation options, including the template species the Silverblood is duplicating. The character then also gains the species Trait: **Mimetic Doppelgänger**. A mimetic doppelgänger is essentially an exact copy of the individual that was touched by a mimetic deuterium life-form, and is even capable of sexual reproduction. This presents an interesting opportunity for a Player Character as the individual may not be a copy of another individual, but instead the first generation of unique individuals composed of the mimetic material.

Silverbloods have no unique naming conventions and simply adopt the name of whatever individual they have copied.

KOBALI

The Kobali are an interesting and unique species native to the Delta Quadrant. Unlike other species, the Kobali do not procreate or breed. Instead, the Kobali collect the corpses of other species and use an advanced form of genetic engineering to modify these deceased individuals, converting them into Kobali – and bringing them back to life. Culturally, Kobali are insular, though they are not openly hostile to those they encounter.

Kobali characters follow all of the usual Lifepath options for character creation, including selecting a species. However, a Kobali character may substitute one of their species characteristic bonuses for either +1 Reason or +1 Fitness – representing the Kobali's six-lobed brains and dual pulmonary cardiovascular systems. Kobali characters may not select a bonus if they are already benefiting from another of the same bonuses. (Essentially, you cannot select +1 Reason if your character is already gaining +1 Reason from their original species.) Kobali characters also gain the **Resurrected Kobali** species trait, which is reflective of their unique physiology, cultural identity, and language. Their method of reproduction is seen by many to be a violation of the host species' burial or death rituals, and this has brought the Kobali into conflict with numerous species. A significant number of Kobali lose the majority of their past life memories when they are reborn – though it is not unheard of for a Kobali to awaken with their memory mostly intact. Unfortunately, individuals who retain their memories often have the most difficult time adjusting to their new life. Further, Kobali characters will likely be confronted with the implications of their resurrection – either from hostile species

who object to the process, lost family members seeking reconnection, or from the Kobali wishing them to return to be with their new Kobali family.

NAMES

Kobali provide new names for those converted into Kobali once the reanimation process has created a new member of their species from whatever remains were used. The Kobali language is often abrupt and commonly joins words through the use of apostrophes, and this carries over to their names. As is common to many species in the Delta Quadrant, Kobali masculine names tend to be shorter than feminine names, with the former comprised of hard sounds and the latter softer. The Kobali are not known to utilize specific names to identify family units.

Masculine: Q'han, T'run, Mal'ret, S'vun, A'kal, Kal'astin, Po'fel, Ta'hil, Su'lean, Ul'plat, Q'mai, Ca'ham

Feminine: Blan'tane, Rae'theo, Pana'liode, Teuna'kaha, Elen'ilash, Clelimilia, Fion'ustina, Sawsava

Gender-Neutral: Flu'dari, Mik'tru, Ma'tee, Alda'nahi, Ora'cas, Jit'ade, Dra'ya, Ta'karhi, Aus'ashly



Zahl

THE ORIGINAL SERIES AND THE NEXT GENERATION ERAS ONLY

The Zahl are well known for their friendly and welcoming natures. Amongst the Zahl there is very little hardship, as their technology has transformed their world into a paradise. While technologically advanced, the Zahl are non-combative and have no interest in aggressive expansion – but they will defend their territory if threatened by an outside force. Once, the Zahl and the Krenim were engaged in a series of conflicts that left both sides militarily exhausted. In recent decades, however, these conflicts have become nothing more than simply border disputes that rarely erupt into open hostilities.

Given their technological capabilities, want amongst their people has been effectively eliminated – similar to Earth. With no desire for personal gain, the Zahl are welcoming to any peaceful species and will provide whatever aid or support they can, so long as it does not embroil them in someone else's war. Their good nature, however, quickly fades when threatened, either personally or culturally. In these cases, the Zahl prefer to threaten retaliation before actually engaging in armed aggression, in hopes that their opponent will withdraw before the situation becomes violent.

EXAMPLE VALUE: *Kindness Wins More Battles than Weapons*

MIXED-HERITAGE CHARACTERS

Many Main Characters, Starfleet officers, and Federation citizens have parents from different species. To create characters of mixed heritage, choose two species, one of which will be the primary species. The character is treated as a member of the primary species for attribute bonuses; most mixed-heritage characters take more after one parent than the other. The character gains the species Traits of both parent species, and may select Talents from both parent species.

Gamemaster Note: *Players interested in playing mixed-heritage characters of any of the species presented in this sourcebook should discuss options with you, as these species should generally not be available as mixed-heritage candidates in campaigns set in the Alpha or Beta Quadrants.*

■ **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence

■ **TRAIT:** Zahl. The Zahl are advanced and enjoy the benefits of that technological capability. Having eliminated want throughout their territory, the Zahl are well known for their kind, welcoming nature and generosity. Before their world was climate regulated, the Zahl were no strangers to environmental extremes, and are capable of thriving in both extreme cold and heat. Their bodies are covered in dermal ridges that regulate their body temperature in a manner far superior to most species.

■ **TALENTS:** The character receives access to the following Talents:

THERMAL REGULATION

REQUIREMENT: Zahl, or Gamemaster's permission.

This species is capable of regulating their body temperatures such that they can survive in hostile environments with ease. Reduce the severity of any negative Trait dealing with temperature by 1. This can eliminate any ongoing damage the character would normally be required to suffer due to these Traits.

WARM WELCOME

REQUIREMENT: Zahl, Bolian or Gamemaster's permission.

A cheerful, outgoing personality is the perfect thing to put diplomatic guests at ease. Whenever assisting another character, the Zahl may use the active character's Presence Attribute instead of their own. Further, both the Zahl and the character being assisted may ignore any increases in Complication Range for the Task.

NAMES

Zahl children are always named after others. Mothers and fathers each contemplate someone of great influence in their lives and then name their child after them, with the child gaining two given names. As they grow into adulthood, the child then selects which name they will use as their common name. Due to this method, certain names often repeat within each Zahl family. These names are usually composed of two to three syllables and usually tend toward softer sounds, and it is very common for names to be shared among genders. A Zahl's chosen common name is given first, then their second name, and finally the name of their family.

SAMPLE NAMES

Masculine: Degna, Ando, Tromo, Deon, Vanil, Darab, Leom, Gree, Gesur, Hanar, Lelsh

Feminine: Persa, Halya, Dijah, Morna, Fani, Balwa, Fulna, Essa, Zare, Nalise, Pente

Gender-Neutral: Luren, Kley, Jori, Gabel, Bhana, Cirde, Amaro

Family: Wikan, Tigh, Temb, Sami, Mahid, Remue, Dregor, Nacul, Sedet, Dalin, Ketpor

STARSHIPS OF THE DELTA QUADRANT



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04.10 BORG COLLECTIVE STARSHIPS 078

04.20 DELTA QUADRANT STARSHIPS 084

STARSHIPS OF THE DELTA QUADRANT

BORG COLLECTIVE STARSHIPS

"OH, WHAT I WOULDN'T GIVE FOR A FEW BORG CUBES ABOUT NOW. ANYTHING FOR A LITTLE DISTRACTION." — CAPTAIN KATHRYN JANEWAY

BORG OCTAHEDRON

OVERVIEW: The octahedron, also referred to as the Borg diamond, is a purpose-constructed vessel unlike the majority in the Borg fleet. The octahedron is used as a command and control vessel by the Borg Queen during campaigns against powerful enemies, or when coordination of activities across the Galaxy requires movement of the Queen to a position to better reduce subspace latency.

CAPABILITIES: The Borg octahedron is a truly colossal ship, approximately ten kilometers along its largest axis. Uniquely among Borg vessels, the craft has much of its internal space open to the outside. This allows for the vessel's powerful subspace generators to produce direct taps into the highest bands of the subspace spectrum. This gives the Borg Queen the ability to communicate with drones and vessels tens of thousands of light years away with little to no subspace latency and interference common in lower energy parts of the subspace spectrum. These same powerful subspace taps also act as the octahedron's adaptive subspace field, making these seemingly unarmored and open areas of the vessel some of the most heavily protected. Additionally, huge transwarp coils are paired with these subspace generators. Starfleet engineers theorize that this could allow the octahedron to generate a transwarp entry and exit aperture large enough for itself as well as a small flotilla of cubes.

Each drone assigned to operate within the octahedron has specialist equipment installed, including powerful subspace transceivers and additional data-processing capabilities. This allows the Queen and her drones to directly interface with the Collective as a whole in multiple virtual simulations of tactical situations, running through millions of possibilities of a coming battle at the same time. The sheer amount of power needed to run the multiple high-energy subspace taps along with the massive transwarp coils suggests either hundreds of matter/anti-matter power cores, or that the Borg have

an energy generation system currently beyond the Federation's understanding.

TRAITS: Borg vessel, Command ship

SYSTEMS

COMMS12

ENGINES12

STRUCTURE15

COMPUTERS12

SENSORS12

WEAPONS12

DEPARTMENTS

COMMAND05

SECURITY03

SCIENCE03

CONN03

ENGINEERING03

MEDICINE03

SCALE: 14

RESISTANCE: 16

POWER: 12

SHIELDS: 18

CREW: Exceptional (Attribute 11, Discipline 4)

ATTACKS:

- Cutting Beam (Energy, Close, 17▲, Vicious 1)
- Energy Draining Weapon (Energy, Close, 17▲, Dampening)
- Quantum Torpedoes (Torpedo, Long, 7▲, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Ablative Armor
- Adaptive Subspace Field (see core rulebook p. 267)
- Advanced Shields
- Advanced Transporters
- Auto-Regeneration Units
- Colossal (see core rulebook p. 267)
- Quantum Torpedoes
- Regenerative Systems
- Threat Protocols
- Transwarp Capable



BORG PROBE SHIP

OVERVIEW: Smaller than most Borg vessels, the probe ship is an elongated icositetrahedron (24-sided shape) approximately 350 meters in length, 120 meters in width, and 100 meters in height. The probe ship acts as a scout vessel, entering systems deemed to be of low or unknown threat levels. Once inside a system, the probe will methodically scan every object in the system the Collective currently considers to be noteworthy, and if any pre-warp civilization is encountered, will begin the assimilation process. With more advanced civilizations, the probe ship will continue to collect data as the Collective diverts cubes to the system, attempting to assimilate soft targets to gain knowledge and technology to assist the Collective in later attacks.

CAPABILITIES: With the primary purpose of a probe ship being information collection, the vessel does not have many weapon systems installed, and what weapons it does have are the standard Borg cutting beam and energy dampening systems that are typical across all Collective vessels. The propulsion systems on board are highly advanced, with standard warp propulsion generated by a series of coils located in two internal cylinders inside the port and starboard faces. The vessel also has transwarp capabilities, utilizing a single integrated transwarp coil attached to the primary

matter/anti-matter reactor near the core of the vessel. This single coil allows the probe ship to generate a transwarp conduit with a terminus anywhere in the Milky Way and travel at least an order of magnitude faster than standard warp drive. The probe ship also utilizes automated regeneration units, robotic probes capable of complex independent decision-making. These units have internal fusion batteries enhanced with dilithium that allow them to operate even after the destruction of their vessel, possibly even rebuilding the probe ship from the scrap left over after a battle. Under normal circumstances, they assist drones with the maintenance and repair of the probe ship, augmenting the damage control capabilities of the small vessel.

TRAITS: Borg vessel

SYSTEMS

COMMS 10

ENGINES 12

STRUCTURE 09

COMPUTERS 12

SENSORS 10

WEAPONS 09

DEPARTMENTS

COMMAND 03

SECURITY 03

SCIENCE 03

CONN 03

ENGINEERING 03

MEDICINE 03



SCALE: 4
POWER: 12

RESISTANCE: 4
SHIELDS: 12

CREW: Exceptional (Attribute 11, Discipline 4)

ATTACKS:

- Cutting Beam (Energy, Close, 7▲, Vicious 1)
- Energy Draining Weapon (Energy, Close, 7▲, Dampening)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Transporters
- Improved Damage Control (Auto-Regeneration Units)
- Regenerative Systems
- Threat Protocols
- Transwarp Capable

BORG TACTICAL CUBE

OVERVIEW: The cube is the standard starship used by the Borg Collective for nearly every situation. But when the Collective encounters an adversary that shows remarkable resistance to assimilation or Borg persistence, the Collective deploys the tactical cube. The tactical cube is the same size as a standard cube, a little more than three kilometers along each edge, but has distinct visual differences that reveal its hardened structure.

CAPABILITIES: The tactical cube has its structure greatly improved over the standard cube by the addition of thick plates of ablative armor constructed with composite lamination of duranium in a monotanium matrix. These armor plates range in thickness from twenty centimeters to over five meters thick over more sensitive areas, and also serve as hard mounts for the tactical cube's cutting beams and quantum torpedo launchers. These armor plates extend inside the vessel's structure, splitting the vessel into distinct areas that can be sealed off in case of catastrophic hull breaches. The internal armor plates are also layered with a single centimeter of tritanium on the exterior sides and serve as a source of spare hull material for the vessel's auto-regeneration units to use when reconstructing superstructure and exterior hull plating.

The interior of the tactical cube is changed beyond just the extra armor plating; there are layers of protection around vital command and control areas, such as regenerative shielding around the central plexus as well as warp and transwarp coils that are located throughout the volume of the vessel. Tactical cubes have significantly more transwarp coils than necessary to produce a sufficiently large corridor for their use, and have been seen to generate large enough openings to allow the transit of itself and three escorting cubes. Sightings of these vessels are rare, and, when deployed, they are never alone.

TRAITS: Borg vessel

SYSTEMS

COMMS	10	ENGINES	09	STRUCTURE	18
COMPUTERS	12	SENSORS	10	WEAPONS	15

DEPARTMENTS

COMMAND	03	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	03	MEDICINE	03

SCALE: 13

RESISTANCE: 15

POWER: 9

SHIELDS: 26

CREW: Exceptional (Attribute 11, Discipline 4)

ATTACKS:

- Cutting Beam (Energy, Close, 16▲, Vicious 1)
- Energy Draining Weapon (Energy, Close, 16▲, Dampening)
- Quantum Torpedoes (Torpedo, Long, 7▲, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 5)

TALENTS:

- Ablative Armor
- Adaptive Subspace Field (see core rulebook p. 267)
- Advanced Shields
- Advanced Transporters
- Auto-Regeneration Units
- Colossal (see core rulebook p. 267)
- Quantum Torpedoes
- Regenerative Systems
- Threat Protocols
- Transwarp Capable

BORG TORUS

OVERVIEW: Rarely seen by Starfleet or other spacefaring civilizations in the Alpha and Beta Quadrants, the Borg torus is a vessel that has only been seen in and around Borg space-based infrastructure. In fact, this vessel serves the same purpose as both Starfleet work bees and transport starships, helping construct structures and Borg starships and moving large amounts of material through transwarp conduits.

CAPABILITIES: Small compared to other Borg vessels at only 250 meters in diameter and 40 meters tall, the torus often can seem much larger with the addition of cargo pods or even of asteroids being used as raw material for construction projects. Scans of the interior of the vessel

have shown that there is little habitable space inside for the approximately one hundred drones. The rest of the vessel consists of transwarp coils, subspace stabilizers, and a combined transporter and replicator system.

Starfleet probes have detected these vessels inside Borg transwarp conduits and recorded their construction of transwarp repeaters that help stabilize the Borg conduit network. Structures and equipment are extruded from the open area at the center of the vessel, being replicated from the torus's store of raw material and then moved into place with a network of finely interwoven graviton emitters throughout its hull. Starfleet engineers have theorized that these emission nodes could also be used as a highly-sensitive sensor array that could detect the passage of a starship, even if cloaked, from light-years away from the gravitational waves its mass would produce in space-time. Captured Borg databases from the wreckage of the Cube in orbit of Earth destroyed in early 2367 also showed that these vessels can be landed on planets and are used by the Collective to rapidly process a planet's atmosphere through its replication systems to make it suitable for Borg inhabitation. Because of this, it is assumed that any large Borg force invading Federation space with the intent on assimilation will have multiple torus vessels accompanying cubes and tactical cubes.

TRAITS: Borg vessel

SYSTEMS

COMMS	10	ENGINES	12	STRUCTURE	07
COMPUTERS	10	SENSORS	12	WEAPONS	07

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	04	MEDICINE	03

SCALE: 4

RESISTANCE: 4

POWER: 12

SHIELDS: 10

CREW: Exceptional (Attribute 11, Discipline 4)

ATTACKS:

- Cutting Beam (Energy, Close, 7▲, Vicious 1)
- Energy Draining Weapon (Energy, Close, 7▲, Dampening)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Transporters
- Regenerative Systems
- Threat Protocols
- Improved Reaction Control Systems
- Transwarp Capable

24-5843

In addition to the technology and special rules available to the Borg listed on p. 266 of the core rulebook, the following features are also applicable to certain Borg vessels.

34-6618

Auto-Regeneration Units: These small machines are typically metallic spheres with multi-tool ports that can replicate what is needed for a repair, though some may have more biological material visible than others. They are semi-independent from the Borg hive-mind and can operate even when the hive-mind is unable to be accessed due to complex neural net decision matrices or through biological neural matter spliced into their CPUs. A Borg vessel with these installed is considered to have the Talent Improved Damage Control. Additionally, these machines can act as adversaries for characters beaming onto the Borg vessel where they are present. Unlike regular Borg drones, they do not wait until an intruder makes an aggressive move; they see an intruder as spare parts ready to be harvested and stored until needed.

34-6031

35-2345

AUTO-REGENERATION UNIT

TRAITS: Borg, AI

ATTRIBUTES

CONTROL 06

FITNESS 06

PRESENCE 04

DARING 08

INSIGHT 06

REASON 12

DISCIPLINES

COMMAND —

SECURITY 01

SCIENCE 01

CONN —

ENGINEERING 03

MEDICINE 01

STRESS: 7

RESISTANCE: 2 (Exoplasting)

ATTACKS:

■ Plasma Cutter (Melee 5▲, Piercing 3, Size 1H, Deadly)

■ **Escalation:** Assimilation Tubules (Melee, 4▲ Intense, Size 1H, Deadly, Debilitating)

SPECIAL RULES:

Use the same Special Rules as found on p. 324 of the core rulebook. Gamemasters may wish to use assimilated animals in these roles as it may add to any horror elements they wish to introduce. If that is the case, these auto-regeneration units may keep any “natural” weapons they originally had, but at least one would be improved to have the same effects as the Assimilation Tubules Escalation. As an example, an assimilated *targ* (p. 340 of the core rulebook) may keep its Tusks and Bite weapons, but the Tusks may have the Assimilation Tubules that can inject nanites into a character if they pierce the skin.

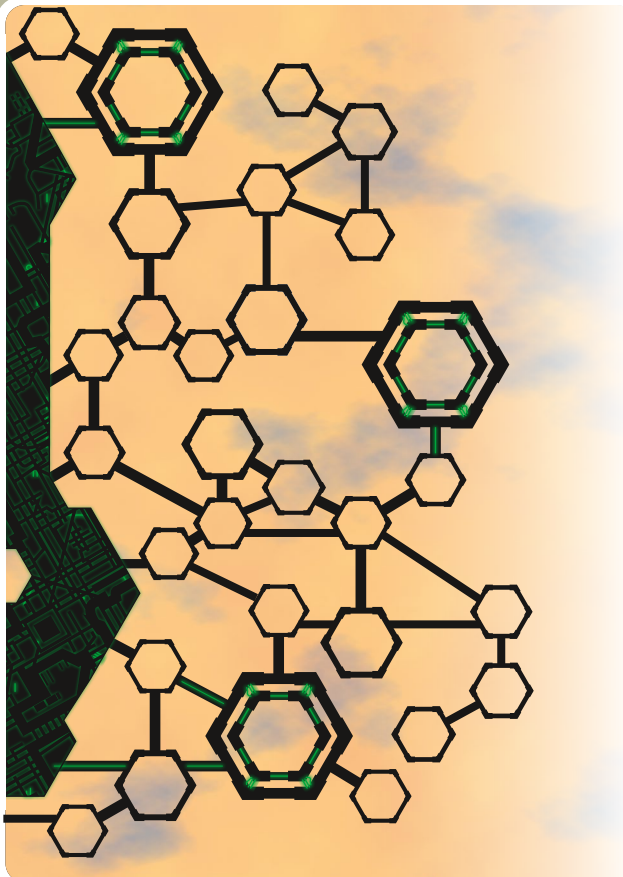
Transwarp Drive: (Talent: Transwarp Capable) All Borg vessels (and some other ships) are equipped with transwarp coils, essentially warp coils that can open transwarp conduits. These conduits can be directed to open anywhere the Borg wishes to travel, but there are certain weak points in subspace that the Borg utilize as entry and exit points in their networks, putting less strain on the coils and allowing even faster travel. While a vessel is in transwarp, sensors are unable to see real space; in other words, the vessel is unable to see the universe streaking by, unable to scan solar systems as they pass, and unable to see any threats that may wait at the end of the conduit. Transwarp signatures can be detected in real space via the distortion

TRANSWARP HUB

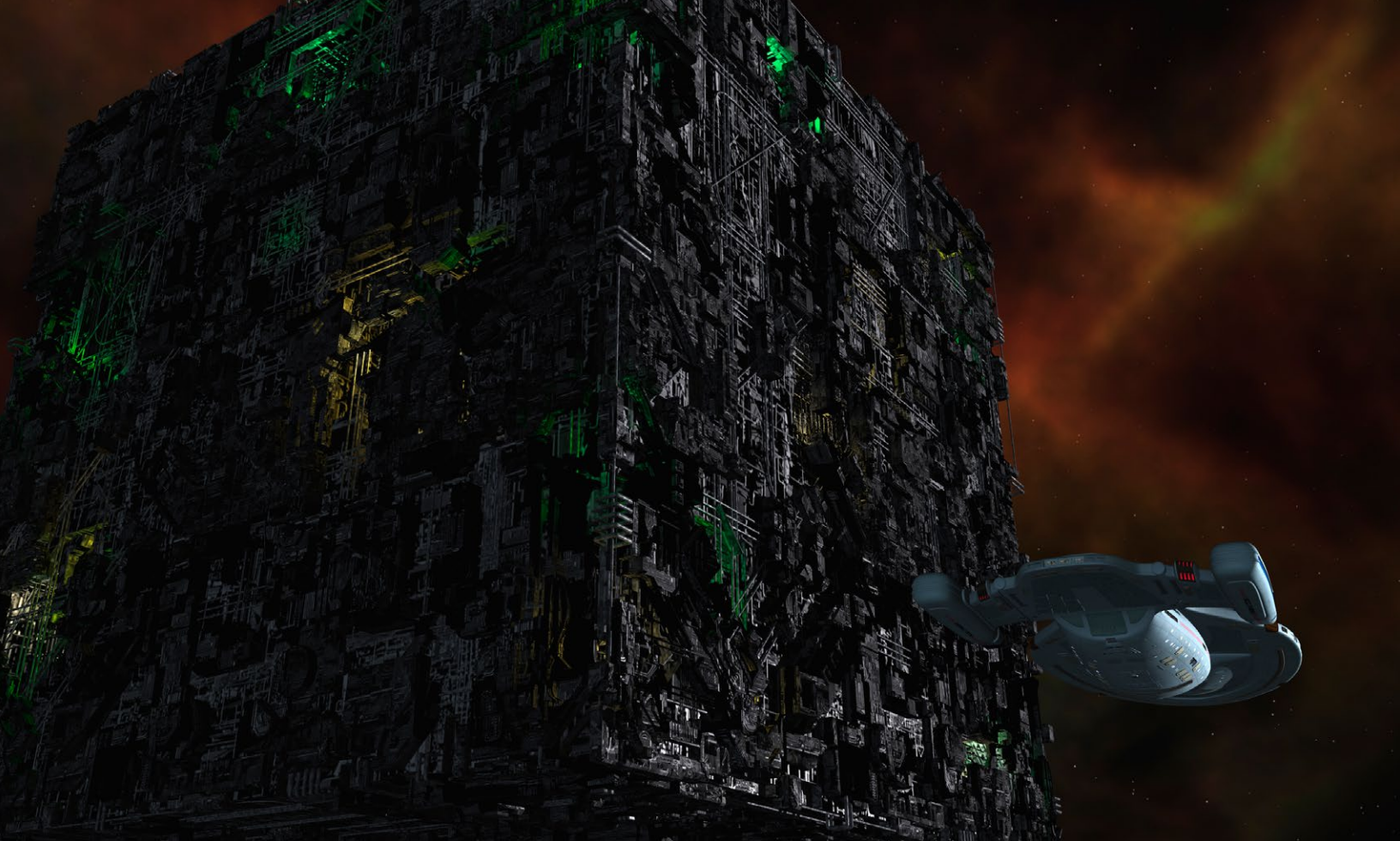
38-1110

38-2964

38-8690



LONG RANGE SCAN



they make in subspace as they pass, but they are difficult to detect without knowing what to look for. Any Tasks involving long-range sensors automatically fail. Subspace communications do function, but depending on how “fast” the vessel is moving through the conduit, the signal may suffer from Doppler-like effects or interference. All Tasks involving a starship’s Communications System have their Difficulty increased by 2. Detecting the passage of a vessel in transwarp from real space is a Difficulty 2 Task. Captured transwarp coils are compatible with Federation technology, but burn out after using them for even short periods of time. A vessel that wishes to escape using a transwarp conduit cannot be pursued using normal warp drive.

Assimilated Starship: When the Collective assimilates a starship, nanites begin restructuring the technology and crew alike, converting everything on board into Borg standard. But, as every starship isn’t created equally, not every assimilated vessel is equal to another. If a Gamemaster wishes to introduce an assimilated starship, one that the Borg have recently taken control of, use the following rules to change the starship:

- All Systems lower than 10 are increased to 10. All Departments are replaced with a value of 3, even if that

spaceframe had a Department value higher previous to assimilation. This is to represent the transformation of the crew and the changes to ship’s systems made by the nanites.

- The starship replaces all Traits with “Borg vessel” and “Assimilated starship.”
- A starship’s weapons stay the same, though damage may require recalculation due to changes in the Security Department.
- Talents a starship possesses may be retained, but ones that do not assist the Collective will be discarded and replaced with nothing. This is left to the judgment of the Gamemaster. Examples include Diplomatic Suites or the Emergency Medical Hologram.

Examples of assimilated starships can include the Borg vessel seen in *The Next Generation* episode “Descent” and the *Enterprise* episode “Regeneration.” The episodes of *Star Trek: Voyager* “Scorpion Part II” and “The Gift” show *U.S.S. Voyager* as though it were in the very early stages of assimilation, with Borg technology installed on the exterior hull.

STARSHIPS OF THE DELTA QUADRANT

DELTA QUADRANT STARSHIPS

"IF SCIENTIFIC KNOWLEDGE WAS ALL WE WERE AFTER, THEN THE FEDERATION WOULD HAVE BUILT A FLEET OF PROBES, NOT STARSHIPS. EXPLORATION IS ABOUT SEEING THINGS WITH YOUR OWN EYES."

— CAPTAIN KATHRYN JANEWAY

DELTA FLYER

OVERVIEW: The *Delta Flyer* was designed out of desperation by the crew of *U.S.S. Voyager* to have a small craft capable of surviving the rigors of traversing the Delta Quadrant. *Delta Flyer* is a combination of Federation and tamed Borg technology, accessed by primitive "retro" control panels designed by Lt. Tom Paris to provide feedback to the pilot through tactile control surfaces. The *Delta Flyer* had its maiden voyage in 2375.

CAPABILITIES: The *Delta Flyer* consists of a simple single wedge-shaped hull. On each side of the vessel were retractable warp nacelles that had individually adjustable warp coils that allowed the crew to significantly modify the shape and slope of the subspace field, giving the *Delta Flyer* the ability to maintain warp speeds in turbulent space-time and to achieve higher velocities for longer periods. Its relatively high warp velocities weren't the only propulsion improvement over the comparable *Danube*-class runabout – the vessel also

mounted two separate micro fusion reactors that powered the vessel's vectored impulse drive. The impulse drive and the vessel's RCS systems had shield baffles around their exterior ports that allowed the craft to maintain propulsion under water or even in thick atmospheres such as gas giants. The vessel has standard Starfleet type 10 phaser arrays along each "wing" and along the ventral surface to provide coverage from any attack angle, as well as two forward mounted photonic missile launchers, firing coherent energy torpedoes also used by the Borg. The small vessel was clearly designed with survival in mind, and has multiple layers of defensive systems to protect the small crew. The hull itself is incredibly strong and made from tetraburnium alloy in its primary structural members and parametallic hull plating encasing the inner hull surfaces. The hull is protected by a unimatrix shielding system enhanced by the *Flyer's* deflector dish to provide an adaptive energy field capable of staving off weapon attacks from much larger vessels. While the vessel does not have the capacity of mission-specific modules like the *Danube*-class runabout, the *Delta Flyer* is seen to be a significant improvement from the older design by the crew of *Voyager*.

REBUILD: DELTA FLYER II

With the original *Delta Flyer's* destruction in 2377, an upgraded design was constructed by Tom Paris and B'Elanna Torres the following year. The design utilized a greater amount of Borg nano-engineering, allowing systems to be more compact, giving the interior of the vessel more livable space. The largest change was a system that allowed the impulse drive units to extend away from the primary hull of the vessel and to gimbal slightly. This allowed a greater maneuverability compared to the previous model, and allowed a larger reactor to be used for greater power output, adding to the vessel's straight vector acceleration.

For use in *Star Trek Adventures*, *Delta Flyer II* has the same statistics as the regular *Delta Flyer* except that Power is increased to 7. The Gamemaster may also choose to allow the Players to swap out the Talent: Improved Warp Drive with Improved Impulse Drive. If this option is chosen, it is permanent. After *Voyager's* return to the Federation, this is the design that becomes widespread in Starfleet.

TRAITS: Federation small craft, Borg technology

SYSTEMS

COMMS

09

ENGINES

09

STRUCTURE

08

COMPUTERS

08

SENSORS

08

WEAPONS

08

DEPARTMENTS

COMMAND

—

SECURITY

02

SCIENCE

01

CONN

02

ENGINEERING

01

MEDICINE

—

SCALE: 2 **RESISTANCE:** 4
POWER: 5 **SHIELDS:** 10

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Phaser Array (Energy, Medium, 4▲, Area or Spread, Versatile 2)
- Photonic Missiles (Torpedo, Long Range, 5▲, Calibration)

TALENTS:

- Ablative Armor (Tetraburnium Alloy Hull and Parametallic Hull Plating)
- Improved Warp Drive
- Hot Rod

TALAXIAN FREIGHTER

OVERVIEW: The unconditional surrender of the Talaxian government to the Haakonian Order in 2356 led to the disarmament of the Talaxian Navy and banning of any large vessels capable of restarting the decades-long conflict. The tiny Talaxian freighter wasn't seen as a threat to the Order's rule over the Talaxian homeworld, and owners of the vessels were allowed to continue operating them and shipyards continued to produce them. Many Talaxians used these vessels to flee their planet of birth to seek out new opportunities or a new home.

CAPABILITIES: The freighter itself is slightly smaller than a Starfleet *Danube*-class runabout with most of its internal volume consisting of life-support systems, waste recycling, and a single large cargo area aft of the cockpit. This vessel's propulsion systems were not accessible to the crew without an EVA, but the small matter/anti-matter warp core and the three micro-fusion reactor units powering the three separate impulse jets were designed to be highly dependable and easily maintained once accessed. While technically not a weapon, the vessel's anti-debris phaser bank could be used against other vessels if the crew needed to, but was little threat to any Haakonian vessel. While small, the freighter

NEW TALENT: HOT ROD

The starship's propulsion systems are designed to operate at peak efficiency even under adverse circumstances. All increases of Complication Range to a Task involving the Engines System resulting from adverse environmental conditions (such as Stellar Phenomena, core rulebook p. 154) are reduced by 1 to a minimum of zero.

did have the ability to lock onto Talaxian cargo containers with clamps and magnetic seals on its ventral surface. Each of these containers had about as much cargo space as the freighter itself, but also contained a tiny fusion reactor that powered warp field repeaters inside that allowed the warp field generated by the freighter to extend over the extra volume. A single freighter could tow only two containers in this manner, but up to four freighters could dock onto a single pod and combine their impulse drives and warp fields to increase that capacity to upwards of twenty or more pods. The Haakonian Order considers these groups of freighters separate vessels, but the Talaxian crew would combine their skills and often set up the shared cargo pod with permanent entry points into the other vessels, effectively making the four freighters a single larger starship. The diaspora of the Talaxian people from their homeworld have made these vessels a common sight across the Delta Quadrant. These freighters are used by many species in addition to Talaxians.

TRAITS: Talaxian starship

SYSTEMS

COMMS05

ENGINES06

STRUCTURE05

COMPUTERS07

SENSORS08

WEAPONS05

DEPARTMENTS

COMMAND01

SECURITY—

SCIENCE01

CONN01

ENGINEERING01

MEDICINE01

SCALE: 2 **RESISTANCE:** 2
POWER: 6 **SHIELDS:** 5

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Phaser Banks (Energy, Medium, 3▲, Versatile 2)
- Tractor Beam (Strength 1)

TALENTS:

- Rugged Design

EXCERPT FROM PERSONAL LOG

CAPTAIN PAA-AS, TALAXIAN FREE TRADER

HOME AWAY FROM HOME

It might be hard for some to understand, but my little freighter is my home. Not the place where I live – it's that too – but it's where I can be myself. I can laugh at the silly jokes my mother would tell me in recordings she left for us, I can open the hatch and smell my father's recipe for baked *chadre'kab* cooking in the galley oven, and before I close my eyes at night I can gaze up at the model spacecraft my brothers made for me when we were children. It's my home because the Haakonian Order took my house on Talax from me when they killed my parents and my brothers. This blessed little hunk of hull and air is the last piece of home that I have to remember them by, and like any place worthy of the name, friends are welcome and there will always be a pot of tea warm and waiting to be shared.

KAZON/TRABE RAIDER

OVERVIEW: Before the rebellion begun by Jal Sankur in the mid-24th century, the Kazon were an enslaved species forced to do menial labor for the more advanced Trabe. They had developed only rudimentary space flight before they were subjugated, but with the success of the rebellion the Kazon took control of hundreds of Trabe vessels and began learning how to build and maintain the high-tech equipment needed to be a space-faring civilization. The most common of these vessels is the raider.

CAPABILITIES: The raider is a moderately-sized vessel measuring a little over 160 meters long, having around nine decks in the primary hull, and two oversized decks in the long ventral fin near the front of the vessel. The level of technological development of the Trabe during the rebellion was equivalent to the Federation in the early 23rd century for most shipboard equipment including phaser cannons and warp propulsion. Other areas lagged far behind, including 22nd-century style photonic charges, sensor systems, and semiconductor/transistor based computer systems. While some raiders have traded or stolen more advanced technology from other species, the Kazon have focused on maintaining and improving upon the more easily-understood technology that keep their ships running. This lack of technical sophistication does mean that the Kazon are able to repair basic ship systems on a raider, but complex damage has to be serviced at a *Predator*-class vessel, an occupied world, or by stealing it from a passing

starship. Individually these vessels are seen as nuisances by spacefaring species in the Delta Quadrant, but raiders are never alone. Raiders typically move in small flotillas of three to five vessels, and do not stray far from their tribe's *Predator*. With antimatter production given priority to the larger *Predator* class, many raiders rely on primitive fusion reactors to produce energy for their warp coils, giving these vessels a lower maximum warp velocity and short time periods at FTL velocities. Some tribes that have fallen on hard times have been seen to utilize primitive fission reactors using uranium and even thorium, giving these ships maximum sustained speeds of barely warp 2. After encounters with *U.S.S. Voyager* in 2371, the Kazon tribes began to experiment with the use of antimatter-based weapons similar to photon torpedoes, but as antimatter is still difficult to produce in large quantities, the Kazon tribes have yet to install these weapons on any raiders.

TRAITS: Kazon warship

SYSTEMS

COMMS	06	ENGINES	07	STRUCTURE	08
COMPUTERS	06	SENSORS	06	WEAPONS	08

DEPARTMENTS

COMMAND	01	SECURITY	02	SCIENCE	01
CONN	01	ENGINEERING	02	MEDICINE	01

SCALE: 3
POWER: 7

RESISTANCE: 3
SHIELDS: 11

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Phaser Cannons (Energy, Close, 7▲, Versatile 2)
- Photonic Charges (Torpedo, Long, 4▲, High Yield)
- Grappler Cables (Strength 1)

TALENTS:

- Extensive Shuttlebays
- Improved Damage Control

1479	26	1480	5992	5992
1502	62	1505	5922	1195
2050	51	2055	5892	1494
3340	37	3345	2295	9379
6002	06	6013	4942	4759

KAZON/TRABE PREDATOR (CARRIER)

OVERVIEW: During the Kazon rebellion against the Trabe, a few of the massive *Carrier* class fell into the rebels' hands. Renamed *Predators* by the Kazon, the few that were captured were further depleted as they were cannibalized to repair less-damaged vessels. Those that remain serve as command vessels for the leadership of a Kazon tribe. These massive vessels also serve as mobile starbases for the nomadic tribes, servicing the smaller raiders and fighter craft.

CAPABILITIES: At over 1,800 meters long, these vessels are the home of over ten thousand Kazon of a single tribe. *Predator*-class vessels are powered by two matter/anti-matter reactors, one for each set of warp coils located along each side of the vessel. A single warp core can power both sets of coils, but the top speed during these instances is only warp 3. As these vessels' warp speeds drop very quickly when forced to use fusion or fission power plants for warp velocities, the limited production of antimatter by the Kazon inevitably finds its way to this class. Sublight propulsion is provided by a series of small fusion reactors, with some vessels replacing these with fission reactors depending on the availability of skilled workers or material. The interior of this class has a very large cargo and docking bay, the reason the vessel was called the *Carrier* by the Trabe. This cargo bay is large enough that three raider vessels can dock inside the bay for maintenance or transport, along with numerous fighters and shuttlecraft-sized vehicles. These maintenance bays are even used to construct new raiders when enough equipment has been stolen or scavenged to do so. As *Predator*-class vessels are effectively irreplaceable to the current tribes of Kazon, these vessels have powerful phaser cannons, all serviced by independent fusion (or fission) reactors and targeted by their own teams. This gives the *Predator* class the ability to continue weapons fire even if they have suffered catastrophic damage to their primary power systems or losing the bridge. This vessel also has multiple plasma torpedo launchers similar to Romulan weapons of the 23rd century, but generating the plasma through the controlled detonation of a fission/fusion weapon. The defensive shielding is a new addition to this class as the Trabe originally did not see the need to install any more than minimal defensive shielding as these vessels were not to be used in direct combat. After the Kazon rebellion the Trabe began upgrading their *Carrier*-class vessels to have shielding after the Kazon captured so many with boarding parties. These vessels are never seen alone, and will always be seen escorted by at least three raiders, and often more.

TRAITS: Kazon warship, Mothership

SYSTEMS

COMMS 08

ENGINES 06

STRUCTURE 12

COMPUTERS 08

SENSORS 10

WEAPONS 14

DEPARTMENTS

COMMAND 02

SECURITY 03

SCIENCE 01

CONN 01

ENGINEERING 01

MEDICINE 01

SCALE: 9

RESISTANCE: 9

POWER: 6

SHIELDS: 12 (21 for Trabe vessels)

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Phaser Cannons (Energy, Close, 13▲, Versatile 2)
- Plasma Torpedoes (Torpedo, Long, 5▲, Persistent, Calibration)
- Grappler Cables (Strength 4)

TALENTS:

- Extensive Shuttlebays
- Fast Targeting Systems
- Independent Phaser Supply
- Rugged Design

STARSHIP TALENTS

Some of the starships in this chapter include starship Talents presented in *The Command Division Supplemental Rulebook*, which have been reprinted here for ease of reference.

GRAPPLER CABLES

This precursor to tractor beams uses sturdy cables and magnetic grapplers to grab on to objects and ships. This functions as a tractor beam, but if the target breaks free, roll 1▲ – on an Effect, the cables have been Damaged and cannot be used again until repaired.

INDEPENDENT PHASER SUPPLY

Some ships' phasers, especially Alpha and Beta Quadrant ships prior to 2270s and some vessels found within the Delta Quadrant, use an independent power supply rather than drawing directly from the ship's other power sources. Attacking with the ship's phasers no longer has a Power Requirement. However, the ship may not spend additional Power to boost the effectiveness of an attack with the phasers.

HIROGEN WARSHIP

OVERVIEW: In the late 23rd century, the Hirogen required a new starship that was fast, capable of stalking prey in the depths of space, and was reliable enough that it could traverse the light-centuries between outposts or hunter gatherings. The design agreed upon by the Hirogen Master Hunters wasn't given a name, but the design is typified by being called a "warship" by other species who encounter it.

CAPABILITIES: This vessel had to be durable and able to withstand years, if not decades, of use by its small crew between overhauls at gatherings of Hirogen hunters. This means that most equipment on these vessels has been hardened against physical damage and EM interference. An example would be the computer core housed within a monotanium shell, its exterior laced with a superconducting wire mesh that prevents most kinetic weapons (or shrapnel from the vessel itself being struck) or energy weapons from damaging the core without sustained fire. This same protection extends over the entire spaceframe with nearly every surface and structural member constructed of monotanium, giving it incredible durability with the added effect of being difficult to detect by sensors. A weapon unique to the Hirogen and found on all vessels is the subnucleonic beam generator. This weapon doubles as a sensor system when in low power, allowing the device to sweep an enemy vessel and determine concentrations of specific isotopes, picking out lifeforms through carbon 12 and 14 ratios as well as devices typically constructed of complex alloys and utilizing hypersonic series of elements such as dilithium. The scanning then increases in power and is tuned to specific frequencies. This produces destructive harmonics in target material or equipment, causing micro fractures, overloads, and other electromagnetic effects. The subnucleonic beam is particularly good at singling out hypersonic elements and can quickly crack dilithium crystals and render warp cores inert within a short amount of time. The most important systems on board for the nomadic Hirogen are the warship's propulsion systems. At sublight speeds, the vessel utilizes a rudimentary fusion reaction to power an impulse drive. Warp speeds are achieved through a matter/anti-matter warp core that powers two warp nacelles. Each nacelle has four sets of small coils, allowing the crew to easily replace damaged coils, but also providing redundancy in case of a coil being non-functional and unable to be replaced. This setup requires far more energy than a Starfleet vessel of similar mass and speed; however, the energy requirements are somewhat offset by the use of two smaller sets of subspace field repeaters in secondary warp assemblies mounted on the dorsal section of the vessel.

TRAITS: Hirogen warship

SYSTEMS

COMMS 08

ENGINES 09

STRUCTURE 08

COMPUTERS 08

SENSORS 10

WEAPONS 10

DEPARTMENTS

COMMAND 02

SECURITY 03

SCIENCE 01

CONN 02

ENGINEERING 01

MEDICINE 01

SCALE: 3

RESISTANCE: 3

POWER: 9

SHIELDS: 11

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Phaser Array (Energy, Medium, 6▲, Area or Spread, Versatile 2)
- Subnucleonic Beam (Energy, Close, 8▲, Area, Dampening)
- Photon Torpedoes (Torpedo, Long, 6▲, High Yield)

TALENTS:

- Redundant Systems (Propulsion)
- Rugged Design

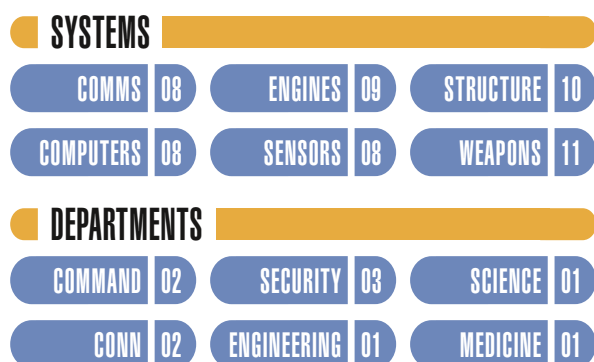
HIROGEN VENATIC

OVERVIEW: One of the largest vessels currently used by the Hirogen is the *Venatic*-class warship. These vessels provide a more central location for larger bands of hunters to group around, and also provide hunters with the ability to hunt stronger and more technologically advanced species that have warp capabilities and access to weapons capable of destroying smaller Hirogen vessels. Small bands of expert hunters pilot these vessels, and while their crew numbers may be small, the skill they exhibit means the *Venatic*-class ships are difficult to defeat.

CAPABILITIES: Much like the smaller warship, the *Venatic* class is built with redundancy and survivability in mind. Many of the same improvements to the hull are present in the *Venatic* class as are present in all Hirogen vessels: an isolated and armored computer core, monotanium hull plating and structural reinforcements, and stealth capabilities. The propulsion systems stand out as being even more rugged and redundant than most Hirogen vessels, with the impulse drive powered by seven separate high-efficiency fusion reactors servicing seven drive units. This setup allows the vessel to lose two of the seven ports without a loss of acceleration or maneuverability. Two separate antimatter reactors power warp propulsion, each reactor servicing two separate and fully functional

warp nacelles containing four sets of coils. Two of these nacelles are active at any given time, providing enough of a subspace field gradient to achieve cruising speeds of warp 6, and maximum speeds of warp 9.9. The two other nacelles act as warp field enhancers and operate at minimal power, giving this class extended time at high warp velocities for less power use. In addition, the vessel has four small nacelles that have a single set of coils inside that act as warp stabilizers as well as additional subspace receivers to enhance long-range sensor capabilities. As with all Hirogen vessels, the *Venatic* class is equipped with phasers and photon torpedoes along with subnucleonic beam emitters located in the far front of the ship and on the outer edges of the four primary warp nacelles. The subnucleonic beam system in the four warp nacelles can coordinate together to provide detailed sensor images of a target vessel and can also be used to acquire a transporter lock on lifeforms inside a vessel even with active shielding, though transport is not possible until shields are down.

TRAITS: Hirogen warship



SCALE: 5 **RESISTANCE:** 5
POWER: 9 **SHIELDS:** 15

CREW: Exceptional (Attribute 11, Discipline 4)

ATTACKS:

- Phaser Array (Energy, Medium, 8▲, Area or Spread, Versatile 2)
- Subnucleonic Beam (Energy, Close, 10▲, Area, Dampening)
- Photon Torpedoes (Torpedo, Long, 8▲, High Yield)

TALENTS:

- High Resolution Sensors
- Improved Warp Drive
- Redundant Systems (Propulsion)
- Rugged Design

SPECIAL RULES:

- **Small Crew:** The Hirogen *Venatic* class has an exceedingly small crew for such a large vessel, often only a dozen or so hunters. To represent this small crew and

the difficulty in harming them, when a *Venatic*-class ship suffers a Breach it does not lose a Turn in the next Round as no crew were killed by the Breach. The vessel still loses two Power as normal.

KRENIM WARSHIP

OVERVIEW: <<<EXTRACT...QUERY "KRENIM WARSHIP"...TIMELINE POSSIBILITY RANGE 100-99.31%...TEMPORAL ACCORDS ACCESS CODE CONFIRMED...TRANSMITTING...>>> The Krenim warship (see Phi-18-Combat-Krenim for native classification terms in currently studied timelines) is the standard combat vessel for the Imperium during the late 24th century. Built to be capable of surviving any known threats, the Warship helped push the outer boundaries of the Imperium further outwards as it helped defend new colonies and escort vital goods from settled system to system. The Warship was eventually decommissioned by the Imperium in 2436 (TIMELINE POSSIBILITY RANGE 100-79.57%) as advanced subspace field generators rendered the propulsion systems obsolete and too costly to refit.

CAPABILITIES: The Imperium of the late 24th century relied on chroniton-based technology. <<<NOTE: KRENIM CHRONITON TECHNOLOGY LED TO DEVELOPMENT OF A TEMPORAL WEAPON IN TIMELINE 2175-OE7-TT24.>>> This technology was bulky, making this warship larger than most vessels of similar capability at over 550 meters in length and a crew of between 500 and 700. The ship's main power source was an artificial quantum singularity similar to the Romulan Empire of the same time period. This singularity was set spinning in a nested subspace field to produce the energy needed for the vessel's propulsion in both warp and sublight speeds. The spin of the singularity, combined with the subspace field gradient, generated chronitons which were then utilized in the vessel's temporally unstable torpedoes. This type of torpedo would scan across possible timelines and expand its possible spacetime vertices until it found a solution to an opponent's defenses, and then execute its final attack run with maximum effectiveness. This attack would render a starship's defensive shielding all but useless, or impact on a vessel's hull in exactly the right place to cause critical failures. This same chroniton-based technology was used in the vessel's sensor systems, allowing them to break Heisenberg's uncertainty principle by scanning objects three times (past, present, and future) to get both location and energy, and their computer systems could provide solutions to problems almost immediately – without the use of subspace acceleration as in Federation systems of the same time period. After demilitarizing these vessels from service, the Imperium donated the spaceframes to the Rilnar Consortium where they would be used as armored cargo vessels into the late 25th century.

TRAITS: Krenim warship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	11
COMPUTERS	10	SENSORS	12	WEAPONS	12

DEPARTMENTS

COMMAND	03	SECURITY	03	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	01

SCALE: 5

RESISTANCE: 5

POWER: 10

SHIELDS: 16

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Phaser Array (Energy, Medium, 8▲, Area or Spread, Versatile 2)
- Chroniton Torpedoes (Torpedo, Long Range, 7▲, Piercing 4, Calibration, High Yield)

TALENTS:

- High Resolution Sensors
- Improved Power Systems
- Rapid-Fire Torpedo Launcher

KRENIM TIMESHIP

OVERVIEW: <<<EXTRACT...QUERY "KRENIM TIMESHIP"...

CODENAME: "JABBERWOCKY"...ORIGIN TIMELINE

2175-OE7-TT24...TEMPORAL ACCORDS ACCESS CODE

CONFIRMED...TRANSMITTING...>>> Chroniton-based

technology has the distinct possibility of leading to the development of full time travel or temporal weapons, and this occurred in the Krenim Imperium in 2175 when the scientist Annorax built the weapon to erase the Rilnar Consortium from that timeline. The resulting damage was compounded for relative centuries before an alternate version of *U.S.S. Voyager* destroyed the vessel in timeline 2374-PKS-4E09, causing an implosion in its temporal core and erasing it, and its changes, from the most probable timeline. Current scans of the temporal web around the 2175 nexus place the upper range of *Timeship* activity at 8.04%, posing no risk to the primary quantum state of the universe. Covert monitoring of Imperium spacetime nodes is ongoing to prevent incursions from other temporally active species.

CAPABILITIES: The construction of the Timeship was a monumental undertaking for the Imperium of 2175, with a majority of its homeworld's shipbuilding capacity being used to finish the 1.5-kilometer long spaceframe. The vessel was equipped with the best phaser technology available at the time, but its primary armament was a massive temporal weapon. When focused on causing damage to objects rather than the timeline itself, the weapon is targeted and its exact frequency and modulation is changed by the vessel's

INSURV MEMO, STARFLEET COMMAND

From: B'Elanna Torres, Chief Engineer: *U.S.S. Voyager*, Inspection and Survey Team

To: Starfleet Command

CC: Admiral Paris, Admiral Janeway, Federation Department of Temporal Investigations

RE: *Voyager* anomaly

We've discovered an unusual temporal energy signature; we're calling it a temporal ghost.

During a scan for microfractures on deck 11, section 2, a tricorder triggered an anomaly with a temporal variance of 1.47 microseconds. Like a holodeck program activating, a Krenim male appears, he enters a room racing toward a small glass pyramid sitting on a desk, a lock of hair is inside the pyramid. The room shakes violently, the vibrations knock the pyramid onto the floor, it shatters, the lock of hair disappears, and the entire scene fades.

Voyager has no record of these events; we don't understand the significance of this scene. Lieutenant Barclay and I have a hypothesis: we believe at some point *Voyager* came into physical contact with temporal weapons, most likely of Krenim design, and was possibly destroyed.

During her time on *Voyager*, Kes reported that she discovered an active Krenim temporal torpedo on deck 11, section 2 while traveling backward through time (see crew file Kes: bio-temporal chamber). If there was a temporal conflict, and if *Voyager* was in close proximity to these weapons during a warp core breach, it may be possible that the last few seconds of that timeline was captured in the weakest place of overlap – deck 11, section 2.

I've ordered deck 11 be completely sealed off until Temporal Investigations can do a thorough analysis and clear the entire section.

chroniton sensor systems, scanning all nearby timelines to find the best point and modulation to do damage to its target. When used against space-time itself, the weapon's effect can be almost unlimited in damage, and was recorded as having erased whole civilizations from existence.

The power for this starship comes from what the Imperium refers to as the "temporal core," a planet-massing artificial quantum singularity nested inside weak subspace fields with counter-rotating smaller singularities surrounding it. These orbiting singularities can have their trajectories modified and the resulting torque on space-time itself is buffered through subspace. This focuses the resulting chroniton energy into useful forms such as the temporal weapon, as well as sublight and warp propulsion. The main computer core is actually nine separate cores located directly outside of the temporal core. Each of these cores exists in a slightly "phased" state, making them all return instant calculations from slightly different realities using closed time-like curves, returning results from the future to the present. These strange temporal effects and seeming paradoxes only are possible through the state of "temporal grace" the *Timeship* exists in, keeping the vessel and its occupants separate from the timeline and allowing no thermodynamic entropy to occur inside, including halting the aging of material and beings. Only a single instance of this vessel appearing in a timeline with a probability of greater than 25% is recorded, but all Agents are to report sightings of *JABBERWOCKY* to Temporal Assault Command (TAC) immediately.

TRAITS: Krenim warship, Out of time

SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	06
COMPUTERS	14	SENSORS	13	WEAPONS	10

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	04
CONN	01	ENGINEERING	01	MEDICINE	01

SCALE: 8 **RESISTANCE:** 8
POWER: 8 **SHIELDS:** 14

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

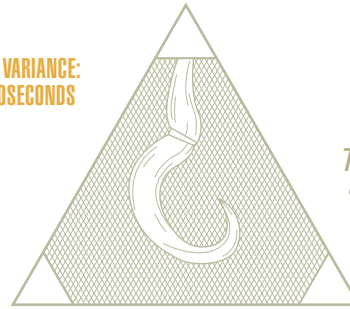
- Phaser Banks (Energy, Medium, 11▲, Versatile 2)
- Temporal Weapon (Energy, Long Range, 8▲, Piercing 4, Calibration)

TALENTS:

- Advanced Research Facilities
- Advanced Sensor Suites

TEMPORAL REMNANT

TEMPORAL VARIANCE:
1.47 MICROSECONDS



7836-3884-22
4882-389283
02-38822
2758

WITNESS RECONSTRUCTION

SPECIAL RULES:

- Deus Ex Machina:** A Gamemaster controlling the Krenim *Timeship* may spend 1 Threat to make a Player reroll all dice for a single Task.
- Temporal Grace:** As long as character or object stays aboard the *Timeship*, they do not suffer from the effects of the laws of thermodynamics, nor are they affected by changes in the timeline. This means living creatures do not age or get sick, objects do not corrode, lose power, or break from regular use, and even if a character's species never evolved they will still exist. If the *Timeship* has its Engine System reduced to 0, this effect is immediately removed and the laws of thermodynamics return to exact their toll by removing the *Timeship* and all effects it had on history from the current timeline.

LOKIRRIM ARIA PATROL SHIP

OVERVIEW: Needing a fast response vessel to patrol its space for terrorist photonics, the Lokirrim Space Command required a new ship class that could mount the energy-intensive photonic disruptor that was newly developed. The new *Aria*-class patrol ship that was already in early test flights was redesigned around this weapon system, and with its relatively small size, large numbers of these vessels began to quickly fill out the trade routes and borders of Lokirrim space.

CAPABILITIES: The *Aria* class is of a modest size compared to other common Lokirrim designs, but it is the smallest hull capable of mounting the photonic disruptor. Nearly a quarter of the crew of the *Aria* class manage the stations monitoring the power output and sensor locks of the photonic disruptor, a weapon that requires continual monitoring of a target's data packet transfers and any holographic simulations present, active or inactive. The device itself is a combination of powerful directional sensors (which act as backup sensor arrays for the vessel) with subspace field projectors and positron emitters. The weapon locks onto enemy computer systems, generates a steep subspace field gradient across

its data pathways, and then fills the area with positrons, corrupting active programs and causing huge spikes of power to disrupt even shielded storage systems. The disruptor system takes up a significant amount of internal space, so the *Aria* class does not have photon torpedoes installed. Rather, hard-mounted phaser banks give this vessel its offensive capability. The vessel has two small multi-purpose deflector arrays forward of its warp nacelles that double as graviton emitters for the vessel's tractor beams. While at warp, these two deflector arrays can use the graviton emitters to sweep and pull at space-time, adding to the vessel's subspace field stability and allowing fewer warp coils to be active at any given speed, lowering

maintenance time at spacedocks and allowing the *Aria* class to stay at high warp velocities for longer periods.

TRAITS: Lokirrim starship

SYSTEMS

COMMS

09

ENGINES

09

STRUCTURE

07

COMPUTERS

09

SENSORS

09

WEAPONS

07

DEPARTMENTS

COMMAND

01

SECURITY

03

SCIENCE

02

CONN

02

ENGINEERING

01

MEDICINE

01

SCALE: 3

RESISTANCE: 3

POWER: 9

SHIELDS: 10

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Phaser Banks (Energy, Medium, 7▲, Versatile 2)
- Photonic Disruptor Cannon (Energy, Close, 8▲)
- Tractor Beam (Strength 2)

TALENTS:

- Electronic Warfare Systems
- Redundant Systems (Sensors)

LOKIRRIM ENCOUNTERS

As the Lokirrim are at war with holographic “terrorists,” their starships may not have the EMH Talent, nor any other Talent related to holograms or holodecks. Additionally, if the Lokirrim are aware of a starship having holographic crewmembers or holodecks, all Tasks involving Diplomacy or Negotiations have their Difficulty increased by 2. As their sensors are particularly attuned to seeking out photonic creations, Lokirrim starship science officers only require a **Reason + Science** Task with a Difficulty of 1 to successfully detect holograms or holodecks on board a vessel.

PHOTONIC DISRUPTORS

Photonic disruptors are designed to destroy computer systems that process and run holographic programs, be they holodeck programs or Emergency Medical Holograms. They act like a narrowly directed electromagnetic pulse that can also damage starship shielding and control systems. Each time a Threat is generated in the use of this weapon system, the Gamemaster (or the Players in control of the vessel) may choose to lower the targeted starship's Computers or Communications System by 1. This effect lasts until the end of the adventure. Additionally, when this occurs, any EMH or holodeck program is scrambled and unable to function. Repairing this effect requires a **Logic + Engineering** Task with a Difficulty equal to the number of total Threat generated against the starship so far. This also means that the crew of a starship can make repairs to their EMH mid battle, bring them back online, only for them to be corrupted again and the repair that much more difficult. At the end of the mission, the crew may attempt to repair the holographic corruption with the same **Logic + Engineering** Task with a Difficulty of 2. If unsuccessful, the next mission will see the crew continuing to repair the corrupted files, at which time this same Task may be attempted again.

Photonic disruptors have a base damage of a vessel's **Scale + Security**, with cannons adding 2▲ and being Close Range, banks adding 1▲, being Medium Range, and having the Dampening Quality, and arrays being unavailable. Photonic disruptor banks may only be installed on vessels of at least Scale 5.

Lokirrim characters may have handheld photonic disruptors as standard equipment. These devices act in the same way as disruptor pistols and rifles as shown on p. 193 of the core rulebook. However, instead of having Vicious 1, they have the Damage Effect of “Photon Killer 1,” or 2 in the case of the rifle. Any holographic character struck by this weapon must immediately succeed at a **Computer + Security** Task with a Difficulty 1 (or 2) based on the starship's System and Department where its program is currently running. If unsuccessful, the hologram immediately decompiles and is lost until repaired in the manner stated above for the ship-based photonic disruptors.

LOKIRRIM PAVTEAL WARSHIP

OVERVIEW: Like its smaller sister class, the *Pavteal*-class warship was designed with the use of the photonic disruptor weapon system in mind. Unlike the *Aria* class, the *Pavteal* was designed from scratch allowing for slight advancements in the disruptor design to be installed. While the class has been in service for nearly a decade, it remains a rare sight outside of heavily-populated Lokirrim systems, and even then only when at the center of a large flotilla of Space Command vessels.

CAPABILITIES: The outer hull of the *Pavteal* class is the same shape as the *Aria* class, a shape that allows the vessel to channel and shape the subspace field generated by the warp coils. The shape is also conducive to projecting the subspace field generated by the photonic disruptor banks located on the outer edges of the vessel's two warp nacelles. Like the smaller *Aria* class, these warp nacelles have at their fore two multipurpose deflector arrays capable of acting as tractor beams, as well as subspace field manipulators to increase the efficiency of the vessel's warp coils. With the extra internal volume provided by the larger spaceframe, the two photonic disruptors have dedicated subspace coils along each weapon's long axis, allowing the weapons a greater range of fire and to overlap their area of effect. When targeted on the same vessel, the two weapons can cause a disruptive effect in a vessel's power systems in addition to the damage it can cause to holograms and hologrids. The vessel also has phaser banks similar to Federation designs as well as a warp-stabilized guided projectile with an antimatter warhead similar to Federation photon torpedoes. As the *Pavteal* class acts as the center of fleet formations, a large command section was required. This section is a separate deck from the bridge with duplicate control stations and can act as the vessel's emergency bridge in case of catastrophic damage to the vessel.

TRAITS: Lokirrim starship

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

SCALE: 5 **RESISTANCE:** 5
POWER: 9 **SHIELDS:** 13

CREW: Exceptional (Attribute 11, Discipline 4)

ATTACKS:

- Phaser Banks (Energy, Medium, 9▲, Versatile 2)
- Photonic Disrupter Banks (Energy, Medium, 9▲, Dampening)
- Photon Torpedoes (Torpedo, Long, 8▲, High Yield)

TALENTS:

- Command Ship
- Electronic Warfare Systems
- Redundant Systems (Sensors)

SPECIES 8472 BIOSHIP

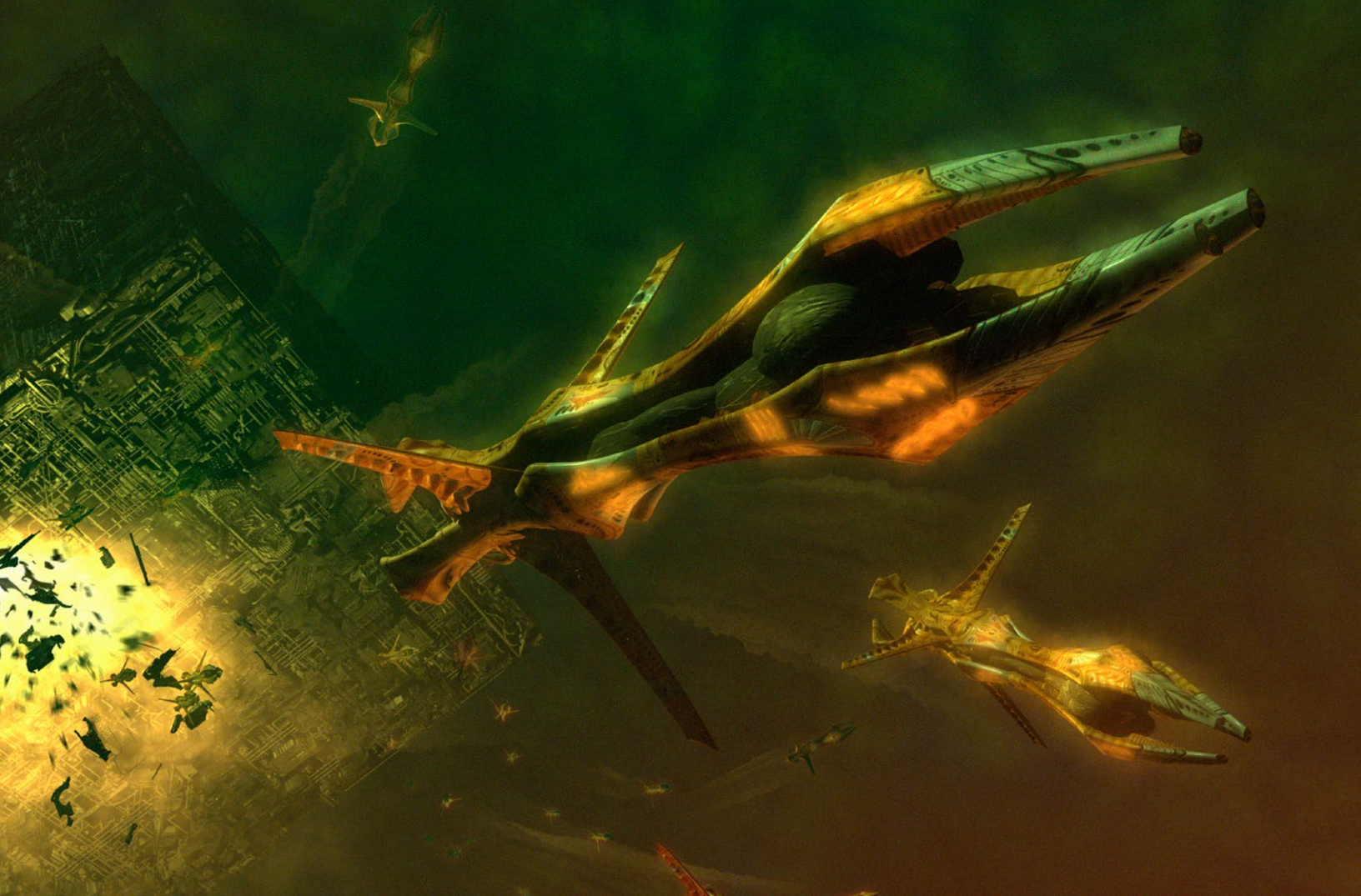
OVERVIEW: Species 8472 is the designation given by the Borg to a species new to the Milky Way and the Delta Quadrant. This new intelligent species was recently discovered after the Borg initiated a series of experiments opening quantum singularities into nearby extra-dimensional realms to exploit resources and lifeforms found within them. The entities designated as Species 8472 were the primary lifeform in Fluidic Space and turned out to not only be resistant to Borg assimilation, but also to be incredibly lethal to the Borg when they began to make incursions into the Delta Quadrant, and they have not chosen to identify themselves to the cultures they have encountered. The bioship is currently the only class of vessel seen to be used by Species 8472.

CAPABILITIES: The bioship is a trilaterally symmetrical vessel about 200 meters long. As its name suggests, the vessel consists of biological material that has a genetic makeup similar to Species 8472. It is unknown if these

WAR IN THE HEAVENS

LAST WRITINGS OF SHEPARD IX'THYU, SPECIES 10997

The skies above our city were filled with glorious lights and burning effigies for two nights until this morning when one of the servants of evil was cast out of the heavens to fall to the ground. My flock did not know of its foul intent at first, but we knew the beast was evil when it disgorged three-legged demons upon our fields that killed our animals and fed the remains to its maw. Then the demons began to feed members of my flock into the beast and the wounds in its side began to heal. However, I know I have nothing to fear, for the warriors of the heavens have sent a missionary into our midst and it brings the gift of God, knowledge, and immortality. I hear God's voice in my mind and it calls to me. I yearn to embrace it, but I must bring more of my flock to the missionary so we may repulse the demons whose number is 8472.



beings genetically engineered themselves to grow in this way, or if the bioship is a close genetic relative. The aft of the ship consists of three structures that form organically grown dual-purpose warp/transwarp coils that assist the ship in also generating quantum singularities to open gateways between fluidic space and the known universe. Sublight propulsion is provided by the same antimatter reactor that charges the warp coils, and uses radiation pressure, frame-dragging, and reflective vectoring to maneuver. The bioship seems to be grown around the primary weapon system of the vessel, an energy weapon of incredible strength that uses a strange quantum effect to bypass most defensive systems of even a Borg vessel. The bioship itself is almost as resistant to weapons fire as Borg vessels normally are, with the biological matter of the vessel adapting and changing nearly instantly to render an attack ineffective before reverting to its earlier genetic state. It's this same ability that makes bioships, and their single crewmember, immune to Borg assimilation nanites as the cellular structure and characteristics immediately change to make them unable to be controlled by the Collective.

TRAITS: Species 8472 bioship

SYSTEMS

COMMS	10	ENGINES	13	STRUCTURE	10
COMPUTERS	10	SENSORS	12	WEAPONS	15

DEPARTMENTS

COMMAND	01	SECURITY	03	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	04

SCALE: 3

RESISTANCE: 7

POWER: 13

SHIELDS: 13

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Fluidic Space Energy Weapon (Energy, Medium, 8▲, Piercing 5, Vicious 2)

TALENTS:

- Improved Damage Control
- Regenerative Systems
- Transwarp Capable

VIDIIAN WARSHIP

OVERVIEW: The Vidiian Sodality had one goal for itself and the Vidiian people: to find a cure for the Phage and to prevent the extinction of their species. As the Sodality spread into the Delta Quadrant, it began harvesting organs from compatible species to prolong individuals' lives. These actions did not endear the Sodality to its neighbors, and escalating border conflicts began to bleed over into full-scale wars. By the beginning of the 24th century, the Sodality needed a stronger vessel than the cruisers it typically used to keep up with the technological developments of its neighbors, and began building their first full battlecruiser, known as the *Warship* to outside observers, but referred to as the *Savior* class by the Sodality.

CAPABILITIES: The *Savior* is a large vessel at over 500 meters long and 700 meters wide. The ship has a single pincer-like hull at its core and two wide wing-like structures that contain the vessel's warp coils and impulse drive. The primary engineering area is in the core of the vessel, directly below the command deck, but secondary engineering sections are located in the wings, just inside the propulsion systems. These secondary facilities focus primarily on maintaining the vessel's large Bussard ramscoops and fusion engines. They also house the cores for the powerful particle accelerators that loop around the vessel's wings that provide relativistic ions to the particle beam weapons mounted across the ship as well as provide rare radioactive isotopes to the medical facilities on board. The large ramscoops assist in providing high energy ions to the particle stream while the vessel is moving through regular space. The particle accelerators also have the side benefit of producing small quantities of antimatter that is stored in magnetic bottles along the trailing edge of the vessel, and can be used for the warp reactor or for production of photon torpedoes. Like all Vidiian vessels, the *Savior* class is equipped with the best medical technology the Sodality has at its disposal. This is not only to maintain a functional crew, but also to research any possible method encountered to combat and cure the Phage. These medical research facilities also contain numerous advanced cryogenic suspension pods that keep newly acquired specimens useable for experimentation or for organ harvesting.

TRAITS: Vidiian warship

SYSTEMS

COMMS 08

ENGINES 11

STRUCTURE 11

COMPUTERS 08

SENSORS 11

WEAPONS 10

DEPARTMENTS

COMMAND 02

SECURITY 02

SCIENCE 03

CONN 01

ENGINEERING 02

MEDICINE 03

SCALE: 5

RESISTANCE: 5

POWER: 11

SHIELDS: 16

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Particle Beam Cannons (Energy, Close, 9▲, Vicious 1)
- Photon Torpedoes (Torpedo, Long, 5▲, High Yield)
- Grappler Cables (Strength 3)

TALENTS:

- Advanced Research Facilities
- Advanced Sickbay
- Rapid-Fire Torpedo Launcher

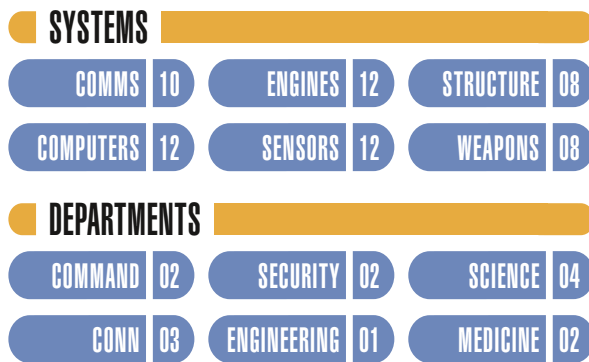
VOTH "PALISADE" RESEARCH VESSEL

OVERVIEW: The Voth are an intellectually curious, if socially rigid (due to their guiding Doctrine), species that have long placed a high importance on exploration and discovery. The *Palisade* class of research vessels were constructed to utilize the newest in transphasic cloaking and weapon technologies after heavy losses of less well-armed research vessels during the past century of expansion. The Voth have been a spacefaring civilization for far longer than many Federation member races have been in existence, and as such have had much time to refine and perfect systems that the Federation has only begun to recently make steps toward understanding. The *Palisade* class is one of the first vessels to combine most of these highly-advanced systems into a single spaceframe.

CAPABILITIES: The *Palisade* class has two separate FTL propulsion systems, a standard warp system capable of providing speeds approaching warp 9.98, and a chroniton-stabilized transwarp system. The chroniton transwarp drive requires a unique subspace field acceleration technique surrounding the M/AM intermix chamber that allows for the generation of excess chronitons to be bled off into stasis chambers where they are concentrated into warheads for the vessel's advanced chroniton torpedoes. In combat situations where warp power isn't required, antiprotons from the vessel's fuel supply are channeled into emission

nodes across the exterior of the hull to provide power to the design's antiproton beam weapon. The chronitons stored can also be used to power the ship's phasing cloak, the first design in the Voth fleet to be equipped with a tactically useful version of the device. While the vessel's propulsion, weapon, and defensive systems are all impressive, the vessel's primary purpose is for exploration and research. The *Palisade* class was equipped with a dense mesh of sensors across the majority of its hull and has the ability to utilize sensor drones that could be deployed around the vessel to extend the range and resolution of its sensors using interferometry. This gave the *Palisade* class the ability to have one-meter sensor resolution across a distance of over 90 light-years. These long-range sensors tie into the vessel's advanced research labs, allowing for the simulation and study of lifeforms and cultures in holographic environments. Additionally, the phasing cloak allows the *Palisade* class to approach high energy phenomena closely for study where other vessels would have been destroyed from light-years away.

TRAITS: Voth starship



SCALE: 5
POWER: 12

RESISTANCE: 5
SHIELDS: 10

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Antiproton Beam Arrays (Energy, Medium, 7▲, Piercing 1, Area or Spread)
- Photon Torpedoes (Torpedo, Long, 5▲, High Yield)
- Chroniton Torpedoes (Torpedo, Long, 7▲, Piercing 4, Calibration)

TALENTS:

- Advanced Research Facilities
- Transwarp Capable
- Voth Cloaking Device
- Voth High Resolution Sensors

VOTH CITY SHIP

OVERVIEW: The Voth's expansion into the Delta Quadrant was measured as they encountered other sentient species that they felt were beneath them due to being mammalian. Unlike other civilizations that would construct starbases and outposts on planets they had either conquered or brought under their protection diplomatically, the Voth constructed huge city ships that would travel across their territory to help defend it and push into unexplored territories to expand the Ministry of Elders' control. Acting as mobile fleet yards, cultural centers, and trading outposts, the city ships rival some of the largest vessels constructed by the Borg in sheer scale.

CAPABILITIES: Each Voth city ship is unique, constructed each to the specific requirements presented to the vast shipyards around the Voth homeworld by the Ministry of Elders. While never more than a few days away at transwarp speeds from the homeworld, each city ship quickly gains its own culture and style of interior construction. The vessels are home to hundreds of thousands, if not millions, of Voth from every segment of their population. This gives the Ministry in charge of each vessel an almost unlimited pool of manpower for any conceivable situation, making these vessels jacks-of-all-trades and masters of all. Each city ship, regardless of size, has an internal space made specifically for the storage, docking, and construction of smaller starships. While this bay does have external access doors, the Voth tend to rely on their industrial long-range transporter systems for entry and exit from the bay. These systems, combined with the dense sensor network utilized on every Voth starship, allows a subspace sensor lock on objects dozens of light-years away and can transport vessels that even have active shielding, as it can beam whole areas rather than objects. Each city ship has a similar capability to utilize both transwarp drive (though at a slower velocity than smaller vessels) and the phased cloak, giving the ship the ability to pass through normal matter and even to exist slightly out of phase with time itself. All city ships are able to produce an internal electromagnetic force dampening field that can render areas or specific devices entirely inert, draining their power away

VOTH HIGH RESOLUTION SENSORS

Voth High Resolution Sensors operate in the same manner as the rules presented for High Resolution Sensors on p. 256 in the core rulebook. Additionally, this Talent allows for the Voth vessel to detect the passage of a ship in transwarp with a Difficulty of 0 rather than 2. All Voth ships not equipped with Voth High Resolution Sensors still have advanced sensors, by Federation standards, and may still attempt to detect the passage of a ship in transwarp with a Difficulty of 1, but otherwise do not get the benefits of High Resolution Sensors as above.



even if generated actively. This makes city ships nearly immune to invasion, and it is theorized that it could even stop assimilation techniques used by the Borg.

TRAITS: Voth starship

SYSTEMS

COMMS	10	ENGINES	14	STRUCTURE	18
COMPUTERS	12	SENSORS	10	WEAPONS	12

DEPARTMENTS

COMMAND	04	SECURITY	02	SCIENCE	03
CONN	01	ENGINEERING	03	MEDICINE	03

SCALE: 15 (or larger) **RESISTANCE:** 15
POWER: 12 **SHIELDS:** 25

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Antiproton Beam Arrays (Energy, Medium, 7▲, Piercing 1, Area or Spread)
- Photon Torpedoes (Torpedo, Long, 5▲, High Yield)
- Chroniton Torpedoes (Torpedo, Long, 7▲, Piercing 4, Calibration)

TALENTS:

- Advanced Shields
- Colossal (see core rulebook p. 267)
- Rugged
- Transwarp Capable
- Voth Cloaking Device

VOTH CLOAKING DEVICE

The Voth Cloaking Device operates in the same manner as presented on p.259 in the core rulebook. In addition, the Voth Cloak can also phase solid matter out of spacetime in the same way as seen in the Voyager episode “Distant Origin” and *The Next Generation* episode “The Pegasus.” In order to use this phased cloak, the operator must succeed at the standard cloaking Task, followed by a second **Control + Engineering** Task with a Difficulty of 3, assisted by the ship’s **Engines + Security**. This allows the vessel to be rendered immune to any damage from most sources even if they are detected. At the Gamemaster’s discretion, this immunity may not extend to very high energy events such as a passing through a black hole or neutron star, or being at the core of a star experiencing a supernova. While active, the Voth vessel may also not interact with objects in regular spacetime, but they may observe them with a successful **Reason + Science** Task with a Difficulty of 3.

SUBSYSTEM OPERATIONAL STATUS

24-2245

144920-52
669201-45
339501-29
255003-59

19-7701

23-1275

79-6631

4793

4795

5529

2590

45-2459

46-2385

5247

62-3508

63-5391

20-3980

29-4020

36-7290

77-1002

79-1993

80-2739

90-2205

362392
660318
2122052
79104

17390
28402920
5592225
25020

6691203
655556
6015

779222
19591
669211
6919452

193910
66929
75829455
229502

239941
23954
21489421

98



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05.10 EXPLORING THE DELTA QUADRANT 100

05.20 EXPLORING BORG SPACE 120

ENCOUNTERS AND ADVERSARIES

EXPLORING THE DELTA QUADRANT

"WE'RE STARFLEET OFFICERS. 'WEIRD' IS PART OF THE JOB."

— CAPTAIN KATHRYN JANEWAY

DESCRIPTION

The vast portion of the Milky Way called the Delta Quadrant teems with exotic civilizations, breathtaking cosmic formations, and scientific wonders just waiting to be discovered. It's an explorer's dream, a distant frontier almost entirely unknown to Starfleet. But the unknown can pose grave dangers as well. Plague-ravaged marauders seek unwitting victims with compatible internal organs to steal. A hidden empire bends and reshapes time as it sees fit. Highly intelligent and deadly tripedal invaders from an extra-dimensional realm called fluidic space seek to annihilate all life in the quadrant and beyond.

Explorers of the Delta Quadrant stand an equal chance of encountering the grand, the bizarre, and the horrific on any given day, but a sense of mystery pervades this highly diverse region and unites the endless adventures a crew may discover. The crews brave enough to chart the Delta Quadrant never know what awaits inside the next nebula or on the other side of the next micro-wormhole. The only way to find out is to boldly go.

ENCOUNTER SEEDS

OVERLOOKED

While conducting routine operations, the Player Characters suddenly realize they are no longer in control of their starship. The sensors and viewscreen indicate the ship is on its normal course and speed, but anyone who looks out a viewport realizes the ship is heading directly for a mysterious nebula and is accompanied by two non-Starfleet ships. It's as if the ship's sensors have been programmed to lie to the crew about where the ship is headed. Once the Player Characters discover this, the ship suddenly stops responding to any commands and the viewscreen goes dark.

Player Characters who try to examine the two ships escorting their vessel may recognize them as assault ships piloted by Overlookers, a humanoid species with a talent for surveillance and stealth assault. It turns out the Overlookers have managed to spy on the Player Characters for several weeks, long enough to discern the prefix code necessary to take over all the ship's functions. They used this advantage to feed the crew a continuous loop of false sensor readings while they steered the ship toward the nebula, where they plan to take the crew into custody aboard a hidden Overlooker space station.

The Player Characters will have to find a way to take back their ship without the use of any ship's functions. This might require them to put on EVA suits and exit through an airlock once their ship has docked with the Overlooker space station. The Player Characters can maneuver through the vacuum of space to the station or to one of the Overlooker assault vessels. From there, they can use stealth to turn the tables on their captors. This course of action will require some heroics, danger, and possibly combat.

However, another option may be for the Player Characters to use diplomacy or deception to convince the Hierarchy, the governmental authority to which the Overlookers report, that the Player Characters' ship is not particularly valuable and that the crew will make poor servants. Such efforts may convince the Hierarchy to think twice about the operation. The Hierarchy painstakingly weighs the depletion of its energy and resources, and, if the Hierarchy concludes the costs of defeating the Player Characters outweigh the benefits, the Overlookers will release their ship. The Hierarchy stays in regular contact with its ships through the use of a communications system that requires field agents to regularly input data cards, which allows the Hierarchy to make decisions about resource allocation. The Player Characters could falsify the data sent to the Hierarchy to manipulate the situation to their advantage. This sort of deception could allow the Player Characters to escape or to convince other Overlooker ships in the region to keep their distance from the Player Characters in the future.

DEMON DOUBLES

The Player Characters pick up a distress signal from a Talaxian mining vessel that appears to be experiencing critical structural failures at the same time the Talaxian crew is suffering a painful illness. Both the Talaxian ship and her crew appear to be deteriorating rapidly. The Player Characters investigate and learn the Talaxians and their ship are actually clones who are slowly breaking down and will eventually dissolve completely if nothing is done to save them. This news comes as a shock to the Talaxians, who don't understand how this could be possible. But the medical and engineering scans conducted by the Player Characters prove conclusive.

The Talaxians report that they recently conducted deuterium mining operations on a Class-Y "demon" planet where they encountered an unknown metallic liquid. The Talaxian miners assumed the liquid was pooled on the planet's surface as a result of their extraction of deuterium. However, the liquid was actually a biomimetic lifeform capable of copying anything with which it comes into physical contact, both biological or mechanical. The silver liquid sampled the Talaxian DNA and created the clones, unbeknownst to the original Talaxian miners. The liquid also created a duplicate of the mining vessel, which had to land on

the planet's surface to extract the deuterium. The clones boarded the duplicate ship and set course for new planets to mine without knowing that leaving the demon planet for an extended period of time would kill them. The Player Characters, after learning this, most likely will conclude that returning the clones to their native habitat on the demon planet is the only way to save them.

However, the original Talaxian ship, which carried out its mining operations on the demon planet and went on its way, also picked up the clones' distress signal and set course to investigate. These original Talaxians, horrified by the sight of their deteriorating doppelgangers, insist that the clones must be destroyed, since they were created without permission. This turn of events forces the Player Characters into a moral dilemma. If the Player Characters determine the clones to be independent life-forms worthy of saving, they will have to confront the original Talaxian miners, who view the clones as abominations to be destroyed. This conflict could easily result in starship combat between the Player Characters and the Talaxian miners. The Player Characters also could use the Social Conflict rules to convince the original Talaxians to leave the clones in peace, but this will be difficult considering the Talaxians feel violated by the clones' very existence.



MORTAL COMBAT

After beaming down on an away mission, the Player Characters rematerialize in strange surroundings. The Gamemaster could spend Threat and use the “reversal” rule in *Chapter 10: Gamemastering*, p. 281, of the core rulebook to get the plot rolling. The Player Characters quickly realize they’ve been kidnapped, and a Norcadian informs them they must fight in a popular martial arts competition called **Tsunkatse** to earn their freedom. The bouts are holographically broadcast throughout the region, and the sport has become a popular spectacle in the Delta Quadrant.

The Player Characters must take on a series of increasingly skilled fighters in unarmed single combat. These opponents include Hirogen, Kazon, and Voth fighters. Most bouts are not fought to the death, but the Gamemaster can choose to raise the stakes if they so choose. As the Player Characters gain experience in Tsunkatse, they may piece together some clues about their whereabouts. The fights take place in an arena aboard an enormous starship equipped with a powerful broadcast array. The Player Characters eventually

meet a fearsome Pendari champion whom many of the other fighters appear to follow. A Player Character can earn the Pendari champion’s respect by fighting him honorably in the ring or by exchanging valuable information. In either case, the Player Characters learn the Pendari plans to lead a revolt to take over the ship in which the fighters are held. From there, the Pendari plans to lead an offensive on other Tsunkatse ships until all the fighters are liberated and the blood sport ended.

The final act of the adventure can play out in various ways depending on how the Player Characters respond to the Pendari’s offer to join in the rebellion. If they accept, the final act most likely will feature a series of action scenes as the fighters revolt against their Norcadian overseers and seek out other Tsunkatse ships. The Player Characters may try to bargain with the Pendari champion or offer assistance only if they are returned to their ship. Or, they could express reluctance to aid in any kind of bloody revolt and instead try to covertly contact their ship and escape. This encounter could lead to follow-up adventures in which former Tsunkatse fighters, perhaps led by the Pendari champion, forge a new

A DELTA QUADRANT-FOCUSED CAMPAIGN

The Delta Quadrant can provide a thrilling setting for a campaign, but the great distance separating it from Federation space means the Gamemaster might have to come up with a creative means of getting the Player Characters there, especially if the campaign is centered on a Starfleet vessel. Just traveling from Federation space to the Delta Quadrant’s nearest border, along its “southern” edge, would take years with conventional warp engines. Perhaps Starfleet has ordered a fleet of starships, including colony vessels, on a deep-space exploratory mission intended to take decades to complete. Such a campaign could feature new starship classes capable of carrying the necessary cargo for mapping and colonizing the Delta Quadrant while maintaining the high warp speeds that would make such a mission possible. Maybe Starfleet has ordered its fastest ships to venture into the Delta Quadrant specifically to find the U.S.S. *Voyager* or to seek out ways to shorten *Voyager*’s journey home.

Luckily for Gamemasters, the Galaxy is full of strange phenomena that might considerably cut the travel time to the Delta Quadrant. A wormhole might sweep up a starship and drop it off in the Delta Quadrant. A powerful entity such as the Caretaker or Q can fling starships across the Galaxy in moments. Experimental warp drive technology may malfunction or a starship’s warp drive might be enhanced by a being such as the Traveler. Any of these options may provide the genesis

for an ongoing campaign or just a single episode or two before the crew finds a shortcut back to Federation space. In either case, such a scenario should stress a sense of isolation for the Player Characters. Starfleet can’t provide backup in the Delta Quadrant and there’s no starbase nearby to conduct repairs on their ship. The crew will have to rely on their own intelligence, courageousness, and ingenuity to survive.

Another option may be to run a campaign based in the Delta Quadrant that includes non-Starfleet characters. Guidance for such characters is provided in Chapter 3. Adding non-Starfleet characters to the traditional mix of Starfleet officers might open up a huge range of storytelling possibilities, from space raiders and pirates, to internecine civil wars, to time travel, to high-concept science fiction. The Delta Quadrant provides a rich and wondrous setting brimming with imaginative characters and locations to encounter, but it also contains plenty of unexplored space for a gaming group to fill with its own creations. Perhaps more than any other location in the vast *Star Trek* universe, the Delta Quadrant is ideal for Gamemasters and Players who want to make the setting their own. In a universe that celebrates strange new worlds and bold exploration, it’s difficult to top the wonders and dangers contained within the Delta Quadrant.

alliance that could influence the balance of power in the Delta Quadrant. The former fighters may demand a homeworld of their own or perhaps even attempt an offensive on Norcadian Prime, blaming the planet's inhabitants for their enslavement and suffering.

MULTIPLIERS

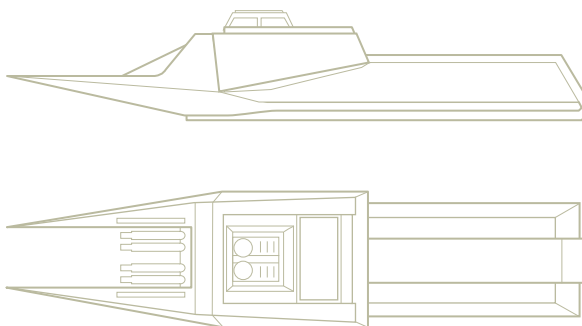
The Player Characters run across a starship drifting through space. Sensor scans indicate one of the ship's nacelles is emitting intense radiation, which is likely keeping anyone aboard from effecting repairs. The radiation also prevents accurate sensor scans of most of the ship. A Vidiian harvester answers their hail and tells the Player Characters that his partner was working on one of the ship's nacelles and got caught in its plasma stream. The Vidiian's partner, who was wearing the only EV suit aboard the ship, was vaporized in the accident. The remaining Vidiian, now alone aboard the vessel, pleads for help in repairing the nacelle. He also asks for treatment for radiation poisoning, due to most of his ship being flooded with radiation when the nacelle malfunctioned.

If the Player Characters beam aboard, they find the Vidiian's story seems to check out – at least, at first. Getting into the nacelle control room will require either wearing an EV suit or neutralizing the radiation. Tricorder scans of the control room reveal traces of organic matter that could have resulted from someone getting caught in the nacelle's plasma stream. However, comparing the scans of the organic traces with medical scans of the remaining Vidiian reveals identical DNA. Whoever died in the plasma stream shared the same genetic structure as the Vidiian.

If the Player Characters uncover this information and confront the Vidiian, a swarm of identical Vidiians emerge from a closed-off section of the ship and attack the Player Characters. If the Player Characters subdue their attackers, they find a previously restricted section of the ship is full of advanced scientific equipment designed to produce clones and then age them to precise specifications. A byproduct of this technology also reproduces the memory engrams of the operator, meaning the clones have the memories and cognitive abilities of the life-form on which they're based. It appears the Vidiian harvester who captained the ship used this equipment to create clones of himself, which he then used as a source of raw material for organ transplants to combat the effects of the Phage. The same power surge that caused the ship's nacelle to malfunction also caused a computer glitch that awoke several of the clones prematurely and allowed them to escape the lab chamber. The clones snuck up on the harvester as he worked to repair the nacelle and shoved him into the plasma stream, resulting in the radiation burst.

With the mystery solved, the Player Characters must decide what to do with this ship full of Vidiian clones. The clones do not wish to join larger Vidiian society. Instead, they'd prefer

VIDIIAN MULTITOOL



SCHEMATIC

a fresh start where they can keep their origin a secret. They may also consider traveling with the Player Characters' crew for a time.

LIGHTS OUT

The Player Characters visit an outpost known as the Maldorian Station to procure supplies, repairs, or information. The outpost provides an ideal location for various renegades, smugglers, and thieves to conduct business, including a small crew of Talaxian smugglers who are looking to steal anything of value while they visit. The Player Characters may catch the Talaxians trying to swindle them out of useful technology or supplies shortly after arriving on the outpost.

A little while later, a Hirogen vessel docks at the outpost carrying an alpha and several subordinate hunters. The Hirogen barter for some supplies but mostly keep to themselves. That is, until a Talaxian smuggler sneaks aboard the Hirogen ship looking for valuables to swipe and stumbles on a holding cell containing the Hirogens' most recent quarry, a captured specimen of Species 8472. The Talaxian rifles through the Hirogens' possessions and searches the ship's databanks for valuable intelligence. The computer scan accidentally frees Species 8472 from its cell, and the creature makes quick work of the Talaxian before escaping onto the outpost. Species 8472 cunningly sabotages the station's power grid, cutting lights and artificial gravity and leaving the outpost with only hours of breathable atmosphere, unless power can be restored. The creature then begins picking off victims one by one, unleashing a reign of terror and suspense. Any Player Characters on the outpost will have to deal with the terror of being stalked by Species 8472, perhaps even forging an alliance with the Hirogen who brought it to the outpost. If that happens, the Hirogen alpha admits that the hunters stumbled onto the creature among a field of Borg wreckage. The creature was injured and severely weakened before they found it, allowing the Hirogen to capture the creature. Now, Species 8472 appears to have regained some of its strength.

If the Player Characters beam back to their ship, the use of the transporter catches the creature's attention, and it identifies the Player Characters' vessel as its most likely vector of escape from the outpost. It tries to trace the Player Characters' transporter signal back to their ship. If this is impossible, the creature hijacks the Hirogen ship and attempts to ram the Player Characters' ship in an attempt to rupture the hull and gain access. From there it tries to take over the ship and either find more of its kind in the Delta Quadrant or escape back into Fluidic Space.

TIME FUGITIVE

The Player Characters receive a desperate plea for help from a temporal scientist from the Krenim Imperium. Identifying himself as Annorax, he approaches the Player Characters' ship in a small shuttle with a warp core pushed beyond its limits and about to suffer a containment failure. Annorax begs political asylum for himself and his wife. If the Player Characters offer to help them, Annorax explains that he was conducting research into temporal manipulation that could be used to wipe entire civilizations from the space-time continuum. His government, at war with a rival power, the Rilnar, showed great interest in his work, but he began to suspect his research would become too dangerous for any government to wield responsibly. He tried to abandon the project and live in peace with his wife, but the Krenim Imperium forced him to continue. Stealing a shuttle, was attempting to flee Krenim space, with several Krenim ships in pursuit, when his shuttle's warp core started to breach.

If the Player Characters decide to offer Annorax protection, they'll have to fend off an assault from the pursuing Krenim vessels. The Krenim Imperium will warn the Player Characters that they'll consider a refusal to hand over Annorax an act of aggression. This leaves the Player Characters with a choice. If they deny Annorax's request, he'll try to board his shuttle once again and allow its warp core to explode, destroying both himself and any chance the Krenim Imperium has at accessing his temporal algorithms.

If the Player Characters grant Annorax protection, he'll ask them to help him use his algorithms to erase his own existence from time to keep his research from being used as a weapon. He is willing to sacrifice himself to safeguard the timeline from the radical temporal incursions his research could unleash, though he asks the Player Characters to keep his wife safe. If the Player Characters go along with Annorax's plan, the science and engineering officers must complete a difficult Extended Task to achieve a temporal incursion.

If the Extended Task fails, or if the Player Characters decide against helping Annorax to wipe himself from existence, they will have to come up with a different plan to keep his research out of Krenim hands. Annorax and his wife could become permanent supporting cast members of the Player Characters' crew, or they could locate a suitable hiding place elsewhere in the Delta Quadrant.

ANNORAX [MAJOR NPC]

In an alternate timeline, Annorax, a temporal scientist, developed technology that allowed the Krenim Imperium to manipulate time and reality via "temporal incursions." The Imperium created weapons capable of eliminating entire civilizations in moments. But an encounter with the *U.S.S. Voyager* erased Annorax's massive time ship from existence. In the restored timeline, Annorax lives in peace with his wife on Kyana Prime, though he still possesses the intellectual capacity to develop temporal weapons.

TRAITS: Krenim

VALUES:

- I Cherish my Wife
- Time, in the Right Hands, is Simply a Tool

ATTRIBUTES

CONTROL	11	FITNESS	07	PRESENCE	10
DARING	10	INSIGHT	09	REASON	12

DISCIPLINES

COMMAND	02	SECURITY	01	SCIENCE	05
CONN	03	ENGINEERING	04	MEDICINE	01

FOCUSES: Astrophysics, Starship Engineering, Temporal Mechanics

STRESS: 8

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 4▲ Size 1H, Charge)

SPECIAL RULES:

- **Bold (Command) (Talent):** Whenever Annorax attempts a Command task, he can spend 1 Threat to purchase an additional d20.
- **Rebuilding the Imperium:** Whenever Annorax assists another NPC in a Task meant to help rebuild the Krenim Imperium, Annorax can re-roll his d20.
- **Temporal Collaboration:** When assisting another character in a Task related to temporal mechanics requiring the use of the Science Discipline, Annorax can spend 1 Threat to allow that character to use his Science Discipline score and Temporal Mechanics Focus for the roll.
- **Temporal Proficiency:** Whenever Annorax makes temporal calculations using his Reason Attribute, add one bonus d20 to the roll.

DEVORE OFFICER [MINOR NPC]

The Devore Imperium is a xenophobic military power that controls a significant portion of space in the Delta Quadrant. Administering and patrolling Devore territory requires an advanced military and trained officers. Devore officers are well-equipped, disciplined, and dedicated to upholding the strict rules of the imperium.

TRAITS: Devore

VALUES:

- Uphold the Devore Way of Life

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	07
DARING	09	INSIGHT	07	REASON	08

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	—	MEDICINE	—

STRESS: 11

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Blade (Melee, 4▲ Vicious 1, Size 1H)
- Particle Rifle (Ranged, 6▲ Size 2H, Accurate)

SPECIAL RULES:

- Constantly Watching:** Whenever a Devore officer attempts a Task to detect danger or hidden enemies, the Difficulty is reduced by 1.

DEVORE MINDHUNTER [NOTABLE NPC]

There is nothing the Devore hate and mistrust more than telepaths. They will hunt them down at all costs, and none excel at this more than Devorian mindhunters. Given the training and equipment to seek out telepaths across the Imperium, they move with confidence and certainty that their goal is righteous.

TRAITS: Devore

VALUES:

- Only with Our Enemies Distant and Our Thoughts Secure Are We Free

ATTRIBUTES

CONTROL	09	FITNESS	09	PRESENCE	07
DARING	10	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	01
CONN	01	ENGINEERING	—	MEDICINE	02

FOCUSES: Interrogation, Psychic Manifestation

STRESS: 12

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Blade (Melee, 5▲ Vicious 1, Size 1H)
- Particle Rifle (Ranged, 7▲ Size 2H, Accurate)

SPECIAL RULES:

- Psi-Hunter:** If the Devore Mindhunter buys one or more additional d20s when attempting a Task to track or to reveal a hidden psychic, they may reroll a single d20.

A collection of various dice used in the game, including standard d20s, d10s, d12s, and specialized dice like the d27, d74, d15, and d76. Some dice are marked with numbers, and others have unique patterns or colors.

HAAKONIAN SCIENTIST [MINOR NPC]

During wartime, the scientists of the Haakonian Order developed thousands of devices with which to combat the Talaxians. Now that the war is over, many find themselves without purpose or direction. Some concentrate on curing the poisons released by the metreon cascade while others look to create even more devastating weapons, preparing for the next inevitable conflict.

TRAITS: Haakonian

ATTRIBUTES

CONTROL	08	FITNESS	07	PRESENCE	07
DARING	08	INSIGHT	09	REASON	09

DISCIPLINES

COMMAND	—	SECURITY	—	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	—

STRESS: 7

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 1▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 3▲ Vicious 1, Size 1H)

SPECIAL RULES:

- **Testing a Theory (Talent):** When a Haakonian scientist attempts a Task using Engineering or Science, they may roll an additional d20, so long as they succeeded at a previous Task covering the same scientific or technological field earlier in the same adventure.

HIROGEN TECHNICIAN [MINOR NPC]

Not all Hirogen are born for the hunt. Some must learn to pilot and maintain ships and equipment so hunters have the support they need to focus on their quarry. These technicians often act as engineers on Hirogen vessels. Some also perform a supporting role in training and preparing hunters, making sure their gear and weapons function properly. When a group of hunters began experimenting with holographic technology as a means of simulating their hunts, a technician was required to keep the technology running.

TRAITS: Hirogen

VALUES:

- A Good Hunt Depends on Me Doing My Job

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	07
DARING	07	INSIGHT	08	REASON	09

DISCIPLINES

COMMAND	—	SECURITY	01	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	01

STRESS: 9

RESISTANCE: 2

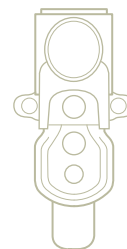
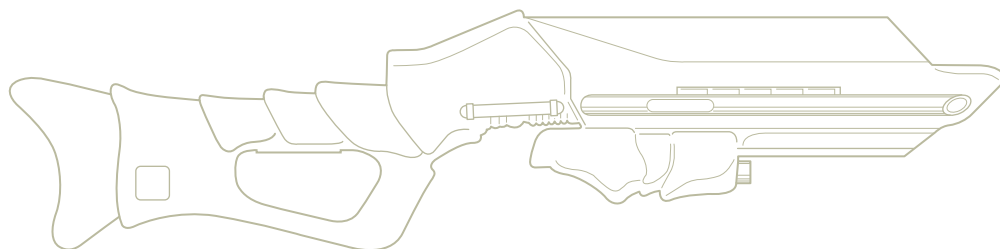
ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Hirogen Kukri (Melee, 3▲ Vicious 1, Size 1H)

SPECIAL RULES:

- **Engineering Guidance:** Whenever a Hirogen technician uses the Engineering skill to assist another character, the technician can re-roll the d20.

HIROGEN RIFLE



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HIROGEN HUNTER [NOTABLE NPC]

If a young Hirogen is very lucky, they will attract the eye of an alpha and earn the right to stand with others, to follow an alpha and reap the glory of taking down the greatest prey in the quadrant. Until then, the Hirogen hunt alone, honing their skills and earning their kills.

TRAITS: Hirogen

VALUES:

- A Good Death, a Good Hunt. This is Life.

ATTRIBUTES		
CONTROL	09	
FITNESS	10	
PRESENCE	08	
DARING	10	
INSIGHT	08	
REASON	09	
DISCIPLINES		
COMMAND	01	
SECURITY	03	
SCIENCE	—	
CONN	02	
ENGINEERING	01	
MEDICINE	02	

FOCUSES: Marksmanship, Tracking, Xenobiology

STRESS: 13

RESISTANCE: 2

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Hirogen Kukri (Melee, 5▲ Vicious 1, Size 1H)
- **Escalation** Tetryon Rifle (Ranged, 8▲ Intense, Size 2H, Deadly)

SPECIAL RULES:

- **Quick to Action (Talent):** During the first round of combat, Hirogen hunters and their allies can ignore the normal cost to Keep the Initiative.
- **Tough (Talent):** Whenever a Hirogen hunter spends Threat to *Avoid an Injury*, the cost is reduced by 1, to a minimum of 1.

22	11-1432	11-1288	11-4357
43	12-5302	12-2643	12-8255
19	15-2950	15-2477	15-8531
88	19-8800	19-8258	19-3534
67	20-1845	20-4727	20-1315
31	23-5225	23-1680	23-4288

HIROGEN ALPHA [MAJOR NPC]

Only the greatest hunters gain the respect of the Hirogen to such a degree that they lay their own personal hunts aside and follow the path of an alpha. Only the greatest prey attracts the attention of the alpha, and those within the pack know that every hunt could easily be their last.

TRAITS: Hirogen

VALUES:

- Hunt All Threats Against the Hirogen
- Patience is the Knife that Cuts Deepest

ATTRIBUTES		
CONTROL	11	
FITNESS	11	
PRESENCE	10	
DARING	10	
INSIGHT	08	
REASON	09	
DISCIPLINES		
COMMAND	05	
SECURITY	04	
SCIENCE	01	
CONN	03	
ENGINEERING	02	
MEDICINE	01	

FOCUSES: Hand-to-Hand Combat, Marksmanship, Starship Tactics, Survival, Tracking, Xenobiology

STRESS: 15

RESISTANCE: 2

ATTACKS:

- Unarmed Strike (Melee, 5▲ Knockdown, Size 1H, Non-lethal)
- Hirogen Kukri (Melee, 6▲ Vicious 1, Size 1H)
- **Escalation** Tetryon Rifle (Ranged, 9▲ Intense, Size 2H, Deadly)

SPECIAL RULES:

- **Bold (Command) (Talent):** Whenever the Hirogen Alpha attempts a Command task, he may add +1 Threat to purchase an additional d20.
- **Tough (Talent):** Whenever the Hirogen alpha *Avoids an Injury*, the cost is reduced by 1 (minimum 1).
- **Quick to Action (Talent):** During the first round of combat, the Hirogen Alpha and his pack ignore the cost to Keep the Initiative.

KAZON WARRIOR [MINOR NPC]

Young Kazon warriors have just earned their names and constantly seek any chance to prove their worth to their sect. Virtually all Kazon males are warriors and are taught that nothing is given, only earned through battle or theft.

TRAITS: Kazon

ATTRIBUTES

CONTROL	07	FITNESS	09	PRESENCE	08
DARING	09	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	02	SECURITY	02	SCIENCE	—
CONN	01	ENGINEERING	01	MEDICINE	—

STRESS: 11

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 4▲ Size 1H, Charge, Hidden)
- **Escalation** Phaser Type-3 (Ranged, 6▲ Size 2H, Accurate, Charge)

SPECIAL RULES:

- **Tough (Talent):** Whenever a Kazon warrior spends Threat to avoid an injury, the cost is reduced by 1, to a minimum of 1.

KAZON MAJE [NOTABLE NPC]

The maje has earned his place of respect; he has spent his life advancing the power of his sect, and against all odds, has survived while doing so. Now leading hundreds of warriors, he knows that his sole duty is to bring glory to the sect, no matter how many bodies he has to throw at his enemies.

TRAITS: Kazon

VALUES:

- They Will Learn Respect, or They Will Know Pain

ATTRIBUTES

CONTROL	09	FITNESS	10	PRESENCE	09
DARING	10	INSIGHT	08	REASON	08

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	—
CONN	01	ENGINEERING	02	MEDICINE	01

FOCUSES: Hand-to-Hand Combat, Intimidation

STRESS: 12

RESISTANCE: 0

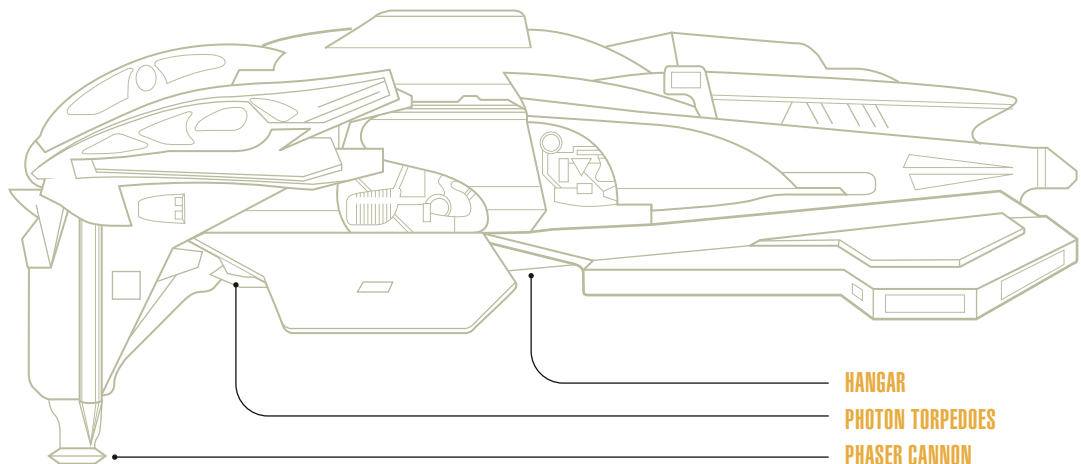
ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6▲ Size 1H, Charge)
- **Escalation** Phaser Type-3 (Ranged, 7▲ Size 2H, Accurate, Charge)

KAZON / TRABE RAIDER

3661292
2254510
56824
772959
66229
520350
692441

101354
4492
50205
2214922
155694
2205281
90362



SCHEMATIC

SPECIAL RULES:

- **Tough (Talent):** Whenever a Kazon maje spends Threat to avoid an injury, the cost is reduced by 1, to a minimum of 1.
- **Dauntless (Talent):** Whenever a Kazon maje attempts a Task to resist being intimidated or threatened, they may add a bonus d20 to the dice pool.

CULLUH [MAJOR NPC]

First Maje Jal Culluh of the Kazon-Nistrim is an ambitious and ruthless warlord bent on establishing himself as the most powerful Kazon in the Delta Quadrant. To that end, he's set his sights on acquiring new technology to swing the balance of power in his favor. He's also shown a willingness to forge unlikely alliances that he believes are in his interest, as he did with Seska, a covert Cardassian operative among the crew of the *U.S.S. Voyager*. It is unclear where Culluh went after his last attempt to capture *Voyager* failed. It is known that he had a newborn son with him at the time.

TRAITS: Kazon

VALUES:

- Boundless Ambition
- Power is its Own Reward
- Restore the Nistrim to the Glory of my Grandfather's Rule
- Superior Technology is the Greatest Advantage

ATTRIBUTES

CONTROL 11 FITNESS 09 PRESENCE 09

DARING 12 INSIGHT 09 REASON 09

DISCIPLINES

COMMAND 04 SECURITY 05 SCIENCE 02

CONN 02 ENGINEERING 02 MEDICINE 01

FOCUSES: Hand-to-Hand Combat, Intimidation

STRESS: 14

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 6▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 8▲ Size 1H, Charge)
- **Escalation** Phaser Type-3 (Ranged, 9▲ Size 2H, Accurate, Charge)

SPECIAL RULES:

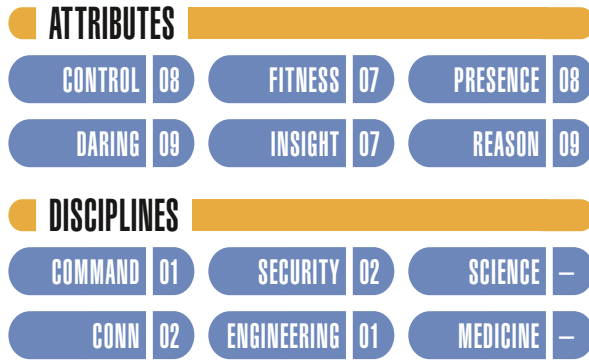
- **Follow My Lead (Talent):** Once per scene, when Culluh succeeds at a Task during combat or another perilous situation, he can spend 1 Threat. He then chooses a single ally. The next Task that ally attempts counts as having assistance from Culluh, using his **Presence + Command**.
- **Menacing:** Culluh is particularly ruthless. Whenever he enters a scene, add 1 to the Threat pool.
- **Tough (Talent):** Whenever Culluh *Avoids an Injury* the cost is reduced by 1, to a minimum of 1.
- **Technology Raider:** Whenever Culluh attempts a Task using the Daring Attribute in a situation that could allow him to steal more advanced Federation technology, he can spend 1 Threat to re-roll 2d20.



MALON TRANSPORTER [MINOR NPC]

There is no greater source of profit in the entirety of Malon space than transporting antimatter waste. Transporters are capable and independent, wary of threats to their freighters and looking for new places to dump their toxic cargo.

TRAITS: Malon



STRESS: 9

RESISTANCE: 0

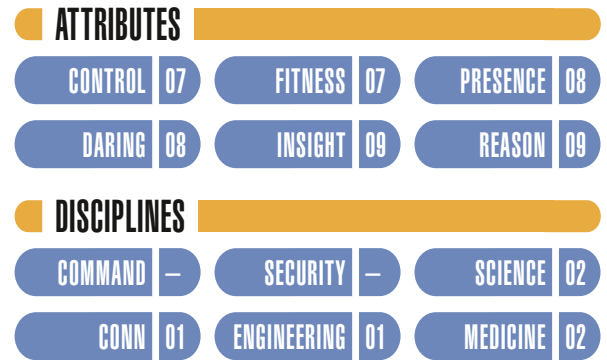
ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5▲ Vicious 1, Size 1H)

OCAMPA EXPLORER [MINOR NPC]

Born on the Ocampa homeworld, few of these Ocampa left the safety of the underground city until the Caretaker's death forced them to face the inevitable. Now every year more and more young leave against the wishes of the Elders, desperately searching for a new place to call home.

TRAITS: Ocampa

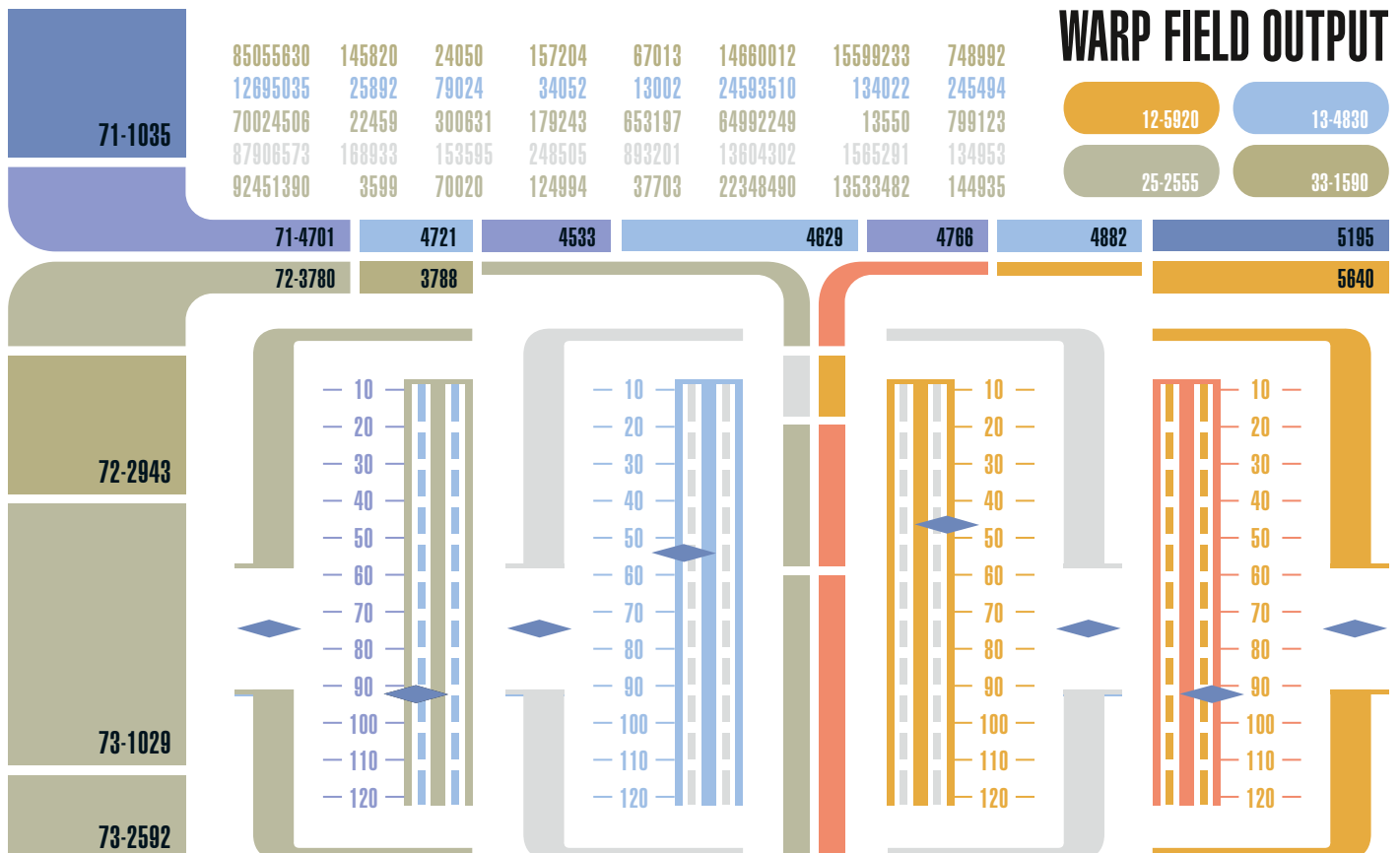


STRESS: 7

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 1▲ Knockdown, Size 1H, Non-lethal)



OCAMPA ELDER [NOTABLE NPC]

The Ocampa Elders are authority figures in the underground city on the Ocampan homeworld. For hundreds of generations, the Ocampans relied on the Caretaker to provide for their material needs, and the Elders interpreted the wishes of the Caretaker. It's unclear how the Elders' leadership role changed after the Caretaker's death and the destruction of the array. The Caretaker left the Ocampans with enough energy to stay in the underground city for several more years, but the future was uncertain beyond that.

TRAITS: Ocampa

VALUES:

- Please the Caretaker

ATTRIBUTES

CONTROL 09	FITNESS 07	PRESENCE 10
DARING 08	INSIGHT 10	REASON 10

DISCIPLINES

COMMAND 03	SECURITY —	SCIENCE 01
CONN 02	ENGINEERING 01	MEDICINE 02

FOCUSES: Ocampan History, Underground Gardening

STRESS: 7 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 1▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 2▲ Size 1H, Charge, Hidden 1)

SPECIAL RULES:

- **Eidetic Memory:** When an Ocampan elder attempts to recall information they may have encountered previously, add one bonus d20 to the roll.
- **In Service of the Caretaker:** When Ocampa elders attempts a Task they believe pleases the Caretaker that ordinarily would use the Daring Attribute, they can use their Presence Attribute instead.

OCAMPA DISCIPLE [MAJOR NPC]

Unknown to the homeworld, the great Suspiria made another home for the Ocampa, giving them technology and education before leaving. If the Ocampa could hone their abilities and showed faith, they too could join Suspiria and live in harmony in Exosia. The Ocampa disciple uses their unnaturally long life span of 20 years to master their telepathic and psychokinetic talents, secure in their superiority over lesser lifeforms.

TRAITS: Ocampa

VALUES:

- To Dwell in Exosia is to Dwell with the Divine
- Suspiria Chose Us to Lead the Way – Never Let the Less Beloved Forget That

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 10
DARING 09	INSIGHT 11	REASON 10

DISCIPLINES

COMMAND 03	SECURITY 01	SCIENCE 04
CONN 02	ENGINEERING 02	MEDICINE 04

FOCUSES: Computers, Diplomacy, Persuasion, Philosophy, Psychic Phenomena

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲ Size 1H, Charge, Hidden 1)
- **Escalation** Telekinetic Strike (Ranged, 8▲ Intense, Size 2H, Accurate, Hidden)

SPECIAL RULES:

- **Intense Scrutiny (Talent):** When the Ocampa Disciple succeeds at a Reason or Control Task as part of an Extended Task, they ignore up to two Resistance for every Effect they roll.
- **Psychic Mastery:** Ocampa followers of Suspiria have trained their psychic abilities to an extreme degree. Whenever an Ocampa attempts a task using a psychic ability they have a Focus in, they may spend 1 threat to reroll their dice pool. They may also spend 1 Threat to give their Telekinetic Strike the Area Quality for one attack.
- **Threatening 4:** Ocampa disciples begin each scene with 4 Threat that may only be used for their benefit and which are not drawn from the general Threat pool.

OVERLOOKER SPY [NOTABLE NPC]

The Overlookers use advanced surveillance technology to gather intelligence on targets they plan to raid. They pass their intelligence onto the Hierarchy, a central authority that makes the final decisions on how resources should be expended. Overlooker spies are cautious by nature but will pursue their targets with single-minded determination once the decision has been reached to carry out a raid.

TRAITS: Overlooker

VALUES:

- Clear All Decisions with the Hierarchy

ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	08
DARING	09	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	02	SECURITY	02	SCIENCE	01
CONN	03	ENGINEERING	01	MEDICINE	—

FOCUSES: Intelligence Analysis, Reconnaissance

STRESS: 10

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5▲ Size 1H, Charge)

SPECIAL RULES:

- **Cautious (Security) (Talent):** Overlookers will not engage in combat unless they're certain they've done everything to put themselves in an advantageous situation. Any time an Overlooker spy spends Threat to attempt a Task using the Security Discipline, the spy can re-roll a single d20.
- **Surveillance Proficiency:** When an Overlooker spy attempts a Task associated with gathering intelligence on a target using the Control Attribute, add one bonus d20 to the roll.

HEIRARCHY COMMUNICATION ALERT



COMMS DATABASE

PENDARI CHAMPION [MAJOR NPC]

The Pendari are known for their heightened strength and bad tempers, making them good candidates for competing in Tsunkatse, a martial arts competition that has caught on as a popular spectator sport in parts of the Delta Quadrant. Many Tsunkatse fighters are pressed into competition against their will, though most fans of the sport don't realize this. Some fighters dream of leading a revolt against their oppressors.

TRAITS: Pendari

VALUES:

- Freedom!
- Longing for Home
- Punish My Oppressors
- Respect for My Fellow Fighters

ATTRIBUTES

CONTROL	09	FITNESS	12	PRESENCE	10
DARING	11	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	05	SECURITY	05	SCIENCE	01
CONN	03	ENGINEERING	01	MEDICINE	01

FOCUSES: Hand-to-Hand Combat, Intimidation, Wilderness Survival

STRESS: 17

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 6▲ Knockdown, Size 1H, Vicious 1)
- Phaser Type-2 (Ranged, 8▲ Size 1H, Charge)

SPECIAL RULES:

- **Strive for Freedom:** Whenever a Pendari champion attempts a Task using the Daring Attribute in a situation that could allow them to regain their freedom, the champion can spend 1 Threat to re-roll their dice pool.
- **Follow My Lead (Talent):** Once per scene, when a Pendari champion succeeds at a Task during combat or another perilous situation, he can spend 3 Threat. He then chooses a single ally. The next Task that ally attempts counts as having assistance from the Pendari champion, using the champion's **Presence + Command**.
- **Robust Physiology:** The Pendari champion gains +2 Resistance against non-lethal attacks.
- **Mean Right Hook (Talent):** The Pendari champion's Unarmed Strike Attack has the Vicious 1 Damage Effect.
- **Tough (Talent):** Whenever a Pendari champion *Avoids an Injury*, the cost is reduced by 1, to a minimum of 1.

SIKARIAN EXPLORER [NOTABLE NPC]

The only true teacher is experience, and the Sikarian Explorer is out there to learn every story she can and take all that experience home. Quick, intelligent, and curious, the Sikarians can show up in the most unlikely places in the blink of an eye thanks to their technology. The price for trading is more than just material wealth – with each trade must come a tale.

TRAITS: Sikarian

VALUES:

- The Story of the Universe is the Ultimate Truth, and We All Carry a Piece

ATTRIBUTES

CONTROL	09	FITNESS	07	PRESENCE	09
DARING	10	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	—	SECURITY	01	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	01

FOCUSES: Astronavigation, Linguistics, Persuasion

STRESS: 8

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Plasma Pistol (Ranged, 4▲ Vicious 1, Size 1H, Debilitating)

SPECIAL RULES:

- Observant and Insightful:** A Sikarian Explorer who spends one or more Threat to buy additional dice on any Task which uses Insight may re-roll one d20.

SIKARIAN SPATIAL TRAJECTOR

SPACE FOLDING TECHNOLOGY
POWER SOURCE: UNKNOWN
ORIGIN: SIKARIAN

RANGE: AT LEAST 40,000 LY
DURATION: INSTANTANEOUS
CAPACITY: UNKNOWN



SCHEMATICS

SPECIES 8472 [MAJOR NPC]

Designated as Species 8472 by the Borg, these non-humanoid creatures are inhabitants of a bizarre realm known as fluidic space, and they are the only known lifeforms to be physiologically resistant to assimilation. Masters of genetic manipulation and possessing extreme intelligence, Species 8472 had little use or care for normal space until the Borg contaminated their home, and the beings decided to purge all living things from the Galaxy. Even still, Species 8472 – their own name for themselves unknown, as they have not deigned to introduce themselves to other species – did not know fear until the Starship *Voyager* released a devastating weapon into their home. Now they realize that the true threat isn't from the Borg, but from a Federation 70,000 light years away.

VALUES:

- The Weak Will Perish

TRAITS: Species 8472

ATTRIBUTES

CONTROL	08	FITNESS	12	PRESENCE	10
DARING	10	INSIGHT	11	REASON	08

DISCIPLINES

COMMAND	01	SECURITY	04	SCIENCE	03
CONN	02	ENGINEERING	03	MEDICINE	03

FOCUSES: Genetics, Hand-to-Hand Combat, Infiltration, Xenobiology

STRESS: 16

RESISTANCE: 6

ATTACKS:

- Unarmed Strike (Melee, 5▲ Knockdown, Intense, Vicious 1)

SPECIAL RULES:

- Immune to Pain
- Immune to Poison
- Immune to Disease
- Immune to Cold
- Immune to Vacuum
- Fast Recovery 2:** At the start of each of its turns, a member of Species 8472 regains 2 Stress, up to its normal maximum. If injured at their start of its turn, the creature may spend 2 Threat to recover from that Injury immediately.
- Menacing:** When a member of Species 8472 enters a scene, immediately add a point to the Threat pool.

- **Massive Strength:** A member of Species 8472 adds 1 automatic success on all Fitness-based Tasks, and all Tasks to make or defend against a melee attack. In addition, their unarmed attacks lose the Non-Lethal quality and gain Intense and Vicious 1.
- **Destructive Biology:** Any creature injured by a melee attack from a member of Species 8472, or any creature who comes into contact with blood or other bodily fluids from a member of Species 8472, immediately gains the complication "Deadly Infection". They will gain an additional instance of this complication at the end of each scene if the infection is not cured. When a character has gained a number of copies of that complication equal to their Fitness, they die.
- **Telepathy:** Species 8472 communicates amongst themselves telepathically, and their telepathic communication may be heard by other empathic and telepathic creatures. Any empathic or telepathic character, such as Vulcans, Betazoids, or Ocampa, suffers 3▲ Stress when they attempt to communicate with Species 8472, as such communication is painful and exhausting.

SRIVANI FIELD RESEARCHER [NOTABLE NPC]

The true curse of living is the fact that life inevitably ends in death. In this, the Srivani are dedicated to perfecting the medical arts and achieving absolute mastery of biology all with the laudable goal of curing all ailments. Of course, this means lots of research, and the Srivani have learned that the best way to conduct that research is to remain unseen and experiment on enclosed ecosystems without their knowledge... such as passing starships or solitary space stations.

TRAITS: Srivani

VALUES:

- Just a Little Sting for the Betterment of All

ATTRIBUTES			
CONTROL	09	FITNESS	08
PRESENCE	08	DARING	18
INSIGHT	10	REASON	11

DISCIPLINES			
COMMAND	—	SECURITY	01
SCIENCE	03	CONN	01
ENGINEERING	02	MEDICINE	03

FOCUSES: Emergency Medicine, Genetics, Quantum Mechanics, Xenobiology

STRESS: 9

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 4▲ Vicious 1, Size 1H)

SPECIAL RULES:

- **Triage (Talent):** When a Srivani field researcher attempts a Task to identify specific injuries or illnesses, or to determine the severity of a patient's condition, the researcher may spend one Threat (Repeatable) to diagnose one additional patient for each point of Threat spent.

TALAXIAN SOLDIER [MINOR NPC]

While Talaxians are not known for their combat prowess, the tradition of military service is deeply ingrained and a source of pride for many families. Talaxians look upon service as a chance to explore new horizons, meet new people, and most importantly, learn new stories. Talaxian soldiers look to defuse violent situations, but when a conflict turns to force, they meet it with equal fervor.

TRAITS: Talaxian

ATTRIBUTES			
CONTROL	07	FITNESS	08
PRESENCE	09	DARING	19
INSIGHT	08	REASON	07

DISCIPLINES			
COMMAND	01	SECURITY	02
SCIENCE	—	CONN	01
ENGINEERING	—	MEDICINE	02

STRESS: 10

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5▲ Size 1H, Charge, Hidden)

TALAXIAN TRADER [MINOR NPC]

Talaxian colonies and ships are desperate for supplies, and traders bring a vital stream of resources and information to the society as a whole. Many Talaxians act as information brokers, trading secrets and gossip across opposing factions while moving the technologies that might one day allow them to either retake their homeworld or find a permanent settlement for all Talaxians to come.

TRAITS: Talaxian

ATTRIBUTES

CONTROL	07	FITNESS	07	PRESENCE	09
DARING	08	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	—	SECURITY	01	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	—

STRESS: 8

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲ Size 1H, Charge, Hidden)

SPECIAL RULES:

- Studious (Talent):** When a Talaxian trader spends Threat to *Obtain Information*, they may ask one additional question.

TALAXIAN SMUGGLER [NOTABLE NPC]

It's not unheard of for Talaxian merchants and freighter captains to turn to not-quite-legal tactics on occasion during their travels throughout the Delta Quadrant. These smugglers can help you transport outlawed cargo without attracting unwanted attention. The most daring smugglers may even help you carry out a dangerous heist, if the price is right.

TRAITS: Talaxian

VALUES:

- Honor Among Thieves

ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	09
DARING	10	INSIGHT	10	REASON	07

DISCIPLINES

COMMAND	01	SECURITY	03	SCIENCE	—
CONN	02	ENGINEERING	02	MEDICINE	01

STRESS: 11

RESISTANCE: 0

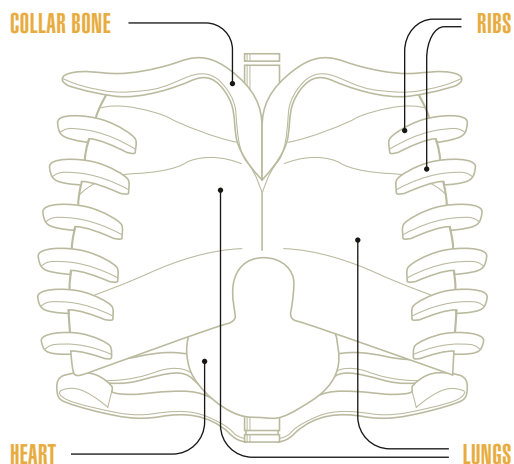
ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 6▲ Size 1H, Vicious 1)

SPECIAL RULES:

- Criminal Network:** When Talaxian smugglers attempt a Task associated with making contact with other members of a criminal network – such as assassins, thieves or fences – the Difficulty of the Task is reduced by 1, to a minimum of zero.
- Fast Talker:** When a Talaxian smuggler attempts a persuasion Task using the Presence Attribute to get out of legal trouble, the difficulty for the Task is reduced by 1, to a minimum of zero.

TALAXIAN LUNGS



MEDICAL REFERENCE

LEOLA ROOT

LEOLA ROOT (RAW)
LEOLA BARK TEA
LEOLA OINTMENT
LEOLA RICE PILAF
LEOLA ROOT BROTH
LEOLA ROOT SORBET
LEOLA ROOT SOUP
LEOLA ROOT STEW
CREAM OF LEOLA SOUP
SWEET LEOLA ROOT TART

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1478-24502
80-453
6911



MESS HALL MANIFEST

VIDIIAN PHAGE CARRIER [MINOR NPC]

Vidiians are humanoid, though the need for skin grafts and organ transplants to combat the Phage – a disease that has devastated the species for thousands of years – often alters the appearance of individual Vidiians. Vidiian culture revolves around treating the Phage and searching for a cure, which has led to impressive advances in medical technology. Consequently, many members of Vidiian society receive medical training.

TRAITS: Vidiian, Infected by the Phage

ATTRIBUTES		
CONTROL	09	
FITNESS	07	
PRESENCE	07	
DARING	08	
INSIGHT	08	
REASON	09	
DISCIPLINES		
COMMAND	–	
SECURITY	–	
SCIENCE	02	
CONN	01	
ENGINEERING	01	
MEDICINE	02	

STRESS: 7

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 1▲ Knockdown, Size 1H, Non-lethal)
- Vidiian Multitool (Ranged, 2▲ Size 1H, Charge, Hidden 1)

SPECIAL RULES:

- **Field Medicine (Talent):** When attempting a Medicine Task, the Vidiian ignores any increase in Difficulty for working without the appropriate tools and equipment.

VIDIIAN HARVESTER [NOTABLE NPC]

The curse of the Phage has driven the otherwise rational Vidiians to extremes, and nothing personifies this more than the ruthless harvesters. Often working in pairs, harvesters travel across systems looking for any species with specific genetic markers, taking sample organs from their victims before sending the results back to the Sodality. Harvesters are fully capable doctors, swapping out their own failing organs with any that happen to be available.

TRAITS: Vidiian

VALUES:

- The Only Purpose is to Cure the Phage

ATTRIBUTES		
CONTROL	09	
FITNESS	07	
PRESENCE	08	
DARING	08	
INSIGHT	07	
REASON	09	
DISCIPLINES		
COMMAND	–	
SECURITY	02	
SCIENCE	01	
CONN	01	
ENGINEERING	02	
MEDICINE	03	



FOCUSES: Genetics, Surgery, Xenobiology

STRESS: 9

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Vidiian Multitool (Ranged, 4▲ Size 1H, Charge, Hidden 1)
- **Escalation** Particle Rifle (Ranged, 6▲ Size 2H, Accurate)

SPECIAL RULES:

- **Field Medicine (Talent):** When attempting a Medicine Task, the Vidiian ignores any increase in Difficulty for working without the appropriate tools and equipment.

DANARA PEL [MAJOR NPC]

Danara Pel is a Vidiian hematologist who contracted the Phage at the age of seven. She must use a cortical stimulator regularly to slow the effects of the disease on her brain tissue. As is common with many of her species, she has undergone regular tissue transplants that have affected her appearance. She has particularly warm memories of her uncle, named Shmullus, whose memory inspires Pel in her work and relationships. She has devoted her career to studying diseases of the blood, and she has shown a willingness to travel great distances and put herself in danger to treat outbreaks of the Phage.

TRAITS: Vidiian, Infected by the Phage

VALUES:

- Cure the Phage
- Comfort the Sick and Dying
- Healing is the Highest Calling
- Do No Harm

ATTRIBUTES

CONTROL	09	FITNESS	07	PRESENCE	12
DARING	09	INSIGHT	10	REASON	12

DISCIPLINES

COMMAND	01	SECURITY	01	SCIENCE	05
CONN	02	ENGINEERING	02	MEDICINE	05

FOCUSES: Epidemiology, Genetics, Hematology, Surgery, Virology, Xenobiology

STRESS: 8

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Vidiian Multitool (Ranged, 3▲ Size 1H, Charge, Hidden 1)

SPECIAL RULES:

- **Epidemic Familiarity (Talent):** Whenever Danara Pel attempts a Task to diagnose an epidemic disease, such as a fast-spreading plague or virus, reduce the difficulty by one, to a minimum of zero.
- **Field Medicine (Talent):** When attempting a Medicine Task, Danara Pel ignores any increase in Difficulty for working without the appropriate tools and equipment.
- **Hematology Proficiency (Talent):** Whenever Danara Pel attempts a Task associated with diagnosing or treating a disease that affects the blood or circulatory system, add one bonus d20 to the roll.
- **Quick Study (Talent):** When attempting a Task that will involve an unfamiliar species, Danara Pel ignores any Difficulty increase stemming from her unfamiliarity.

VOTH SCIENTIST [MINOR NPC]

The rigors of constant space travel have been hard on the Voth, but for the academically minded it has provided a wealth of discovery that would simply be impossible off the city-ship. Voth scientists are some of the most capable minds in the Delta Quadrant, and always on the verge of a new breakthrough.

TRAITS: Voth

ATTRIBUTES

CONTROL	08	FITNESS	07	PRESENCE	07
DARING	08	INSIGHT	09	REASON	09

DISCIPLINES

COMMAND	—	SECURITY	—	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	01

FOCUSES: One field of scientific study

STRESS: 7

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 1▲ Knockdown, Size 1H, Non-lethal)
- Voth Arm Spines (Ranged, 2▲ Vicious 1, Size 1H, Deadly, Hidden 1)

VOTH MATRIARCH [NOTABLE NPC]

The matriarchs of the Voth city-ship have a responsibility to see to the fluid operations of their families and to protect their clutches at all costs, while ensuring that all members of their families adhere to the tenants of the Doctrine. As such, many matriarchs are cold and humorless, dispensing sharp criticisms for even the slightest failing and withholding praise unless the accomplishment is extraordinary.

TRAITS: Voth

VALUES:

- Let Them Say as They Will; I will Discover Their True Scales

ATTRIBUTES

CONTROL	10	FITNESS	07	PRESENCE	10
DARING	09	INSIGHT	10	REASON	08

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	01
CONN	—	ENGINEERING	01	MEDICINE	02

FOCUSES: Composure, Diplomacy, Persuasion

STRESS: 9

RESISTANCE: 0

ATTACKS:

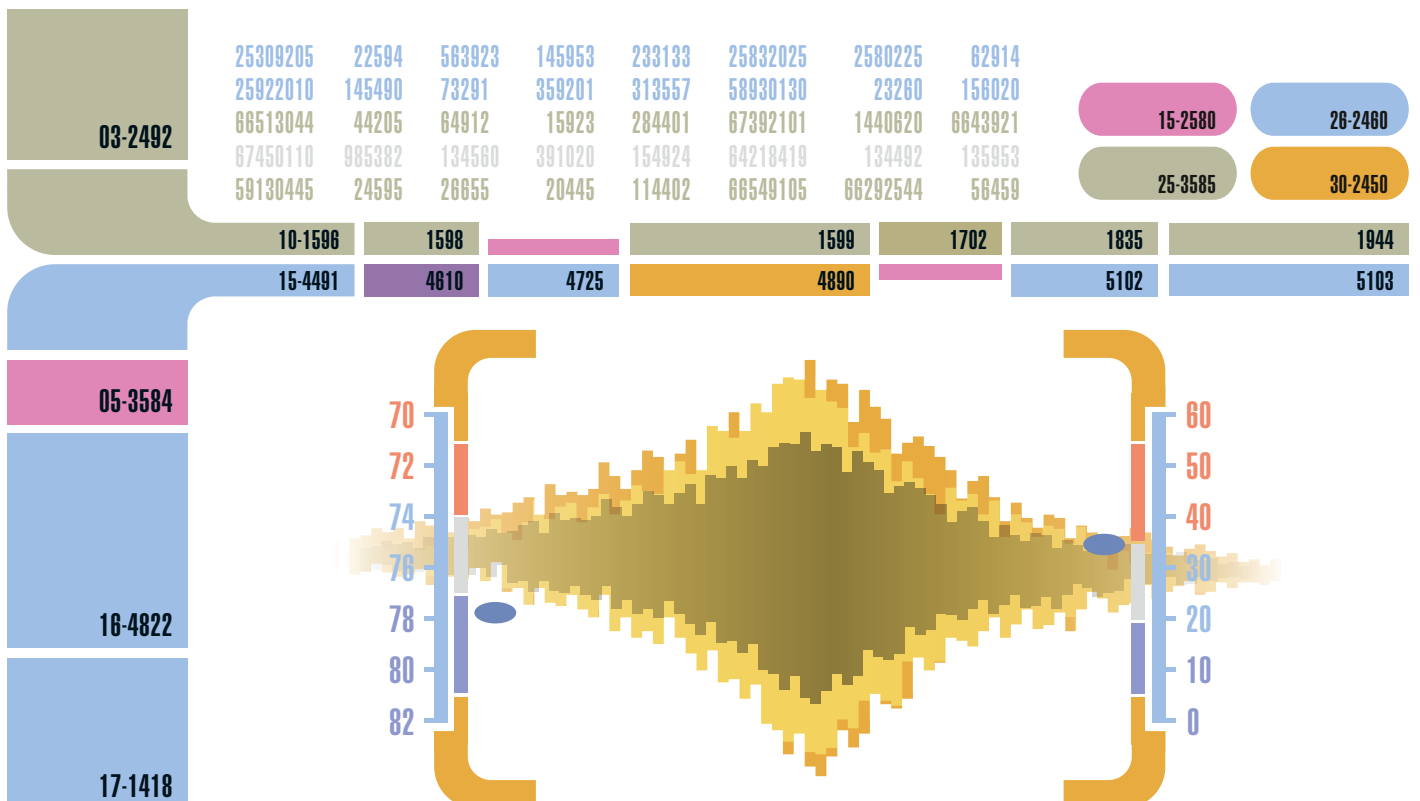
- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Voth Arm Spines (Ranged, 4▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Escalation Phaser Type-2 (Ranged, 5▲ Size 1H, Charge)

SPECIAL RULES:

- Follow My Lead (Talent):** Once per scene, a Voth Matriarch that succeeds at a Task during combat or another perilous situation can spend three Threat and choose an ally. The next Task that ally attempts counts as having assistance from the Voth Matriarch, using her **Presence + Command**.

STRANGE BEINGS AND DEADLY SPACE

The Delta Quadrant is home to an astonishing range of space-dwelling lifeforms, creatures so enormous they are easily mistaken for nebulae, and extradimensional lifeforms thus far unknown to Federation scientists. Threats in the Delta Quadrant don't come from just the thousands of intelligent species: something as simple as an insect bite on the wrong planet can leave you stuck on the surface with no chance of surviving away from the atmosphere.



MAW OF BLISS

The Maw of Bliss is a predatory bioplasmic lifeform, one of the largest ever recorded, that feeds on the material present in passing starships: antimatter, inorganics, and biomatter. It lures in passing ships by seemingly offering their crews exactly what they want: a green paradise to a ship full of colonists, an interesting anomaly to explore, a shortcut home. Using psychogenic manipulations, the Maw can create false sensor readings, cause visual and telemetric hallucinations, and alter biological thought patterns in order to neutralize suspicions and distrust. Once it lures in its prey, its digestive tract emits a series of bioplasmic charges, which gradually destabilizes and demolecularizes whatever it consumed.

In 2376, the crew of the *U.S.S. Voyager* encountered the creature. The Maw presented itself as a stable wormhole leading directly to Sector 001, through which messages from home were soon received. Nearly the entire crew complement fell under its influence, shutting down the EMH and even attempting to put Seven of Nine into stasis when they proved immune to the Maw's manipulations. Once inside, the crew fell under the sway of the neurogenic field, with the exceptions of the holographic EMH, Seven of Nine, and Naomi Wildman, who did not then share the universal desire to see Earth again. With the help of an alien who had been hunting the Maw for four decades, they managed to cause the creature to expel their ships by igniting antimatter bursts with tetryon-based weapons, in essence creating an unpleasant experience for the creature's digestion.

Despite its highly evolved manipulative abilities, the Maw showed no sign of higher sentience, and was estimated to be over 200,000 years old. Warning buoys were deployed, following the *Voyager's* escape from the creature, warning ships of the dangers they faced.

TRAITS: Bioplasmic, Neurogenic

SYSTEMS

COMMS 08

ENGINES 10

STRUCTURE 15

COMPUTERS 08

SENSORS 07

WEAPONS 08

DEPARTMENTS

COMMAND 04

SECURITY 05

SCIENCE 03

CONN 03

ENGINEERING 02

MEDICINE 02

POWER: Unknown

SCALE: 20

SHIELDS: None

RESISTANCE: Infinite

SPECIAL RULES:

- **Neurogenic Creature:** The highly-evolved instincts of the Maw create a false sense of bliss and security within the biological components of its prey items, rendering them unable to resist or even understand what is happening to them and their ship.

PHOTONIC LIFEFORMS

Hologrammatic lifeforms can be found all over the Delta Quadrant originating from a variety of species, largely for use as a labor force in dangerous or distasteful careers. Though rare, some photonic beings are naturally occurring species, ranging from the very small photonic fleas to the living photonic lattice inhabiting the heart of a protostar.

ISOMORPH [MINOR NPC]

Isomorphic projections, commonly known as isomorphs, are photonic lifeforms that, despite their intelligence and self-awareness, are considered little more than tools for manual labor. Prone to program degradation and malfunction, isomorphs may develop antisocial or psychotic traits. At least one isomorph murdered the entire biological crew aboard his ship after experiencing significant damage to his personality subroutines and long-term abuse at the hands of that crew.

TRAITS: Hologram

ATTRIBUTES

CONTROL 09

FITNESS 10

PRESENCE 07

DARING 10

INSIGHT 08

REASON 08

DISCIPLINES

COMMAND 01

SECURITY 03

SCIENCE 02

CONN 01

ENGINEERING 03

MEDICINE 02

STRESS: 13

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Lethal)
- Phaser Type-2 (Ranged, 6▲ Size 1H, Charge)

SPECIAL RULES

- **Permeable Light:** As photonic beings, isomorphs are essentially immune to blunt force and other forms of physical damage, but are vulnerable to energy disruptions such as from directed energy weapons.

ENCOUNTERS AND ADVERSARIES

EXPLORING BORG SPACE

"BRAVE WORDS. I'VE HEARD THEM BEFORE, FROM THOUSANDS OF SPECIES ACROSS THOUSANDS OF WORLDS, SINCE LONG BEFORE YOU WERE CREATED. BUT NOW, THEY ARE ALL BORG."

— THE BORG QUEEN

DESCRIPTION

Borg space is impressively vast, spanning thousands of sectors throughout the Delta Quadrant and beyond. Nearly every conceivable celestial body and anomaly can be found within the territory claimed by the Collective and the Borg have found uses for them all. For travelers within the Delta Quadrant, entering Borg space is largely considered suicidal, and most captains will go to great lengths to avoid the area. There are circumstances where passing through Borg space is the only option to reach a destination, and there are always unfortunates who stumble into the Collective's territory without realizing it. Thankfully, the Borg rarely divert resources to engage and assimilate a single vessel – rarely, however, is not always.

Getting to Borg space for a Starfleet crew represents a somewhat unique challenge. While it is known that the *U.S.S. Voyager* was not the only Federation ship to be carried off by the Caretaker's array, there are several other possibilities for a Starfleet vessel to find itself within the clutches of the Collective. Singularities, unstable wormholes, and experimental engine malfunctions have all brought crews far beyond Federation space.

ENCOUNTER SEEDS

CROSSING THE HOLLOW

Traversing Borg territory is so dangerous that many species consider even approaching their border to be suicide, or at least the sign of an unstable mind. Unfortunately, circumstances don't always allow for safe or rational thought. Even with the massive size of their fleet, Borg space is so vast that they can't be everywhere at once. Portions of their territory, including many places along its borders, are devoid of regular activity. This is particularly true along a stretch of space several hundred light-years in length, called the Hollow.

This area of space is unusual due to its lack of celestial bodies and the presence of a number of large singularities, resulting in a dark patch that covers dozens of sectors. Due to subspace anomalies in this stellar region, the Borg have not attempted to expand beyond their current holdings, resulting in a reasonably static border of their space.

For several decades, the Hollow has been a favorite crossing for brave, or reckless, individuals and crews needing to get from one inhabited region to another, or evade pesky law enforcement patrols. The Player Characters have stumbled across this area and it should represent a difficult opportunity to pass up. While sensor scans of the interior of the Hollow are somewhat limited, they are detailed enough to give the Player Characters confidence that there is little activity within it. Navigating the Hollow is a reasonably difficult challenge, due to the gravitational eddies, subspace disruptions, and lack of reference points. These, however, are not the only dangers within; despite their apparent lack of interest in the region, the Borg maintain a presence at the edge of one of the singularities, as it is one of the naturally-forming transwarp conduit hubs.

EVACUATION

A wide-band distress call has been issued, pleading for any and all nearby ships to come to the aid of a little-known Class M planet, but no other information is provided. When they arrive, the Player Characters discover a world in a state of full panic, as a general evacuation of the planet has been ordered by the local governing body. Obtaining vital information is difficult, as most government institutions have been completely overwhelmed by the daunting task of attempting to move nearly a hundred million sentient beings in the span of a few days. The orbital space around the planet is clogged by thousands of ships and a complete collapse of any organized local area traffic control. Some selfless captains are taking on whomever they can, while the greedy seize the opportunity to charge outrageous rates to passengers. The one clear piece of information that is available again and again is: The Borg are coming.



The Player Characters should quickly realize that the current state of affairs is severely hampering the evacuation effort, but even if it were to operate at peak efficiency – there simply aren't enough ships to accommodate everyone. Coordinating the evacuation effort is a challenging task, but a dedicated effort could increase its efficiency considerably. There are also representatives from dozens of neighboring systems, and not all of them are happy about the potential influx of thousands of refugees. Politically savvy individuals could help resolve these concerns, if so inclined. Eventually, however, a Borg cube *will* arrive, and anyone left in the system, including the Player Characters, must either evade it or engage it.

CAUGHT IN THE CROSSFIRE

While they may represent one of the most potent powers in the Delta Quadrant, the Borg Collective is not invincible. Several powers have managed to avoid assimilation through decisive military confrontations or unconventional strategies. Inevitably, however, large military action between the Borg and these powers result in engagements that span entire star systems. During its journey home, the *U.S.S. Voyager* encountered two such species – the Hirogen and the Voth – which illustrates that stellar governments in the Delta Quadrant have been operating far longer than those in the Alpha or Beta Quadrants.

The Player Characters find themselves intermingled with the Collective and a powerful opponent. This could be during

FROM BEYOND THE DISTANT STARS

One of the most frightening and powerful aspects of the Borg is their ability to cross incredible distances and seemingly appear out of nowhere. This terrifying ability is thanks to their Galaxy-spanning network of transwarp conduits. With it, the Borg not only keep the billions of drones within the hive-mind in near-constant communication with each other, but also move material thousands of light years in a matter of minutes. The extensiveness of this network not only interconnects the far-flung regions of their own territory, but reaches into every quadrant and every corner of known space...potentially even into the very heart of the Federation. The Borg are, therefore, able to appear in almost any location, making them a viable antagonist for any story.

the height of a major engagement, with the characters being caught at the edge of a weapon detonation and pulled out of warp, or perhaps the characters were working in the system when both combatants gathered their forces in preparation of the conflict. However they've come to be there, the Player Characters must now decide the best course of action.

OUTDATED BORG MODELS

The Borg represented in the *Star Trek Adventures* core rulebook reflect the Borg as they were depicted in *Star Trek: First Contact* and *Star Trek: Voyager*. In their first several appearances, however, the Borg were not shown to have Assimilation Tubules that inject nanoprobes into their victims. Instead they had to incapacitate their targets and then bring them aboard a Borg ship and commence a much slower assimilation process.

The primitive Borg in this story seed follow that style of Borg. To represent these during this story seed, use the characteristics of the Borg drones found on page 322-324 of the core rulebook, but do not use the Assimilation Tubules Escalation Attack. Instead, each Borg Drone of this type gains the following Special Rule:

Relentless Assault: Borg Drones reduce the Threat Cost of the *Swift Task Momentum Spend* by 1, to a minimum of 1.

Do they join forces in fighting a common enemy or attempt to navigate the battle zone and attempt to flee the area? This decision becomes dramatically more interesting if both sides represent a potential threat, such as the short conflict fought between the Collective and Species 8472.

BETTER LEFT BURIED

At the edge of Federation space, there is a world that was once home to an intelligent species whose disappearance centuries ago has remained a hotly-debated topic among leading scientists. For months, an archaeological research team has been attempting to discover the cause of the species' mysterious disappearance. Though it is a perfectly habitable planet, there is a strange absence of higher life-forms; simple plants and single-celled microbes are now the dominant species, yet fossil records clearly show a previously diverse biosphere once existed. All that remains of the world now are the ruined cities left behind by the long-dead humanoids, wind-swept rocks, and tenacious microorganisms. Even the atmosphere has turned hostile, with devastating winds that create massive electrically active dust storms so large that they can be seen from orbit.

A BORG-FOCUSED CAMPAIGN

The Borg Collective represents the ultimate enemy any Federation captain can potentially face. On the surface, the Borg are relatively easy to understand and anticipate; their tactics are generally simple, their actions predictable, and their motives rarely, if ever, change. Unfortunately, their single-minded pursuit of forced evolution through assimilation makes Starfleet's normal methods of circumventing conflict and seeking peaceful solutions ineffective. They are technologically superior in almost every respect, and have resources available that dwarf the capabilities of the Federation.

To complicate matters, there is almost never a straightforward solution to engaging the Collective. If you run, they'll catch you. If you hide, they'll find you. If you fight, they will defeat you. It is this very level of superiority, however, that is their greatest weakness. Their assumption of complete dominance over every situation renders them supremely overconfident – and they have great difficulty with, and are slow at adapting to, unconventional strategies and random changes in tactics.

A campaign where the Borg take center stage as the antagonists is likely to be a bit different than other *Star Trek Adventures* games. Direct, ship-to-ship engagements will not last long if the Players take a "stand-and-fight" approach against the average Borg ship – the Battle of Wolf 359 provides an excellent example of such an engagement's outcome. Even smaller Borg vessels are usually significantly more powerful than the average ship available

to Starfleet – unless the Players have developed some kind of new advantage. Battles against Borg drones will likely be somewhat more manageable, especially if they can find a way to prevent the Borg from bringing their nearly infinite supply of reinforcements to bear.

One way to approach Borg-focused games is to use the "less is more" approach. While the Borg were officially introduced in the *Star Trek: The Next Generation* episode "Q Who," the show provided cryptic references to their existence and overwhelming capabilities back as far as the end of the first season. By showing the aftermath of Borg attacks and the growing fear/paranoia of those threatened by these attacks, a Gamemaster can create tension and suspense within an adventure, without the Players ever actually seeing the Borg. When you do finally decide to bring the Collective itself into the game, start small: use a Borg scout or probe instead of jumping directly to a sphere or cube. Engagements with these small ships are far more manageable for a Starfleet crew, while providing the opportunity to showcase the Borg's capabilities. If the encounter seems far too easy for the Player Characters; spend Threat to bring in Borg reinforcements. Ultimately, when deciding on how to use the Borg in a story, its best to treat them more like a very dangerous environmental hazard, than as direct opposition.

The Player Characters have been sent to provide assistance to the research team, with the goal of supporting the team's efforts to preserve their finds before the storms destroy them. Interference makes transporters useless without pattern enhancers. After saving the scientists, their uncovered artifacts, and persevered remains, the Player Characters are asked to help analyze what was found. After discovering rudimentary cybernetic devices within the remains, communication in the lab fails, and the members of the team begin to go missing. The ship suffers mysterious power drains and losses in efficiency. Finally, the researchers, having become some form of primitive Borg, turn on the crew and attempt to seize control of the ship.

CRITICAL MASS

A research project on board has been exploring the uses of repurposed Borg nanoprobes. Previous efforts have made interesting advances in the field of medicine, and now researchers have developed a breakthrough for ship systems as well. Using reprogrammed nanoprobes, the team has designed ship systems that heal damage similar to the way a Borg ship regenerates. The Player Characters' ship has been selected to test this new technology in the field. Initial tests all prove exceptionally successful, and the damaged equipment restores itself far faster than initial simulations showed. Once the tests are completed, however, strange system failures begin occurring in unrelated parts of the ship, only to correct themselves as quickly as they occur.

As engineering teams investigate, they discover that the Borg nanoprobes have expanded beyond the system they were initially introduced into and have spread to a variety of other non-essential parts of the ship. Projections, however, show that if allowed to continue they will eventually begin to infest more critical systems such as warp core containment and life support. The nanoprobes do not seem to be negatively affecting the systems they move into and, in fact, improve power distribution efficiency while also providing the same regenerative properties they were intended to create. Attempts to remove the nanoprobes, however, result in the ship turning against the crew. Life support suddenly fails on several decks and the crew receives a ship-wide broadcast from the nanoprobes that they will not tolerate being killed. It seems that the nanoprobes have developed their own self-awareness and demand to be treated with the same respect and consideration as any other life-form. The chief engineer can initiate a system-wide purge to disable the nanoprobes, but this will terminate the new intelligence. Alternatively, the crew can try and convince the intelligence to move itself to a shuttlecraft, granting it a new body to inhabit.

ENEMY WITHIN

There have been a series of strange disappearances on the frontier of Federation space over the last few weeks. Despite the advanced technology and centuries of experience, space travel remains a somewhat dangerous

GHOST IN THE MACHINE

The Critical Mass adventure seed introduces the concept of treating the characters' ship (or at least the nanoprobe-infested main computer system) as an NPC instead of a tool or object. Should the Players decide to attempt to wrest control of their ship back from the emerging artificial intelligence, or otherwise act against the intelligence's wishes, the rules governing gaining assistance from the ship itself may no longer seem appropriate.

In the early part of the adventure, before the infestation has a chance to fully develop awareness, the minor system failures should not be significant enough to completely prevent characters from taking Ship Actions. Gamemasters may spend Threat on a one-for-one basis to increase the Complication Range of any Task that benefits from assistance from the ship. Once the Complication Range has been increased on a particular ship's system,

it remains in effect and continues to impact all Tasks that use that system. Characters can attempt to remove, correct, or bypass around these system failures via a Task with a Difficulty of 2. Success removes one Complication range increase, and two Momentum may be spent (Repeatable) to remove an additional increase.

Once the number of Complication range increases exceeds the ship's rating in **Computer + Security**, the nanoprobes have succeeded in gaining enough control over the ship to become self-aware. From that point forward, the infested ship can be treated as an NPC. The intelligence gains Disciplines rated at 2 plus the bonus from the ship's Departments, and derives its Attributes from the ship's Systems:

Control = Conn, Fitness = Structure, Presence = Comms, Daring = Weapons, Insight = Sensors, Reason = Computers

From this point on, any Tasks assisted by the ship have their Difficulty increased by 2, due to the interference, if they're allowed at all. The ship will not allow itself to be used in any way it feels threatens its existence or works against its goals. Gamemasters should assign appropriate goals for the intelligence based on the ship's mission and the story elements of the adventure.

prospect, and every year Starfleet vessels are required to respond to distress calls from a variety of ships, often arriving too late to be of any help to the unfortunate crews. The sheer number of disappearances in this sector have Starfleet Command concerned.

The characters are assigned to patrol the sector, respond as quickly as possible to any distress calls they receive, and investigate to determine if there is an aggressive force operating in the region. The mission is complicated by the presence of a number of dense nebulae which render long range sensors ineffective. This necessitates the deployment of probes and a wide patrol route to ensure they can cover as much territory as possible. After responding to an Yridian freighter's distress call, the Player Characters find the ship adrift within a gaseous nebula – rendering sensors inoperative. The freighter is discovered without life support and its crew dead. Several passengers from the ship are missing. After departing, crew members begin disappearing in the lower decks. With the Borg in control of the lower decks, the Player Characters must repel the invaders and prevent the assimilation of their ship.

THE HIGHEST BIDDER

The crew has been sent to represent their government at an auction. The host claims to have discovered how to remotely hack into the Borg Collective's command structure and gain direct control over drones. To demonstrate this new technology, the message was not delivered by subspace communication, but instead by a messenger in the form of a hacked Borg drone. This technology could represent the greatest weapon ever developed against the Borg threat. When the crew arrives, they find they are not the only ones interested in this new technology – representatives of other powers are also there. The individual who has developed this new technology provides a demonstration, bringing in a dozen Borg drones who are ordered to perform various tasks.

As the crew investigates, they discover that these are not normal Borg drones. These drones have had their connection to the Collective severed, making them Liberated Drones who have begun to regain their individuality to varying degrees. Perhaps these are drones captured from those led by the Borg called Hugh, or maybe they were survivors of a Borg ship that suffered catastrophic damage to the vinculum.

ASSIMILATING SUPPORTING CAST

One of the most terrifying aspects of a Borg encounter is the very real possibility of having to engage, and ultimately kill, former friends and colleagues. The Borg represent the absolute worst enemy that Starfleet can face. They are utterly relentless, technologically superior, and incapable or unwilling to engage in discourse, dialog, or diplomacy.

Creative Gamemasters may wish to make engaging the Borg to be both physically challenging and *emotionally* difficult as well. Given the nature of role-playing games, assimilating a Player Character is probably not a viable option, as few Players enjoying having their character taken away from them or being forced to engage in actions not of their choosing. One of the strengths of *Star Trek Adventures*, however, is its use of Supporting Characters. Watching a beloved character be assimilated in front of them, or turning on them and attacking suddenly, personalizes the scene in a way that the loss of a minor NPC simply cannot match.

While it is appropriate to simply substitute the secondary character's abilities with that of an existing Borg drone, Gamemasters may wish to convert characters into Borg using their current characteristics. When converting a Supporting Character into a Borg drone, consider using the following guidelines:

Determine the primary role of the Drone: tactical, technical, or medical. It may be fitting to simply use the Supporting Character's original specialty to inform this decision, though it may be even more interesting to do the opposite. Having a previously shy science officer become an aggressive tactical drone may help to reinforce the horror of the transformation. Information on Borg characters can be found in the core rulebook on page 324. In addition to those rules, Borg Drones gain: Immune to Fear and Pain, Night Vision, and Machine 2 (which grants Resistance 2). Each Drone gains a new Attack:

Escalation: Assimilation Tubules (Melee, Damage (3+Security) ▲ Intense, Size 1H, Deadly, Debilitating)

Finally, each drone gains the following based on their role:

- **Tactical Drones** – Increase their Resistance by 1
- **Technical Drones** – Gain a second attack: Plasma Cutter (Melee, Damage (3+ Engineering) ▲ Piercing 3, Size 1H, Cumbersome, Deadly)
- **Medical Drones** – Special Rule: Reclamation: The drone may attempt a **Reason + Medicine** Task with a Difficulty of 0 on an injured Borg within Reach. If successful, the drone dies immediately and its components are reclaimed. Momentum generated adds directly to the Threat Pool.

Regardless, the drones being used in these experiments are essentially having their free will subverted by this new technology and when questioned, beg for the crew's help. The crew must decide between rescuing these drones from their captor and allowing the auction to continue in hopes of acquiring the technology for themselves.

SATE, LIBERATED BORG [MAJOR NPC]

Sate was once a promising pilot and was excited to start her training at Starfleet Academy. That all ended when her home was destroyed and she, along with everyone she had ever known, was assimilated by the Borg, becoming Six of Eight. Lost within the innumerable voices of the Collective, time slipped away until one day, the voices were gone and she could only hear her own thoughts once more. Freedom was short-lived, however, as new directives and programming took over and once more, she found herself enslaved.

TRAITS: Human, Liberated Borg

VALUES:

- I Have Known Freedom and Will Have it Again
- I Must Do as My Programming Instructs

ATTRIBUTES

CONTROL	10	FITNESS	11	PRESENCE	10
DARING	09	INSIGHT	09	REASON	10

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	03	MEDICINE	02

STRESS: 14 **RESISTANCE:** 2 (Exoplating)

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-Lethal)

SPECIAL RULES:

- **Direct Neural Interface (Talent):** When Sate attempts a Task that involves, or is assisted by, a computer (including a ship's Computers system), she gains a bonus d20 for their dice pool.
- **Immune to Pain**
- **Machine 2**
- **Night Vision**

LIBERATED BORG DRONES

The Borg Drones presented in the *Star Trek Adventures* core rulebook are the standard types of drones one might expect to encounter during a hostile engagement with the Borg. Liberated Borg, however, lose the uniformity enforced upon them by the Collective. These deviations appear slowly at first, simple variations in thought processing, but grow at an accelerated rate. Within two days of separation, the individuality from the drone's previous personality begins to reassert itself, though how intact their personality is depends largely on how long they have been a part of the Collective.

Regardless of how long a drone has been disconnected from the Collective, it retains all of the Special Rules and abilities of normal Borg drones, with the exception of the Adaptive Shielding which is lost the moment the drone is disconnected from the hive mind.

Every 12 hours a drone is disconnected from the Collective, the drone may move a point from one Attribute to another. Once the drone's Insight has been raised to 8, it begins to regain its individuality and can begin to assert its own thoughts and desires over the internal programming contained within the Borg implants. When this happens, the drone may also transfer one point in a Discipline to another whenever they are allowed to move an Attribute.

In addition to reallocating Disciplines, the Gamemaster may assign a single Value to the disconnected drone NPC, as appropriate, once during each of these 12-hour periods. A disconnected drone is allowed a total of six such reallocations.

LOST SOULS

In 2368, the *Enterprise-D* was mapping the Argolis Cluster and came across a crashed Borg scout ship. In the wreckage was a single survivor, designated Third of Five. This lone Borg drone, deprived of his connection to the Collective, regained his individuality and took the name Hugh. Upon returning to the Collective and being reintegrated, this individuality spread like a virus through the Cube that reclaimed him, and it suffered total systems failure. After much struggle, these Borg accepted Hugh as their leader, who led them into isolation. They have now resurfaced and have issued a general distress call.

The Player Characters discover a vessel of unknown design and Hugh informs them that an unidentified computer program has infected his crew and that they are slowly dying off. Hugh and his crew have developed a means to reconnect their minds into a cooperative network without losing their individuality, increasing their effectiveness. Discovering the nature of this infection is

difficult, but ultimately achievable with persistence. A paradoxical geometric shape has been under intense study by the collective resources of Hugh's Borg, and each time the topographical anomaly is processed, it generates a new anomalous solution. These solutions are malicious program fragments that begin to interact randomly in unpredictable ways.

Hugh tells the Player Characters that the shape was introduced into their network after they boarded an abandoned ship and salvaged it for parts. Further, research reveals that this program was deliberately developed by Starfleet when Hugh was first discovered, but was never implemented. How this weapon ended up on a derelict civilian freighter remains a mystery. With the original designs, the Player Characters are able to assist Hugh and his Borg drones in purging the program and repairing the damage.

BORG ADJUNCT DRONE [MINOR NPC]

Under normal circumstances, all Borg drones are interconnected through the vinculum installed in the ship or facility where they are assigned. The range of these devices is thousands of kilometers and can handle the interconnection of hundreds of drones. This eliminates the need for drones to attempt to forge their own interlink connections amongst themselves.

There are circumstances when such a device is not available. This is usually due to the size of their ship or because they are given a specific task that is not directly related to normal operations. When this occurs, the number of drones which can link together drops dramatically and, for the standard drone, is limited to no more than six. To allow interconnection to the greater Collective, an adjunct drone is assigned. This drone is specialized to support the connection of a much larger number of drones, and is equipped with a miniaturized version of the vinculum to maintain connection to the Collective.

TRAITS: Vulcan, Borg

ATTRIBUTES

CONTROL	11	FITNESS	10	PRESENCE	06
DARING	09	INSIGHT	06	REASON	12

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	—

STRESS: 12

RESISTANCE: 2 (Exoplasting)

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-Lethal)
- Escalation** Assimilation Tubules (Melee, 2▲ Intense, Size 1H, Deadly, Debilitating)

SPECIAL RULES:

- Adaptive Shielding** (p. 324 of the core rulebook)
- Assimilation** (p. 324 of the core rulebook)
- Immune to Fear**
- Immune to Pain**
- Interlink:** A Borg adjunct drone is capable of establishing a connection with a number of other Borg drones equal to its Reason. This establishes a smaller version of the Borg Collective consciousness. Many adjunct drones are also equipped with a subspace transceiver that allows a drone to connect itself and its linked drones into the greater Borg Collective. Borg connected in this fashion do not begin to suffer the effects of being disconnected. An adjunct drone whose transceiver is damaged or removed must be connected to a vinculum or suffer potential disconnection if isolated from other drones.
- Machine 2**
- Night Vision**
- Threat Protocols** (p. 324 of the core rulebook)

HUGH [NOTABLE NPC]

The first Borg drone ever studied by the Federation while disconnected from the Collective, Hugh eventually developed a completely independent and unique personality. Since becoming the recognized leader of a group of rogue drones, Hugh has worked to provide stability and direction and prevent the liberated Borg from descending into aggressive hostility with organic life.

The last few years have not been easy, however. Deciding to leave the isolated world that the android Lore had brought them to, Hugh and the other Borg constructed a ship and returned to the stars. Life within this community can be extremely challenging, so to help maintain order, Hugh and several other drones voluntarily modified their cybernetics to duplicate the functionality found in adjunct drones. This has allowed these Borg to benefit from the effects of a collective consciousness without losing their individuality.

TRAITS: Human, Borg

VALUES:

- Borg are More than the Collective, and I Will Show Them
- Resistance is Not Futile

ATTRIBUTES

CONTROL 10

FITNESS 10

PRESENCE 09

DARING 08

INSIGHT 08

REASON 09

DISCIPLINES

COMMAND 02

SECURITY 01

SCIENCE 02

CONN 01

ENGINEERING 03

MEDICINE —

FOCUSES: Borg Cybernetics, Leadership

STRESS: 11

RESISTANCE: 2 (Exoplasting)

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-Lethal)
- Plasma Bolt (Ranged, 4▲ Vicious 1, Size 1H, Debilitating)

SPECIAL RULES:

- **Adaptive Shielding** (p. 324 of the core rulebook)
- **Immune to Pain**
- **Collaboration (Engineering):** Whenever an ally attempts a Task using Engineering, Hugh may spend one Momentum (Immediate) to allow that ally to use their score in Engineering and one of their Focuses.
- **First One:** Hugh was the first to gain independence from the Collective and it was from him that it spread to the others. Whenever Hugh uses Command during a Task to interact with another Borg in his community, he gains a bonus d20.
- **Interconnect:** Hugh can create an interconnection between himself and up to ten other drones in his community, allowing them to share their thoughts and work more effectively together. This process does not remove their individuality, but otherwise they gain nearly all of the benefits of being in the Collective. Due to this interconnection, whenever a drone within this link Assists another character, they may reroll the d20 provided by their Assistance. Hugh may interconnect with drones with the Interlink rule to expand the number of drones within a single shared consciousness.
- **Machine 2**
- **Night Vision**

PRIME MERIDIAN

The crew responds to a distress call from an inhabited Class-M world. The elected leaders are under siege by rogue elements of their populace, located in the outer reaches of their system. While the Prime Directive normally prevents a Starfleet crew from becoming involved in a civilization's internal political struggles, the elected government is welcoming to the Starfleet crew while the rebel leaders are openly hostile. The rebels are attacking both military and civilian ships, and have threatened to engage in orbital

bombardments of civilian targets if the lawfully elected government does not give in to their demands. Without intervention, hundreds of thousands could die. To complicate an already difficult situation, the crew detect a Borg sphere heading for the system. The Borg ship will enter the system in the area the rebels have taken control of and will likely wipe them out.

There are a number of ways this seed can be used. Beyond the threat to the civilian population, if the Player Characters are trapped in the Delta Quadrant, ignoring a potential ally could carry dire consequences for the group, eliminating a safe port for the ship to take on supplies or make repairs. If the story is set within or near Federation space, the planet could be at some strategically important location, such as near Cardassian or Romulan territories. Regardless of its locale, failing to intervene will result in the deaths of countless people. The crew has a number of potential ways to resolve the situation. They could attempt to bring representatives aboard from the two factions and try to unify them in the face of this greater threat. This would represent a significantly difficult social encounter as neither side is willing to give in to the others' demands. The crew could attempt to engage the Borg sphere alone, but this too is a daunting task. If they choose to withdraw, the Borg will sweep through the system.

SILVER LAKE

For some people, a life away from the pleasantries and expectations of 24th century civilization is a welcome change. As new colonies are established, the need for personnel capable and willing to perform repetitive, menial tasks is extremely high. Even after they are established and operational, colonies remain home to these dedicated and determined individuals. In a lightly-traveled section of Federation space, a colony has been recently established and due to its newness still requires regular imports of vital supplies. In its most recent request, however, the colony also asked for a significant amount of medical supplies. Fearing a potential medical emergency, Starfleet has dispatched a ship to investigate.

The Player Characters are tasked with delivering these supplies and investigating the possibility of an epidemic at the colony. When they departed the local starbase, the colony reported that everything was fine, other than an increase in cases of a yet unidentified ailment affecting some of the colony's workforce. Communication has since been lost. A strange concentration of an unknown metal beneath the colony makes obtaining effective sensor readings impossible and prevents safe transport to the surface. The colony's atmospheric control systems also appear to be malfunctioning due to the presence of a severe storm. Once the investigation begins, the Players discover half of the colonists suffering from some kind of heavy metal exposure, while the rest are missing. They are eventually discovered in an aquifer under the colony, which has been contaminated by a metallic liquid, and are in various



stages of being assimilated by the Borg. A study of the metallic liquid reveals that it is actually comprised of Borg nanoprobes, which have become overactive and replicate at great speeds. The assimilated colonists are attempting to salvage the wreckage of a crashed Borg scout ship and make contact with the Collective. The Players must act quickly to prevent them from achieving this goal and find a way to cure this unusual assimilation process.

THE THING IN THE WOODS

While on shore leave, several members of the crew have gone missing. Attempts to locate them have been hindered by crystalline formations that create sensor echoes and “dead zones.” The only reliable way of locating the missing crew members is to conduct a search on foot. While there are predatory species on the planet, there has never been any recorded attacks on sentient species and the beauty of the world makes it a popular tourist destination. Eventually the search party discovers the mutilated remains of one of the crew. The local government requests that the crew find the creature responsible and discover a way to neutralize it. As the Player Characters continue investigating, they discover the wreckage of a Borg scout ship and the partially assimilated carcass of one of the predatory animals. Armed with its predatory instincts and Borg immunities, the creature stalks the crew as they are attempting to locate and neutralize it. It is a grotesque monstrosity that fuses the remains of its victims into its already impressive bulk.

To add to the horror elements, the creature appears to be altering its environment as well. Plants are being twisted into aggressive new forms, or grow in strange ways that obscure visibility. Smaller animals are also being affected. The local birds begin to chirp in the voices of the beast’s victims, and rodents cover up tracks and get into the crew’s equipment. Everything the crew examines appears to have nanoprobe infestations. All of this increases the stress and fear of the crew, and leads to a final encounter with the beast itself.

ENCOUNTER: THE THING IN THE WOODS



MAP

ASSIMILATED CREATURE [NOTABLE NPC]

The beast in the woods is a monstrous creature – part Borg, part animal, part scavenged remains. Thanks to the Borg assimilation technology, it has merged the remains of its victims into its body and become far larger than any natural predator on the planet. The Borg nanoprobes have provided it exoskeletal armoring and enhanced perceptions, making it an even deadlier hunter.

TRAITS: Predatory Animal, Borg

ATTRIBUTES

CONTROL	06	FITNESS	14	PRESENCE	04
DARING	12	INSIGHT	10	REASON	04

DISCIPLINES

COMMAND	03	SECURITY	05	SCIENCE	—
CONN	01	ENGINEERING	01	MEDICINE	—

STRESS: 19

RESISTANCE: 3 (Exoplasting)

ATTACKS:

- Rending Talons (Melee, 6▲ Knockdown, Size 1H, Deadly)
- **Escalation** Great Bite (Melee, 8▲ Intense, Vicious 2, Size 2H, Inaccurate)

SPECIAL RULES:

- Immune to Fear
- Immune to Pain
- Machine 3
- Night Vision
- Threatening 3

THE WHITE WHALE

Humanity in the 24th century has largely risen beyond the petty, self-destructive impulses that plagued it hundreds of years ago. Plentiful energy production and replication technology has all but eliminated need throughout the Federation and created a near-utopian society. But time and again, when some horrible event is inflicted upon them, some members of humanity demonstrate that vengeance, hatred, and prejudices still lurk deep within the human psyche. Unfortunately, traumatic events, like the Battle of Wolf 359, can bring out humanity's worst instincts. A Starfleet captain, a decorated survivor of the battle with the Borg, has undertaken a personal crusade to ensure the Federation's survival by destroying the Borg. He has used the last several years to ensure his ship is crewed with like-minded individuals and has now gone rogue, chasing rumors of activity and hunting down Borg ships anywhere near Federation space. These attacks

have now escalated and his ship is attacking transports, freighters, and any other ship he believes may have had contact with the Collective – which he believes has developed a new form of assimilation that spreads like a disease.

The Player Characters are tasked with tracking the rogue ship down and bringing it in. As they begin their pursuit, they stumble across the wreckage of unarmed civilian transports and freighters, always with all hands lost. Evidence strongly suggests that Starfleet weapons were used in the attack. Examination of the bodies left behind, however, also reveal the presence of Borg nanoprobes, confirming the theory. When the characters eventually catch up to the wayward ship, they are forced to decide between engaging the ship or joining it on its crusade – the captain will not surrender his vessel willingly in the face of this new threat to the Federation.

CAPTAIN MELVILLE CEELEY [MAJOR NPC]

Captain Melville Ceeley was one of the survivors of the Battle of Wolf 359. Unfortunately, his wife and young daughter were not so lucky. Since that day, he has focused his attention on learning everything he could about this new threat to the Federation, with the goal of hunting them down and destroying them.

TRAITS: Human, Crusader

VALUES:

- I Ask of My Crew Only What I Ask of Myself
- I Will Avenge My Family
- The Federation Must be Protected at All Costs

ATTRIBUTES

CONTROL	09	FITNESS	11	PRESENCE	10
DARING	11	INSIGHT	09	REASON	09

DISCIPLINES

COMMAND	04	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02

FOCUSES: Borg Systems, Inspiration, Investigation, Starship Phasers, Starship Tactics, Stellar Cartography

STRESS: 15

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 5▲ Knockdown, Size 1H, Non-Lethal)
- Phaser Type-2 (Ranged, 7▲ Size 1H, Charge)

SPECIAL RULES:

- **Borg Hunter:** Captain Ceeley or a ship under his command treats the Borg Trait as an Advantage.
- **Decisive Leadership:** In a Conflict, when Captain Ceeley performs the Assist Task and would then pay two Momentum to Keep the Initiative, the cost to keep the initiative is reduced to 0.
- **Hostile Ally:** Captain Ceeley may be an opponent or an ally depending on the situation. In any scene where Captain Ceeley is opposing the Player Characters, any time he would spend Momentum he spends Threat instead, and vice versa.
- **Plan of Action:** When an ally succeeds at a Task that was made possible or had its Difficulty reduced because of an Advantage created by Captain Ceeley that represented a plan or strategy, that character generates two bonus Momentum.

SLEEPING GIANT

Reports have circulated of a large object in orbit of an uninhabited world just beyond the borders of Federation space. Starfleet Command dispatched a planetary survey ship to investigate and quickly discovered an unresponsive Borg cube. To investigate this potential threat to the Federation, Starfleet has decided to send the head of the Borg research taskforce – Commander Shelby. To complicate their work, the Cube's orbit is decaying and it will enter the planet's atmosphere and be destroyed in less than three days. Initial sensor readings, at least those that can penetrate the cube, show little-to-no activity within the cube and a complete failure of life support systems.

The Player Characters must rendezvous with Shelby's runabout and escort her to the cube to investigate. Once inside the cube, they discover drones in various stages of biological atrophy and cybernetic system failures. Shelby insists that the Player Characters remain with her as long as possible to study the Borg's technology and determine the cause of the ship's failure. After extensive investigation, they discover that the Borg are infected with a primitive, though artificially designed, neurolytic pathogen. They also make a grisly discovery: an area where recently captured Starfleet officers had been undergoing assimilation. They appear to have been infected before they were assimilated. As their cybernetic systems were not yet complete, when life-support failed they all perished. With the cube continuing to fall out of orbit, the characters must work quickly to learn as much as they can about functional Borg technology, and this potential means to defeat them.

COMMANDER SHELBY [MAJOR NPC]

Commander Shelby has been a rising star within Starfleet for the last decade. Advancing through the ranks faster than any of her contemporaries, Shelby gained significant

notice within Admiral Hanson's staff and was field promoted to commander and served as first officer aboard the *Enterprise-D* during the events surrounding the Battle of Wolf 359. Afterward, she was transferred to Starfleet Command to serve as the head of the new Borg Task Force. For the last several years, she has consulted on numerous starship construction projects, assisted with weapon systems research and development, and directly reported to the Admiralty on all matters concerning the Borg.

TRAITS: Human

VALUES:

- I Seize Opportunity and Take What I Want
- Defend the Federation at all Costs
- Never let Others Define Who You Are

ATTRIBUTES

CONTROL	10	FITNESS	09	PRESENCE	10
DARING	11	INSIGHT	09	REASON	10

DISCIPLINES

COMMAND	03	SECURITY	04	SCIENCE	02
CONN	03	ENGINEERING	03	MEDICINE	01

FOCUSES: Borg Technology, Modeling and Design, Starfleet Protocols, Starship Tactics, Targeting Systems, Weapon Design

STRESS: 13

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 5▲ Knockdown, Size 1H, Non-Lethal)
- Phaser Type-2 (Ranged, 7▲ Size 1H, Charge)

SPECIAL RULES:

- **Advisor (Talent):** Whenever Commander Shelby provides assistance to another character using her Command Discipline, that character may reroll a d20 during that Task.
- **Bold (Command) (Talent):** Whenever Shelby buys an extra d20 using Threat, she may reroll a single d20.
- **Call Out Targets (Talent):** When Commander Shelby assists another character that is making an attack, that attack generates a one bonus Momentum.
- **Exploit Engineering Flaw:** Following a successful *Scan for Weakness* Task, Shelby can provide assistance to another character making an attack against that target, which does not count toward the limit on the number of characters that can provide assistance, and a successful attack generates one bonus Momentum.

THE BORG QUEEN [MAJOR NPC]

The Borg Queen is an enigmatic figure, the nearest thing the Borg have to a leader. She is rarely encountered directly, but those who have been liberated from the Collective all exhibit some awareness of her, though they may not necessarily retain any cogent memories of that contact. Further, study of Borg technology show consistent patterns that indicate the existence of the Queen and her commands being enacted – a phenomena dubbed the “Royal Imperative” by some theorists.

The Borg Queen was first theorized to exist by the exobiologists Marcus and Erin Hansen before their ill-fated exploratory voyage, and this was confirmed during the Battle of Sector 001. While this encounter apparently resulted in the Queen’s death, it seems that typical notions of life and death don’t apply where she is concerned, as she was encountered on several occasions by the crew of the *U.S.S. Voyager*.

The Borg Queen’s physical presence is claimed to be a member of a species the Borg designated as Species 125, but there is very little organic matter remaining of the lifeform originally assimilated. As her appearance did not markedly change between her apparent death aboard the *Enterprise-E* and her first encounter with *Voyager*, we must speculate that some degree of cloning and a form of consciousness transfer allowed the Queen to ‘cheat death’, as there is nothing to suggest the existence of several Queens.

The last recorded encounter of the Borg Queen was made by Admiral Janeway, an alternate future version of *Voyager’s* Captain Janeway, shortly before *Voyager* itself returned to Federation space. This encounter ended with a deadly neurolytic pathogen being spread through the Collective, inflicting catastrophic damage and destabilizing the transwarp conduits which the Borg used to traverse the Galaxy. However, given that she survived her previous death, it seems unlikely that this is the last we have heard of her or the Borg.

TRAITS: Borg, Avatar of the Collective

VALUES:

- I Am the Borg
- I Bring Order to Chaos
- Endless Pursuit of Perfection
- Not Bound by a Three-Dimensional Existence

ATTRIBUTES

CONTROL

12

FITNESS

10

PRESENCE

08

DARING

10

INSIGHT

08

REASON

11

DISCIPLINES

COMMAND

03

SECURITY

01

SCIENCE

04

CONN

01

ENGINEERING

04

MEDICINE

03

FOCUSES: Cybernetics, Hive Administration, Persuasion, Starship Tactics, Transwarp Systems, Xenobiology

STRESS: 11

RESISTANCE: 4

ATTACKS:

- Unarmed Strike (Melee, 2A, Size 1H, Knockdown, Non-lethal)

SPECIAL RULES:

- **The One Who Is Many:** The Borg Queen is the focal point and embodiment of the Collective, and commands them utterly. Whenever a Borg Drone or Borg Vessel within the same scene as the Queen attempts a Task, the Queen may spend 2 Threat to automatically count as assisting that Task, using her **Reason + Command**. This does not count as a Task for the Borg Queen. If the Borg Queen is injured, all Borg NPCs and vessels within the scene immediately shutdown, as their connection to the Collective is violently severed.
- **Immune to Pain**
- **Immune to Fear**
- **Immune to Vacuum**
- **Machine 4:** The Borg Queen is not solely a living being, but a cybernetic organism. She is highly resistant to environmental conditions, reducing the Difficulty of Tasks to resist extremes of heat and cold by 2, and she is immune to the effects of suffocation, starvation, and thirst. Further, the Borg Queen’s sturdy construction grants her Resistance 4.
- **Menacing:** The Borg Queen’s presence is never a good sign. She adds 1 to Threat when she appears in a scene.
- **Night Vision:** The Borg Queen can perceive her environment even in pitch darkness — perceiving infrared or ultraviolet light. Tasks she attempts do not increase in Difficulty as a result of darkness.
- **Override Threat Protocols:** In any scene where the Borg Queen is present, she may instruct Borg Drones to attack or take any hostile or tactical actions without paying the 1 Threat cost allowing them to do so.
- **Temptation of the Queen:** Even though the Borg can easily assimilate by force, The Borg Queen takes great pleasure in tempting certain individuals into aiding or joining the Collective. When the Borg Queen is making such an offer by using her Persuasion Focus, she gains an additional d20.
- **Threatening 5:** The Borg Queen is a being of phenomenal power and danger. The Borg Queen begins each scene with 5 Threat, which only she may use, and which are not drawn from the general Threat pool.

DEFEATING THE COLLECTIVE

As the Borg Collective is basically a complex computer network, hacking the programming, protocols, and directives that drive most Borg functions may seem like a logical step in defeating the Collective during a hostile encounter. Unfortunately, this is far more complex and difficult than one might realize.

Following the recapture of Jean-Luc Picard after the Battle of Wolf 359, the crew of the *Enterprise-D* used Locutus's connection to the Collective in an attempt to do just that – hack the Borg. What they discovered was that the Collective is one of the most advanced and heavily protected computer systems in the Galaxy. Allowing foreign code or programming into the Collective could result in an extinction-level event for the Borg if it were to spread throughout the greater hive-mind. For this reason, the Borg invest a significant amount of their processing power to ensuring that intrusions into their systems are unsuccessful.

REPROGRAMMING NANOPROBES

One option for hacking the Collective is to alter the programming of the lowest order of the Borg hierarchy, the nanoprobes. This is the easiest task when attempting to modify the operation of Borg technology. To begin, the nanoprobes must be extracted and isolated from their intended environment and placed into a controlled area. This usually means drawing them out of a captured drone, though nanoprobes can also be found in other Borg devices, such as the components or hull of a Borg ship. The nanoprobes must be isolated to prevent unaltered nanoprobes from identifying the aberrant behavior of the modified ones and destroying them, much like the immune system of a living being.

As nanoprobes, themselves, do not possess anti-intrusion protection, they can be reprogrammed once isolated. This assumes, of course, that the individual attempting this task has some expertise in Borg technology, nanotechnology, and/or computer programming. The difficulty of altering nanoprobes depends on the change desired. Nanoprobes have three basic purposes: to assimilate or alter non-Borg biological or technological processes into Borg processes, to repair and sustain those processes, and to replicate themselves. Changing this programming in such a way that it still performs a similar function could be as simple as a single **Reason + Engineering** Task with a Difficulty of 2. This represents a single alteration in code, and therefore to completely reprogram would require a series of such Tasks arranged in a Linear Challenge. Such a Challenge results in a small number of nanoprobes being modified. To stockpile modified nanoprobes requires sufficient time for the nanoprobes to replicate themselves or additional Challenges to reprogram additional nanoprobes. It is possible to alter the rate at which nanoprobes replicate during the reprogramming process, but this is a separate Task within the Challenge.

REPROGRAMMING DRONES

Another option for hacking the Collective, altering the programming of a Borg drone, follows a similar process, though it is significantly more difficult. Like the nanoprobes, Borg drones must be isolated and kept in a controlled environment while attempts to reprogram are undertaken. Unlike the nanoprobes, however, drones will actively resist attempts to alter their programming. Further, any attempt to modify a drone's programming is nearly impossible while it continues to have access to the Collective. Disconnecting a drone requires breaking its connection to a vinculum and isolating it from other drones. There are a number of ways to accomplish this: by distance, destruction of the vinculum, or jamming the subspace frequencies used for Borg communication.

Once a drone has been disconnected, a Linear Challenge, similar to reprogramming nanoprobes, can be attempted. The Difficulty of these Tasks is 3 and the Complication range is increased by 2, due to the drone's natural defenses. Depending on the changes desired, this Challenge should encompass no fewer than six Tasks with an interval of roughly 2-3 hours. If Borg nanoprobes have already been reprogrammed to assist in this effort, they provide an Advantage. These efforts, however, will not prevent the disconnected drone from regaining an individual identity, nor will it prevent the Collective from reintegrating the drone should they reclaim it.

A drone that has been disconnected from the Collective will begin to regain their individuality. This does not affect the difficulty of reprogramming the various Borg systems, but it does introduce a moral quandary – continuing to alter the internal programming of a drone that has been disconnected from the Collective is effectively a form of enslavement and, as such, is illegal within the Federation and many other civilizations. A disconnected Borg drone with sufficiently strong will may even find ways to resist and rebel against the new programming.

HACKING INTO THE COLLECTIVE

A third option is to attempt a direct hack into the Collective itself – certainly a daunting endeavor. The Collective comprises one of the most advanced computer networks ever created and has evolved over centuries to be one of the most secure systems in the Galaxy. Before any attempt to introduce malicious code or modify existing programming can be made, the first objective must be to find and secure an access point.

With the Borg operating on an extremely complex set of subspace communication frequencies, the encryption used is some of the most advanced ever encountered and is effectively unbreakable. While intercepting these narrow ultra-low band subspace communication channels can be done with the right equipment, it does not provide any usable form of intelligence on Borg activity, nor does it allow for access into their network.

To gain entry to the network requires direct physical access to a Borg vinculum. In theory, a drone could also be used, but the Collective will eventually detect outside intrusion into a drone's systems and sever its connection to the Collective remotely. In the one case where this was done, the Borg in question – Locutus – was not the typical drone and his connection to the hive could not be broken. It stands to reason, based on this information, that if a similar critical member of the Collective – the Borg Queen, for example – could be captured and held, they too could be used in place of a vinculum.

Interconnection into the vinculum is fairly straightforward, since these machines are intended to interconnect into available communication systems, process vast amounts of information, and simultaneously broadcast and receive on numerous subspace frequencies. A **Reason + Engineering** Task with a Difficulty of 2 is required to establish a suitable connection; success creates an Advantage, which is used to make this option even possible. Once connected, the characters have made initial contact with the Collective and the Challenge may begin.

Initially, this is an unopposed Timed Linear Challenge consisting of several Key Extended Tasks, which are listed below. Each interval represents 3 minutes of effort and the Challenge must be completed within an hour (or 20 intervals), after which the Collective will notice the unauthorized access to the Collective and terminate the connection. Each of these Tasks has a Complication range of 18-20. Each time a Complication is rolled, work on the current Task must be halted and the "Bypass Anti-Intrusion Systems" Task must be repeated, as the Collective has adapted to their current security bypass.

- **Bypass Anti-Intrusion Systems** (Difficulty 3, Security): Work 8, Magnitude 3, Resistance 3
- **Map Network Path Nodes** (Difficulty 1, Engineering): Work 10, Magnitude 2, Resistance 1
- **Locate Root Directories** (Difficulty 2, Science): Work 8, Magnitude 2, Resistance 2
- **Access Desired Sub-Routines** (Difficulty 2, Engineering): Work 6, Magnitude 2, Resistance 1

- **Decrypt Program Fragments** (Difficulty 3, Security): Work 10, Magnitude 2, Resistance 3
- **Modify Code Fragments** (Difficulty 3, Engineering): Work 8, Magnitude 3, Resistance 2
- **Upload Code Blocks** (Difficulty 2, Science): Work 6, Magnitude 2, Resistance 1
- **Execute** (Difficulty 1, Engineering): Work 6, Magnitude 3, Resistance 1

Should a total of 5 Complications be rolled during the Challenge, the characters' efforts draw the attention of the Borg Queen. If characteristics for the Queen are unavailable, assume she has an Attribute of 11, Discipline of 5, and an appropriate Focus for any Task she attempts, and due to the sophisticated resources at her disposal, she automatically gains a bonus d20 to any Task. Once aware of the situation, the Borg Queen can choose and perform one of the following options each interval. If the option would allow her to attempt an Extended Task of her own, she may only continue one such Extended Task per interval.

Directly Oppose: The next Task to overcome an Extended Task becomes an Opposed Task. Should the Borg Queen win, that Extended Task gains +1 Resistance, plus an additional point of Resistance per Momentum spent.

Turn the Tables: The Queen attempts to use the connection to hack the Player Characters' ship and inflict damage. The Queen chooses a System she wishes to compromise and then begins an Extended Task of her own. The Difficulty for this Task is equal to half the ship's Scale (rounded up), has a Work Track equal to the System she is attacking, and a Magnitude equal to the ship's Security Department. On each Breakthrough the Queen achieves, the chosen System suffers one Breach.

Seek and Destroy: The Queen begins an Extended Task using **Reason + Conn** with a Difficulty of 2, Work equal to the Player Characters' ship's Communications System, and a Magnitude equal to the Ship's Security Department. Once successful, she may spend 7 Threat to send a Borg sphere to engage the characters. The sphere will arrive in 5 intervals.

Sever the Connection: The Queen may spend Threat equal to 1 plus the number of Players to terminate the connection. This destroys the Player Characters' access point and the Challenge ends.

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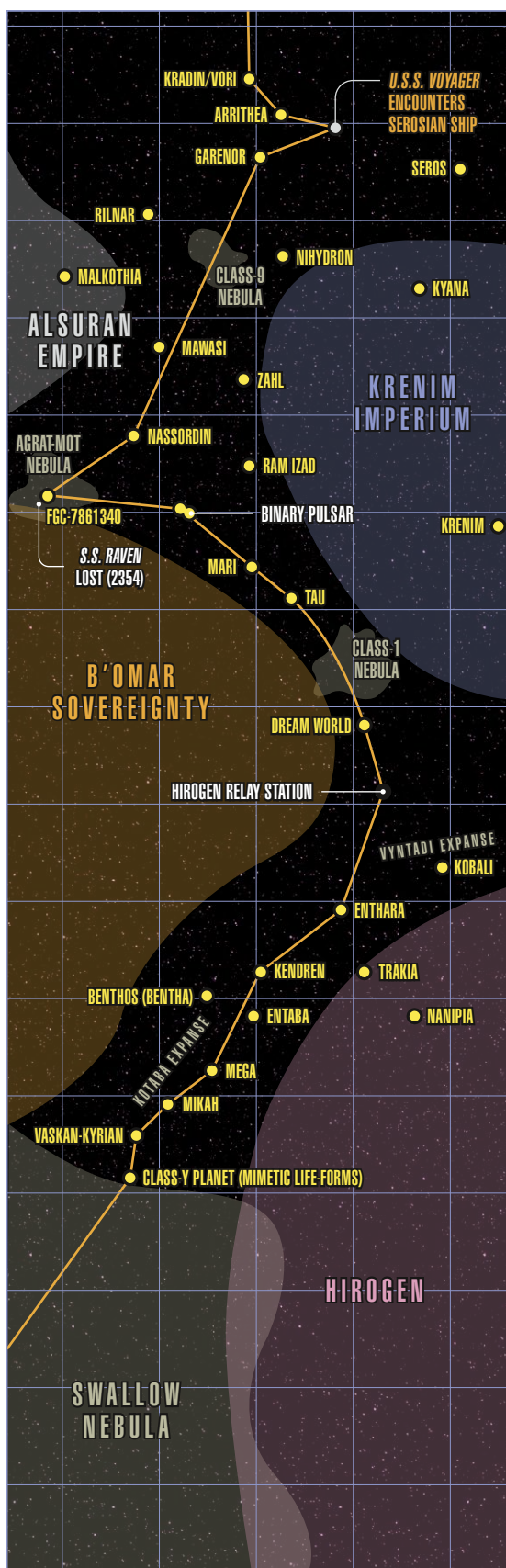
HOMEBOUNDED PATH OF U.S.S. VOYAGER

HOMEBOUNDED PATH SECTION 4

3584

3604

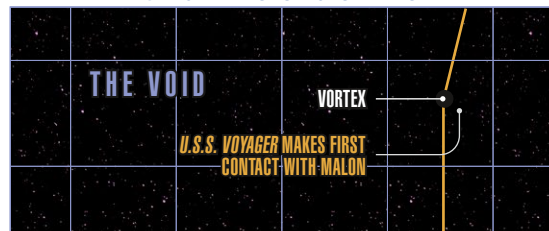
6224



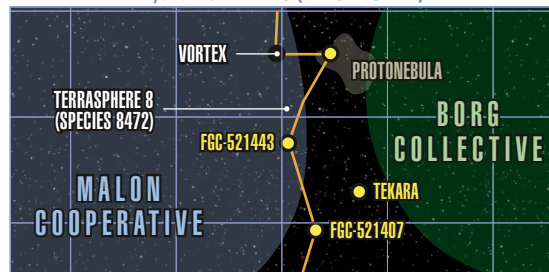
STELLAR CARTOGRAPHY

HOMEBOUNDED PATH SECTION 5

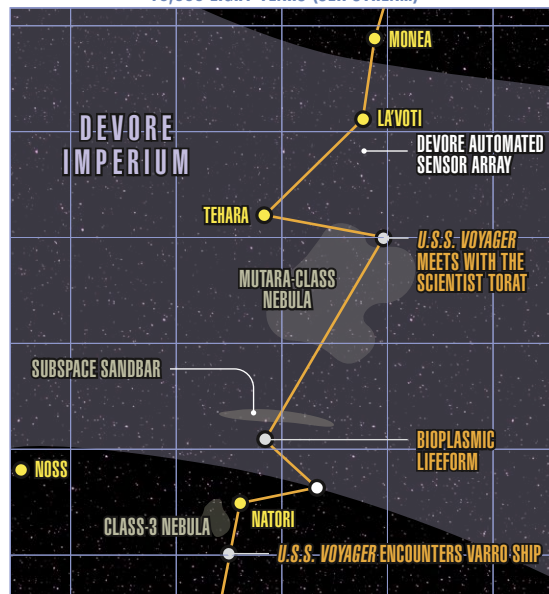
182 LIGHT YEARS TO EDGE OF THE VOID



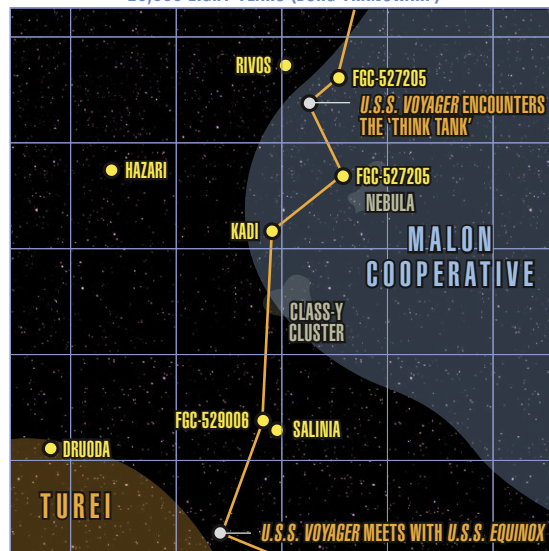
2,500 LIGHT YEARS (MALON VORTEX)



10,000 LIGHT YEARS (SLIPSTREAM)



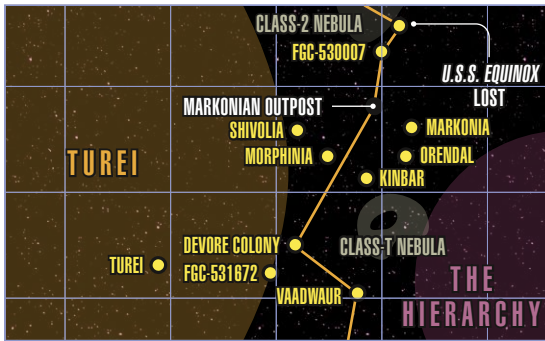
20,000 LIGHT YEARS (BORG TRANSWARP)



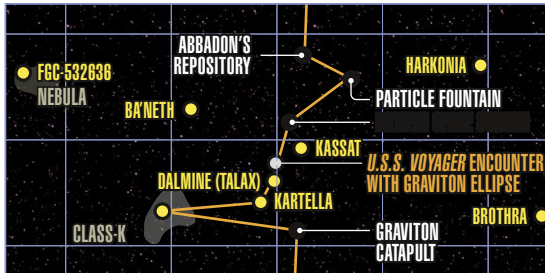
6160

STELLAR CARTOGRAPHY

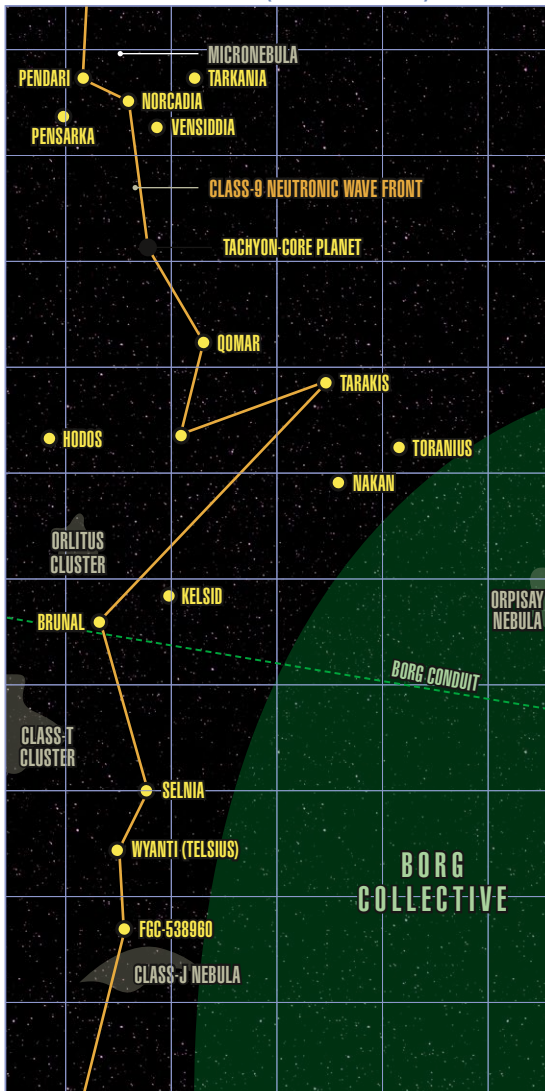
HOMEBOUND PATH SECTION 6



200 LIGHT YEARS (VAADWAUR SUBSPACE CORRIDOR)

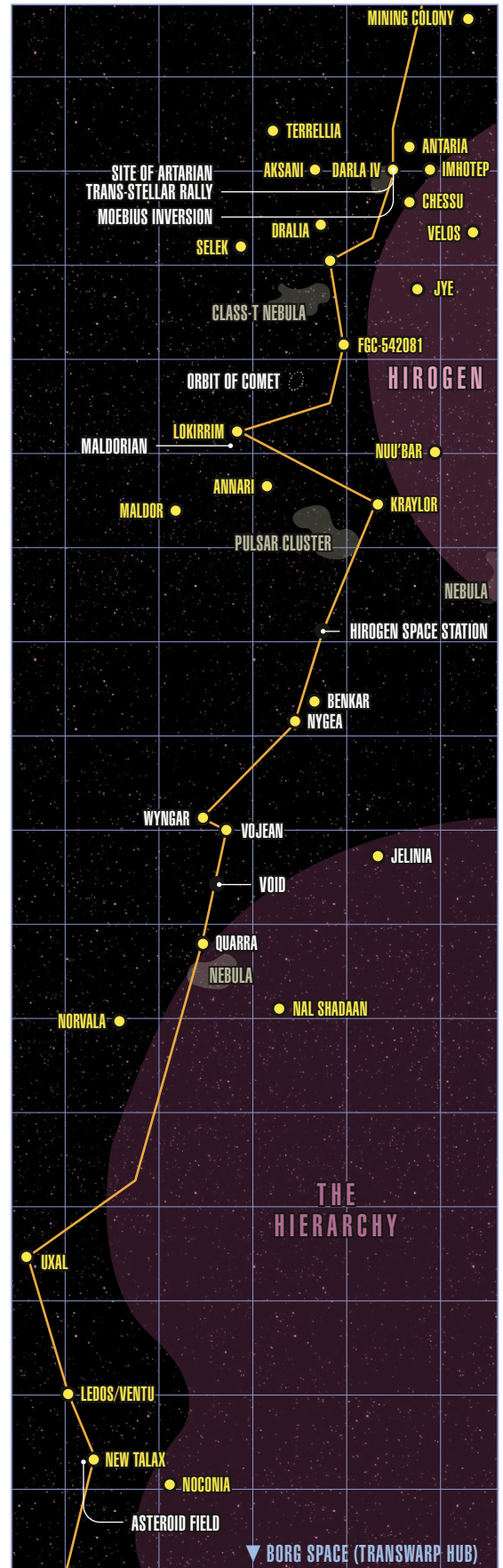


600 LIGHT YEARS (GRAVITON CATAPULT)



STELLAR CARTOGRAPHY

HOMEBOUND PATH SECTION 7



▼ BORGE SPACE (TRANSWARP HUB)

STELLAR CARTOGRAPHY



FAR FROM HOME

**"SOMEWHERE ALONG THIS JOURNEY, WE'LL FIND A WAY BACK.
MISTER PARIS, SET A COURSE FOR HOME."**

- CAPTAIN KATHRYN JANEWAY

*The Delta Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing characters or running adventures set within the ever-expanding **Star Trek** universe. **The Delta Quadrant Sourcebook** includes:*

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