

Introduction

Welcome to the initial playtest pages for my Star Trek to Babylon 5 Wars conversions! Here you will find copies of the current ruleset for the Star Trek technology and some of the ideas behind them. I thank you for visiting.

I wish to begin by saying that I have been "out of the loop" as far as Star Trek goes for many, many years. I watched all of The Original Series as a child and enjoyed it. I watched almost all of TNG (except most of the last season) and found it to be generally okay. DS9 was the best of the new Star Trek shows, but they even lost my attention following their repeated inanities. They actually got me back as a viewer during part of the Dominion War when they (gasp) had story arcs, but lost me again upon another exercise of stupidity following the capture of the station (i.e., 'let's have a wedding when we could be attacked at any moment and let's also forget about the war entirely, really'). Voyager, to put it mildly, sucks and has always sucked. It has promise, but the show was not very good.

The above is all my opinion, of course, but the ship conversions I have done are based off of my fond memories of the battles within the Star Trek universe, and though I have relied heavily on other sources for my materials (Star Trek Encyclopedia and TNG Technical Manual especially), the ships remain as my vision of what the ships should look and feel like in a combat setting. In many cases I simply did not have any information on the ships in question other than obscure data on a website here and there. I endeavored to corroborate data as much as possible, but many of the ships undoubtedly won't be anything like what your personal expectations of them are.

The amount of structure for all ships is based off of a ratio comparing their length to that of an Omega Destroyer (using my preferred Omega length of 1km). You might be wondering why some of my Star Trek ships are so small. "This ship should be bigger and meaner!" some might scream. Well, the Galaxy-class (one of the largest ships in the Star Trek universe) is a mere 641 m -- not even 2/3 the length of an Omega! The Star Trek ships, though, are still quite strong due to their shielding systems, the one strength I saw that they had. All in all the Omega Destroyer and Galaxy Command Ship are equal opponents for one another, and other Star Trek conversions are scaled proportionally from this matchup. For example, there is no way you're going to tell me that the Constitution is worthy of capital ship classification after looking at that image, especially if you are one that buys into the Omega being BIGGER than 1000m. I hope you enjoy these ships, and I look forward to hearing from you. Whether you have a complaint, a comment, or (gasp) a battle report, I would love to hear what you have to say. Some of the rules here might seem a little odd or arcane, and that is part of the reason why I have put up these pages--to get some feedback. The things that seem right and simulate the show the best to ME isn't going to reflect other people's impressions of the show.

Lastly, I would like to recognize those that were invaluable in the creation of these ships. First and foremost is Roman "ShadowScout" Perner. Over the past year we have discussed, hashed out, and debated the systems of the Star Trek universe, the discussion helping to develop both of our personal reflections of the Star Trek universe. I must also thank him for the icons, as they are his design and have become intertwined with the weapons they reflect in my mind. Thanks to Barry Collins for his inspiration, as it was his Nebula mock-up that made me decide to go with the high armor/low structure model for the Federation ships. I would also like to recognize Nate Rux and Rameus; their Star Trek conversions were driving elements into getting me interested in seeing whether or not I could get a workable simulation of Star Trek ships to work in the B5W setting. Dan Foxman deserves a nod as well, since his designs for converting FASA ships over to B5W made me take stock of the work that I had done and gave me another viewpoint to look at the ships from, something that is always important. Paul Brown has put up with my crap for awhile, too, and been a good sounding board over the years, along with having enough good ideas on his own project races to make me think deeper on my own. Todd Boyce should also be noticed for his great website, Battle Spoo, and his Battlestar Galactica (and now Star Wars) conversions that are well done, and set a standard for those trying to adapt other universes to the B5W mold.

1.0 Overview

2.0 Ship Systems

2.1 Impulse Drive Systems

Unlike standard Babylon 5 Wars ships, all Star Trek vessels utilize impulse drives for their sub-light maneuvering needs. Impulse Drives function similar in form to Shadow bio-drives. Any ship with Impulse Drives can apply as much of their free thrust—up to the total—through their impulse drives to perform any maneuver they so choose. However, unlike ships utilizing bio-drives, ships with Impulse Drives may purchase additional thrust and overthrust their thrusters, rolling for the required critical check as is used for standard thrusters.

In addition to this more liberal thrusting system, all ships with Impulse Drives are considered to have gravitic drive systems, a side effect of the gravitic bubble that allows the Impulse Drives to function.

If a ship loses all of its impulse thrusters due to damage or overthrusting, the ship still maintains the ability to maneuver. However, all thrust costs are DOUBLED and the ship suffers a -10 initiative penalty for the remainder of the scenario. *Example: An Excelsior Cruiser loses its aft section and no longer has any impulse thrusters. Normally the accel/decel cost of the Excelsior would be 3 thrust. To do so now requires double thrust costs, which would make the new cost 6 thrust. If the Excelsior was going at speed 6 and wished to turn, it would have to pay double its normal turn cost, which is 6 thrust—so performing a turn at speed 6 would now cost 12 (!) thrust!*

Impulse thrusters are not applicable targets for called shots should the called shots optional rule be in play.

2.2 Deflector Shielding

The shielding used by ships in the Star Trek universe differs greatly from the systems used by the Abbai, Brakiri, or even the Vorlons. Instead of simply “deflecting” the shots so that they don’t hit, or bending them slightly to weaken the strength of the offending weapons volley, deflector shields act to absorb this damage before it can strike the hull.

2.2.1 Shield Projections

Every ship has a set number of ‘shield projections’, each of which represents a specific arc of shield coverage for the vessel. Light combat vessels have a single projection, medium ships have two projections (forward and aft), and larger vessels have four projections, one for each side of the vessel. Each shield projection covers either a 120 degree region (in the case of units of heavy combat vessel size or larger), 180 degrees (in the case of medium ships), or 360 degrees (for light combat vessels and smaller).

Each projection has a rating listed within the projection icon. This value is the amount of damage that the projection can hold before damage breaks through to any systems and/or structure. A value of ‘40’, for example, in a shield projection shows that a total of 40 points of damage can be absorbed before the ship can take any damage! When scoring damage against shield projections subtract the damage from the value of the shield projection until the value of the shield projection falls to zero. At this point all damage is scored as normal against the appropriate ship side.

The defending player cannot choose to score specific weapons to shields and allow other weapons to hit the ship itself; if an unfilled shield projection exists in arc, that shield projection must be filled before ANY damage can be scored on the ship it is defending.



If weapons fire comes from a target that is firing from a location where the arcs of two shield projections overlap, the defending player must choose a single shield projection on which to score damage. Multiple projections may NOT be used to defend against weapon fire from a single unit or flight!

If a ship with deflector shielding is subjected to energy draining weapons (such as the Narn burst beam) and has an active shield projection in-arc, score 10 times the energy draining amount against the shields as if it were actual damage. If this damage exceeds the remaining value of the shield projection, the weapon “overkills” and bleeds through the shielding and may roll to hit as normal, in effect getting a second free shot against the target!

2.2.2 Deflector Shields

At the beginning of every turn during the Ship Power Segment of the Combat Sequence, in-arc deflector shields are used to reinforce shield projections. Note that any deflector shields that are deactivated during the Ship Power Segment may not be used on that turn. The value within each deflector shield icon represents the amount of ‘free’ points of damage absorption that can be used to reinforce the value of any shield projection(s) within the shield’s arc by adding them to the remaining value (if any) within the shield projection (up to its stated value). Extra points of regeneration, up to twice the current value of the deflector, can be purchased for 1 point of power per point of regeneration. This regeneration is purchased and applied immediately. Note that, if a deflector shield is making use of arc extension capabilities (2.2.5) to reinforce failed shield projections, the maximum shield regeneration is based on the modified shield value, not the original.

Example: A 40 point shield projection takes a total of 38 damage to the projection last turn. During the Ship Power Segment of the current turn, the two in-arc deflector shields with values of 4 each can subtract a total of 8 damage from the currently absorbed capacity of the shield projection, taking it from 2 points of strength to 10 points of strength.

2.2.3 Shield Generators and Deflector Shielding

As with gravitic shields, deflector shields use a central shield generator in order to maintain operations. Shield generators on ships using deflector shielding technology function under the same set of rules as normal shield generators and are equally limited in the number of deflectors that can be powered without the application of additional power. It is important to note that, with some exceptions, most ship’s shield generators have high enough control ratings to run all of their deflector shields.

If at any time a ship’s shield generator fails or is destroyed, all shield projections will fail at the end of the turn during the Adjust Ship Systems segment and the ship may no longer benefit from shielding. Likewise, if no deflector shields remain within arc of a shield projection it will fail and shields will collapse in that direction (but all other shield projections will continue to function normally). Shield projections that no longer have deflector shields in-arc to maintain them collapse during the Adjust Ship Systems segment.

2.2.4 Transferring Shield Strength

Damage absorption capability (“shield strength”) can be transferred during the Ship Power Segment of the Combat Sequence, but only AFTER all deflector shields have reinforced any in-arc shield projections. Up to 50% of the remaining damage absorption capacity of a shield projection can be transferred to other consecutive shield projections. Shield projections may transfer absorption capability up to the allowed maximum to multiple shield projections so long as they are consecutive to the originating projection. The total absorption of a shield projection cannot be improved beyond its rated value, however.

The most common use of this option is to rebalance shield levels to keep all shields on roughly equal footing and helps to emulate the “shields are at X%, Captain” reports of the crew frequently heard in the television shows.

2.2.5 Arc Extensions

Extra power may be applied to deflector shields to enlarge their arc so that remaining deflector shields can “pick up the slack” of destroyed shield systems to ensure that specific shield projections remain in play. This process is known as arc extension. Each extension increase extends the shield deflector to cover one additional, consecutive shield projection.

For each extension of a shield’s arc, increase the power requirement of the deflector shield by 2 times the current power requirement (cumulative) and decrease the shield’s regeneration value by 1. Medium ships must pay twice this price in order to take advantage of arc extensions. Light combat vessels cannot use arc extensions by the very nature of their integrated 360 degree deflector shield system.

If a deflector shield’s innate regeneration value listed in the shield icon falls below 0, the shield is deactivated. Because of these limitations, shields with low regeneration values are not very effective at the task and the power requirements for extending shield arcs beyond a single consecutive projection become very costly to maintain.

Example: A forward deflector shield with a rating of 4 whose arc encompasses the forward and port shield projections needs to be extended to cover the aft shield projection which collapsed on the previous turn due to the destruction of the aft deflector shields that had previously maintained it. This arc extension would lower the forward deflector shield's rating to a 3, double the deflector's power requirement to 4, and extend the deflectors arc to cover forward, port, and aft projections.

*If the forward deflector was forced to also cover the starboard projection, it would have to perform an additional arc extension, making it a total of two arc extensions applied to the deflector. This would decrease the forward deflector shield's rating to a 2 and increase the deflector shield's power requirement to 8 ($2 * 2 * 2$), but the deflector shield now has a 360° coverage allowing it to support and maintain all of the unit's shield projections.*

The decision to perform arc extensions for deflector shields is made during the Ship Power Segment. Ship systems can be deactivated to cover any power losses resulting from arc extensions and deflector shield coverage can be extended at that time.

Shields that had already collapsed at the end of the last turn but are now covered by the arc extension do not retain their previous absorption value. These projections must start from scratch regenerating as if they had been reduced to an absorption value of 0. At this point a player may elect, however, to transfer shield strength from consecutive shield projections to temporarily shore up the weaker shield projection.

2.2.6 Deflector Shields and Ramming

In the event that a ship protected by deflector shielding is involved in a ramming attempt (either as the rammer or the rammees), add the current value of the applicable in-arc shield projection to the ship’s ramming factor before performing damage calculations. This makes shielded vessels *much* more devastating when ramming unshielded vessels.

2.2.7 Deflector Shields vs. First Ones

Whereas First Ones negate the effects of non-First One shielding technology when it comes to standard gravitic shielding, First Ones DO NOT bypass deflector shielding. However, the immense power of the weapons used by First Ones can more easily disrupt and sap deflector shields. First One ship fire (not fighter fire) scores double damage against shields.

In the case where the remaining capacity in a shield projection is an odd number, the last point of damage scored against shields is used to reduce the shield projection to a capacity of 0

and is then added to the remaining damage total which is then scored against the target as normal.

Example: a Shadow molecular slicer beam strikes a shielded vessel that has 50 points of absorption capacity in an in arc shield projection for 80 points of damage. Only 25 points of damage would be required to fill the shield projection protecting the ship, and the remaining 55 points of damage would continue to be scored normally.

2.3 Warp Engines

Star Trek ships do not use jump engines. Instead they use warp engines to allow them to break the faster-than-light barrier and travel amongst the stars. Though in the series Star Trek ships seem to be able to jump in and out of warp speed at will, all Star Trek conversions have a Warp Delay. Similar to a jump delay, the warp delay is how many turns must pass before a ship may once again activate their warp engines in order to go to warp speed.

At the beginning of a turn, any warp engine equipped ship that wishes to attempt to escape into warp may declare its intentions to do so. The turn that the ship goes to warp speed it may not fire any of its weapons, either offensively or defensively as all such systems are temporarily offline due to the power drain needed to achieve warp speeds. They continue to arm normally, however. Otherwise, the warp engine should be handled as phasing drives for moving into and out of combat. Once disengaged from a scenario a ship that warped out may not return.

For ships with more than two warp engines, every warp engine destroyed adds 2 to the warp delay. This does not reset the delay but merely increases the time until the delay will be met.

If a ship has more than two warp engines available, it may elect to shutdown additional nacelles at a rate of one warp engine per turn. Each warp engine shutdown increases the warp delay by 1. Warp engines that are shutdown are not considered for purposes of determining warp engine failure when a ship attempts to warp out of a scenario. Shutting down warp engines is usually done if one of the ship's warp engines is so badly damaged that keeping it online would almost certainly inhibit the vessel's ability to jump to warp speed, or perhaps even endanger the ship via a warp core breach.

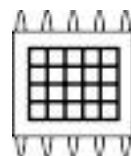
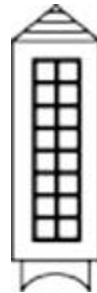
2.3.1 Warp Engine Criticals

Similarly to jump engines, warp engines do not suffer criticals. However, whenever a ship attempts to go to warp, a check is made on all warp engines. There is a percentage equal to the number of boxes destroyed that the warp engine will fail. Should any warp engine on the ship fail, the warp delay is reset and the warp attempt fails. *Example: One of the ship's warp engines has taken 18 boxes of damage, thus there is an 18% chance that the warp engine will fail should the ship attempt to go to warp.*

If one of the ship's warp engines fail its roll by less than or equal to half the critical chance of failure (rounded down), the ship is considered to have experienced a warp core breach. Once a warp core breach has occurred apply the maximum reactor critical result (-10 power and containment breach chance) to the reactor immediately. This is of course cumulative with any other reactor criticals already scored. If the ship is already experiencing a containment breach or if it suffers another such critical during the Critical Hit Segment of the current turn, then the ship is instantly destroyed.

Optional Rule: Explosive Detonations When a ship's warp core suffers a fatal warp core breach, the resultant energy release from the raw matter/antimatter reaction can have deadly consequences. Score a flash damage amount equal to 20% of the detonating ship's ramming factor to the target hex. The damage wave then expands outwards from the initial hex, subtracting 20 damage per hex beyond the point of detonation.

2.4 Cloaking Device



Some ships—notably Romulan and modern Klingon vessels—are equipped with cloaking devices. This piece of technology selectively bends light around the ship, evading most detection techniques and rendering the ship virtually invisible.

During the Ship Power Segment, any ship with an intact cloaking device may elect to cloak their vessel. Cloaking occurs immediately after it is declared. Unless otherwise stated in the ship description or on the ship control sheet, any ship which cloaks must adhere to the following conditions:

- A ship may not use EW of any kind, either offensively, defensively, or for ELINT functions, so long as the ship remains cloaked.
- No weapon may be fired while cloaked; however, all weapons continue to charge at their normal rate.
- Any unit operating a cloaking device must lower shields. During this time the base recharge output of the unit's deflector shields is unavailable, as the cloaking device requires this power. Extra shield points can still be purchased in order to provide shield output to reinforce shield projections, but all such deflector shield points are purchased at twice the normal cost.

Once a ship is cloaked its counter is removed from the board and movement is tracked secretly until the ship elects at the end of a turn in the Adjust Ship Systems Segment to decloak, with weapon and shields being online the following turn. Cloaking leaves a ship very vulnerable during the turns that it is cloaked, especially against the effects of flash or proximity weapons, as the ship no longer has shields available to protect itself.

Cloaking devices suffer a critical similar to that suffered by Jump Engines. If a cloaking device that has taken damage is activated, there is a percent chance equal to the number of boxes destroyed that the cloaking device will fail. If the cloaking device fails, the unit will suffer all of the penalties of being cloaked as if it were cloaked, including being unable to fire weapons, use EW, or raise shields.

2.4.1 Detecting Cloaked Ship

Units in a scenario can detect cloaked ships in the same way that mines are detected in Babylon 5 Wars. Use the mine detection rules, however EW should be placed towards cloak detection rather than mine detection and dedicated minesweepers do not benefit from their inborn minesweeping bonus when attempting to discover the location of cloaked ships. However, because of their more advanced sensor packages, ELINT ships receive a +2 detection bonus when performing cloak detection.

To determine the signature of a cloaked ship, take the ship's current EW level divided by 3, rounding up. If sensors are deactivated or destroyed, the cloaked unit's cloaking signature becomes zero. Because of how cloaking signatures are figured, more advanced ships can cloak themselves more effectively than lower tech units.

If a cloaked ship is detected using this method, it is a boon for the locating player as they get a free turn of unprotected fire against the enemy unit! For purposes of resolving fire against cloaked ships, refer to the mine rules in Showdowns-1.

Cloaked ships are also automatically detected if they take collateral damage from flash weapons or Vree antimatter shredders. Note, however, that this detection occurs after weapons fire is declared, so ships will be unable to fire at the newly detected vessel. However knowing where the cloaked vessel is will be of great assistance in future turns when attempting to determine the position of the cloaked vessel.

General Note: *Though these cloaking rules exist and can be taken advantage of in a battle to lick a ship's wounds, it is generally a bad idea to do so. A determined opponent is likely to attempt to locate cloaked ships once they know they are there, and depending on the ship that is cloaking it may be an easy affair to do so. When cloaked a ship is so vulnerable that weapons*

fire—even at double range penalties—can be devastating, and will easily render a vessel to nothing more than slag. For this reason alone it is in a ship's best interests not to recloak unless it is in retreat.

2.4.2 Cloaking Fluctuations

Some units suffer from cloaking fluctuations that make their vessel more easily detected while cloaked. Such mechanical deficiencies as faulty plasma coils are usually to blame for these problems, and entire production runs have been known to contain such faulty equipment.

Units suffering from cloaking fluctuations have a signature 1 less than normal, making them easily detected by their pursuers. Additionally, the cloaking devices on these vessels are more easily affected by damage, adding an additional 20% to the chance of failure when rolling criticals on the cloaking device.

2.5 Transporters

Almost all ships in the Star Trek universe utilize matter-to-energy transferal devices known as transporters. Transporters allow ships to transfer cargo and personnel between locations at a faster rate than shuttles can.

Transporter technology does have its limitations, however. Transporters cannot be used if the source ship or the target ship has active shielding of any type. This includes gravitic or EM shielding. Exceptions to this rule do exist, such as in the case of Dominion Enhanced Transporters and Expert Transporter Chiefs.

Transporters are not actually represented on any ship control sheets but are instead part of the ship's structure. A ship may transport (beaming in or beaming out) one marine contingent, cargo unit, or special officer per structure block present on the ship. The maximum range for transporters is 25 hexes. If two friendly ships both equipped with transporters beam equipment or personnel between themselves they can do so at double the normal rate.

To determine the number of marine contingents available per ship please refer to the rules for marines and breaching pods in the Rules Compendium.

2.5.1 Enhanced Transporters

The Dominion use powerful transporters unlike those used by the Alpha Quadrant powers. Their advanced form of transporters allowed Jem'Hadar marine contingents to beam through shielding without problem, negating the primary disadvantage of the transport system. In addition, Enhanced Transporters extend transporter range to 30 hexes rather than the standard 25 hexes.

2.5.2 Combat Transporters

Some assault ships are equipped with combat transporters to facilitate faster transfer of marine contingents to disabled enemy vessels or capture ground installations. A ship equipped with combat transporters will be so noted in the special notes box of their ship control sheet. The bonus indicated on the ship control sheet represents the additional transporter points available to the ship for marine beaming ONLY. These extra transporter points cannot be used to move cargo or other personnel and are restricted to solely beaming marine contingents to a valid target or from a valid target.

4.0 Weapons & Other Technologies

4.1 Lasers

The Federation used common laser weaponry until transitioning to the more versatile phaser family of weapons in 2250. Starfleet used primarily light laser cannons and medium laser cannons on their ships, though other varieties were in rarer use in the fleet.

Phasers are typically replaced with lasers on a 1.5:1, phaser-to-laser basis. For example, you could combine a medium phaser and light phaser or two medium phasers to house a single medium laser. Two light phasers or one medium phaser could be replaced by a light laser. The firepower increase on Federation hulls coupled with the added versatility of the phaser was one major reason for shifting from laser weaponry to phasers in the 23rd Century.

4.2 Phasers

Phasers are one of the most common types of weapons in use by most of the races. Initially developed by the United Federation of Planets as an advancement over the laser weapons previously in service and in part to counter Klingon imperial weapons advancements in the disruptor field. All phasers tend to be very versatile, an element that the Federation and Starfleet found most enjoyable after decades of using laser cannons. Most phasers can fire for an accelerated rate of fire (though for less damage), and most are designed for sustained fire.

4.2.1 Phaser Banks

Early phasers were mounted in 'phaser banks', largely due to the size and power requirements of the phaser devices. The use of banked phasers constricted the arc of fire compared to other contemporary forms of weaponry. Heavy and medium weapons are typically restricted to 120 degree arcs of fire and light weapons to 180 degrees when placed in banks. Some ships mount phaser bank weapons in wider arcs, but almost always at the loss of substantial amounts of armor.

Designer's Note: All phaser varieties are listed as "banks" on the weapons datacards despite the historical period in which they appear, and even if used in phaser arrays (4.2.2). This may change in future iterations, but all weapons of the different classes are functionally the same.

4.2.2 Phaser Arrays

The advent of phaser 'strips' or 'arrays' by the Federation was a major advancement in phaser technology, almost as major as the development of beginning phaser technology itself. Before phasers had been forced into tight, restrictive 'banks' that forced the ship to restrict the arc of fire of its phasers, lest they expose them and make them easier targets for the enemy. Phaser strips revolutionized overnight the way Starfleet built starships. Arrayed phasers allow heavy weapons to easily provide 180 degrees or more of weapons arc, while mediums and lights can just as easily procure 240 degree arcs of fire. This added targeting flexibility combined with the innate flexibility of phaser weapons make phaser arrays the ultimate iteration of phaser implementation and technology.

Point Defense Phaser

Class: Molecular

Modes: Standard

Primary Users: Federation, Civilian

Developed: 2241 (Federation); 2259 (Civilian)

Size Factor: 3

An early model phaser, the point defense phaser has not been seen in extensive use on military ships since the initial development of phaser technology during the transition from laser to phaser technology. Vulcans are heavy users of the point defense phaser, and many early phaser

armed Federation vessels used the weapon as a point defense battery at range and to wear down enemy shields at extremely close ranges.

Into the late 2260s and beyond, the point defense phaser became almost solely used by civilian units and minor nations that could not afford anything better. By the 24th Century few if any entities continued to use the point defense phaser as the light phaser proved more cost effective.

Light Phaser

Class: Molecular

Modes: Standard

Primary Users: Federation, Cardassian, Civilian

Developed: 2243 (Federation); 2305 (Cardassian); 2260 (Civilian)

Size Factor: 3

The light phaser was designed and implemented primarily as an auxiliary weapon system that could contend with light units and any ships that strayed into close range. Effective in many different applications, the light phaser was seen on most Federation vessels until the mid-24th Century, at which point the implementation of the phaser array allowed medium phasers to fill the niche the light phaser had previously held.

Intermediate Phaser

Class: Molecular

Modes: Standard

Primary Users: Federation

Developed: 2245

Size Factor: 4

A stepping-stone technology between the light and medium phasers, the window of time in which the intermediate phaser was used is very short. This precursor to the medium phaser was considered a milestone in weapons technology in its time and was quickly put into service. However, the medium phaser followed close on the heels of the intermediate phaser making it obsolete overnight. The medium phaser cost only took required slightly more space and cost roughly the same in construction in return for more damage and better firing computers.

Some intermediate phasers were still used on those ships that were too small to be equipped with medium phasers or as additional equipment on ships looking to expand their loadouts. In the 24th Century few if any warships operate the intermediate phaser, opting instead for the medium phaser.

Medium Phaser

Class: Molecular

Modes: Raking, Sustained

Primary Users: Federation

Developed: 2251

Size Factor: 5

The medium phaser is the definitive phaser weapon and the one most often identified with the phaser weapons family. The medium phaser was the primary beam weapon of the Federation fleet after its invention in the mid-23rd Century. Once it had completed its trials, the medium phaser entered general service, and most ships were refitted to take advantage of the weapon. Those ships that had been previously equipped with slow firing laser weapons found the phaser to be a welcome change of pace.

Heavy Phaser

Class: Molecular

Modes: Raking, Sustained

Primary Users: Federation

Developed: 2339

Size Factor: 8

After nearly a century in service, the medium phaser was finally relegated to a secondary weapon in Starfleet's armament with the introduction of the heavy phaser. An excellent weapon, the heavy phaser arrays implemented throughout the fleet allowed the newer hulls -- such as the Galaxy and Nebula classes -- unparalleled versatility in fleet combat and tactics, thus making them more than a match for any enemy fleet.

Mega Phaser

Class: Molecular

Modes: Sustained (3)

Primary Users: Federation

Developed: (Unknown)

Size Factor: 14

A conjectural weapon which appeared in the alternative timeline created by Q and installed on the Enterprise-D Dreadnought, the mega phaser cannon is an automatically sustaining phaser of enormous destructive power. This weapon is able to easily slice through enemy cruisers with ease. It is unknown whether this weapon will be developed in the current timeline.

Dual Phaser

Class: Molecular

Modes: Raking, Sustained

Primary Users: Federation

Developed: 2350

Size Factor: 12

The dual phaser is a modern improvement upon the medium phaser technology employed on large Federation bases. Created by combining two medium phasers into a single phaser array, the dual phaser is an enormous weapon which has nearly the same damage potential as a heavy phaser while also benefiting from an incredibly fast rate of fire.

These weapons replaced the medium phaser banks on most major starbase installations during a wave of refits in the first half of the 24th Century. Only the largest bases can mount this monstrous weapon, and no ship to date has the power system or structural integrity to equip themselves with even a single one of these weapons.

Ultralight Phaser Beam

Class: Molecular

Modes: Standard

Primary Users: Federation

Developed: 2241

Size Factor: 1 (Fighter)

The weakest phaser available for mounting on small craft. Developed solely for defensive purposes, it is too weak to be used effectively against any military target as it can barely scratch the surface of opposing shuttles, let alone warships. This weapon was design alongside the other prototype phaser weapon, the point defense phaser.

Light Phaser Beam

Class: Molecular

Modes: Standard

Primary Users: Federation

Developed: 2302

Size Factor: 2 (Fighter)

An advancement over the original ultralight phaser beam, the light phaser beam has marginally higher damage than its predecessor.

Phaser Beam

Class: Molecular

Modes: Standard

Primary Users: Federation

Developed: 2360

Size Factor: 2 (Fighter)

Another incremental step in phaser beam technology. The phaser beam's higher damage makes it have some utility against enemy units, but the weapon still remains a purely defensive mount on most shuttles and fighter on which it is mounted.

Paired Phaser Beam

Class: Molecular

Modes: Standard

Primary Users: Federation

Developed: 2364

Size Factor: 2 (Fighter)

Taking two phaser beam systems and coupling them into a single mount allowed the Federation to increase the damage output of the phaser beam, creating the paired phaser beam. Used heavily on Federation shuttles and the Peregrine fighter in the 2260's and thereafter, it was determined to be an excellent and effective light weapon.

Phaser Blaster

Class: Molecular

Modes: Standard

Primary Users: Bajoran

Developed: 2358

Size Factor: 2 (Fighter)

During the Bajoran occupation, many freedom fighters (or terrorists, depending on your world view) saw that there was a need for a small one or two man attack craft to use in their fight against their Cardassian oppressors. Through trades with black market sources operating on or near Bajor they managed to secure basic plans and production resources for the phaser beam. The Bajorans, however, did not believe that the phaser beam could do the damage necessary to reliably bypass the armor on Cardassian warships.

Several Bajoran technicians worked in secret with the phaser beam models they had acquired and eventually found that by making modifications to the plasma flow regulator and phase modulators that they could shorten the beams duration while maintaining virtually the same energy potential as the phaser beam. Some damage was lost, but the higher fixed damage of the gun was seen as a good trade off.

This new weapon, called the "phaser blaster" by the Bajorans, was quickly mounted on their few impulse fighters and tested in the only way the Bajorans could appreciate – against the Cardassians.

Initial losses were high, but the attack upon an enemy cargo transport proved that not only were they successful in creating a decent fighter weapon but that their small swarms of impulse fighters could also be used to take down larger ships.

Ultralight Phaser Gun

Class: Molecular

Modes: Standard

Primary Users: Federation

Developed: 2361

Size Factor: 4 (Fighter)

The ultralight phaser gun was the first attempt to miniaturize a light phaser so that it would fit on a fighter or shuttle unit while maintaining a damage level on par with the original light phaser. Phasers had already been mounted on such units, but the power plants of those vessels and the weapon designs themselves limited their destructive potential.

Not widely used, the ultralight phaser gun was a technology prototype that lead almost immediately to the light phaser gun.

Light Phaser Gun

Class: Molecular

Modes: Standard

Primary Users: Federation

Developed: 2365

Size Factor: 3 (Fighter)

Developed from the ultralight phaser gun, the light phaser gun realized the goal of mounting a weapon with the damage level of a light phaser onto a shuttle/fighter sized vessel. The light phaser gun sported both improved damage and smaller size compared to its predecessor.

4.3 Disruptors

The Klingons are the originators of basic disruptor weaponry. Though some weapons sharing similar qualities have been developed by other races, the first widespread use of such weaponry is linked to the original Klingon implementation of the disruptor-type weapon. Whereas phasers are designed to rake across targets, most disruptors fire short bursts designed to deal a solid blow to a localized section of a ship's shields or hull. Advanced models take this a step further by allowing the weapon to actually pierce the ship's hull.

Early Disruptor

Class: Molecular

Modes: Standard

Primary Users: Klingon

Developed: 2124

Size Factor: 4

The original disruptor weapon, the early disruptor was developed in the early 22nd Century to replace existing Klingon energy weaponry. The early disruptor served to revolutionize weapons technology overnight, firmly placing the Klingons as a power to be reckoned with. The weapon is cruder and less damaging than future weapons in the disruptor family.

Some minor nations adopted the early disruptor and purchased models of such from the Klingons in the early 23rd Century, but these minor nations were almost all under the direct control of the Klingon Empire and only allowed small fleets for their protection.

Light Disruptor

Class: Molecular

Modes: Standard

Primary Users: Klingon, Romulan, Civilian

Developed: 2158 (Klingon); 2265 (Romulan); 2240 (Civilian)

Size Factor: 3

The light disruptor represented a vast improvement over the early disruptor, incorporating a faster firing time for only slightly less damage. The light disruptor is less advanced than comparable sized phasers that would later be developed by the Federation, but the lower maximum damage is made up for in its higher average damage.

Klingon use of this weapon has been high since the time of its development and, despite its fragility, was the successor to the early disruptor. Light disruptors soon became one of the

most common light weapons in existence, being seen on everything from military cruisers to civilian freighters. As the light phaser propagated among Federation client states so did the light disruptor among Klingon (and later, Romulan) client states.

Medium Disruptor

Class: Molecular

Modes: Standard

Primary Users: Klingon, Romulan

Developed: 2187 (Klingon); 2265 (Romulan)

Size Factor: 5

The medium disruptor is an enlarged light disruptor, firing a larger disruptor pulse at the enemy to break through shielding and pulverize a ship's hull. It is the most common Klingon medium mount and is favored above any other variation of disruptor technology. Sturdy and dependable, the medium disruptor is seen as the most solid of the disruptor family.

Sale of medium disruptor technology to the Romulans in 2265 entered the Romulans into the use of disruptor technology and they, too, adopted the medium disruptor as their primary weapon of war. As with the Klingons, the medium disruptor remains a mainline weapon onboard their ships into the present day.

Assault Disruptor

Class: Molecular

Modes: Standard

Primary Users: Klingon

Developed: 2230

Size Factor: 5

As part of a weapons program push in the 2220's, the Klingon Empire began tests to see if a heavier hitting version of the medium disruptor could be developed. Increasing the power output of the energy beam had the desired effect of vastly improving the weapons damage, however the resultant weapon became highly volatile when fired. Fire control electronics was prone to being compromised by the electromagnetic backwash of the weapon, causing its accuracy to be considerably diminished. There also was a possibility that electronic failures in the weapon's power system would seize up, causing the emergency power lock down protocols to be initiated, shutting down flow of power into the system. Though rare, this would in many cases shutdown the weapon only after firing a very weak blast.

The Klingon Defense Forces went ahead with the deployment of this new weapon – the assault disruptor – despite its flaws. The weapon found itself equipped on many warships, including the first Klingon battleship, the K'el r'ianda. The increased power requirements of the assault disruptor were an unnecessary drain on the "Fat Man" battleship, and the vessel was ultimately proved a failure. The assault disruptor remained in service, however, being installed on several newer hulls.

The assault disruptor never lived up to its potential. Some Klingon captains swore by the weapon, claiming that it was the assault disruptor that had allowed his/her warship decimate the enemy in battle; other Klingon captains swore *at* the assault disruptor, calling it every uncomplimentary word in the Klingon language.

The assault disruptor eventually was phased out of the fleet by the time of the late 23rd Century, all new designs opting instead for the tried and true medium disruptor which had served the fleet loyally for almost a full century. Very few hulls would ever again see the assault disruptor being mounted upon them, and only a very small handful of minor nations and private parties ever inquired about purchasing assault disruptor technology or contract models. By the 24th Century the weapon was all but extinct.

Heavy Disruptor

Class: Molecular

Modes: Raking, Piercing

Primary Users: Klingon, Romulan

Developed: 2327 (Klingon); 2334 (Romulan)

Size Factor: 8

The heavy disruptor is the one member of the disruptor family able to fire in raking mode, with an alternate piercing mode option also available. Used as a heavy, medium to long range weapon, the heavy disruptor was first developed by the Klingons in 2327 and later independently by the Romulans in 2336. The ability to pierce an already brutalized target in order to knock out enemy starships which had already taken grievous damage was another factor that entered into the weapon's development.

In the Klingon naval forces, the heavy disruptor was frowned upon by most Klingon warriors because of its lack of brute force. They remain in heavy use, however, as they are very effective when used to batter down enemy shielding.

The Romulans on the other hand embraced the heavy disruptor. The Romulans acknowledged the heavy disruptors failings compared to other, newer weapons technologies, but the added versatility offered by the ability to pierce combined with the raking mode of fire made them reach the conclusion that the heavy disruptor worked the most synergistically with the rest of their arsenal.

Mega Disruptor

Class: Molecular

Modes: Piercing only

Primary Users: Klingon, Romulan

Developed: 2340 (Klingon); 2365 (Romulan)

Size Factor: 12

The mega disruptor is the ultimate iteration of disruptor technology. Firing such a powerful beam as to pierce through any target unlucky enough to be hit by the weapon, the mega disruptor is commonly employed as a shield buster weapon, or to finish off ships whose shields have nearly failed. It is an enormous weapon mount, so is restricted to only the largest of warships and even then they are used sparingly.

A closely guarded Klingon weapons technology, the Romulan Tal'Shiar intelligence organization was able to steal important classified documents relating to the technology, allowing them to reverse engineer it for their own use. The joke among the Tal'Shiar division responsible for procuring the information is that they "traded a case of blood wine for the mega disruptor, and the Klingon thought it was a good trade." It is highly doubtful that this is the case, however. The Romulans are still attempting to develop their mega disruptor model so that it functions as reliably as that of the Klingons and so has not entered general service at this time.

Disruption Bolt

Class: Molecular

Modes: Standard

Primary Users: Romulan

Developed: 2366

Size Factor: 6

The disruption bolt is a purely Romulan weapon design, and one of their most closely guarded development secrets. During the Romulan's time of isolation (2346-2364), Romulan scientists worked feverishly to attempt to design and prototype a new weapon which would be more effective than both the medium phaser and the medium disruptor – the two weapons used by their primary enemies.

The disruption bolt is the final result of this research program and it succeeds in every way possible. The weapon matches the range and fire control abilities of the medium disruptor and its constant damage makes it a much more reliable weapon. With the disruption bolt the

Romulans had begun using the dangerous and unstable substance known as trilitium in weapons construction. Trilitium and trilitium resin both are used as catalyst agents in the standard operations of the disruption bolt.

As of 2371 the Federation did not believe that the Romulans had yet fielded any weapons that used trilitium. This miscalculation is a perfect example of how well guarded a secret the Romulan's research project was.

The disruption bolt has not yet appeared on any mainline, mass produced Romulan warships, as it is still in the testing phase. It is expected that the next general Romulan warbird design will be built around weapons such as the disruption bolt.

Ultralight Disruptor Beam

Class: Molecular

Modes: Standard

Primary Users: Klingon, Romulan

Developed: 2157 (Klingon); 2267 (Romulan)

Size Factor: 1 (Fighter)

Early light disruptor weapon capable of being mounted on shuttles and fighters, the ultralight disruptor beam does very little damage, even against ships with lower armor. Incapable of truly damaging starships, the ultralight disruptor beam is used more for defense against other light craft and pirates.

Light Disruptor Beam

Class: Molecular

Modes: Standard

Primary Users: Klingon

Developed: 2234

Size Factor: 3 (Fighter)

Both bigger and more damaging than an ultralight disruptor beam, this weapon was developed by the Klingon Empire for mounting on their heavy shuttles. The light disruptor beam made up for its slower rate of fire by scoring nearly double the damage of an ultralight disruptor.

Disruptor Beam

Class: Molecular

Modes: Standard

Primary Users: Klingon

Developed: 2286

Size Factor: 4 (Fighter)

The disruptor beam is an improved version of the light disruptor beam. The disruptor beam is larger than most fighter weapon mounts, but its damage (which is close to that of a light disruptor) makes it a deadly weapon when used correctly.

4.4 Photon Torpedoes

The primary ballistic weapon of the Federation, Klingon, and Cardassian fleets, this antimatter-based torpedo is capable of doing immense damage to its target. The long range and heavy hitting power of the photon torpedo has made it an integral part of fleet design for over a century.

4.4.1 Proximity Torpedo Fire

All photon torpedo weapons can elect to fire in a proximity mode. All damage scored by the torpedo when in proximity fire mode is resolved as flash damage. It takes one full turn for the weapon to change from a normal mode of fire to a proximity mode of fire (and vice versa). Photons set to proximity fire increase the weapons Rate of Fire by 1.

When set to proximity fire, a photon torpedo can elect to either target a specific unit as normal or instead target a hex. If targeted on a hex rather than a unit, roll a to-hit roll to see the degree of hit on the hex using '20' for the base to-hit. Half of the torpedo's damage amount is scored in flash mode against targets in the destination hex and one quarter of the torpedo's damage is scored in each surrounding hex (rounding down in all cases).

Proximity fire mode photon torpedoes are useful for flushing out cloaked ships and for quickly damaging enemy shields.

Early Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Klingon, Federation, Romulan

Developed: 2136 (Klingon); 2250 (Federation); 2267 (Romulan)

Size Factor: 4

The first photon torpedo design was used on Klingon ships in the mid-22nd Century. Weak compared to even the light photon torpedo, the early photon torpedo was superior to other torpedo weaponry in use at the time and gave the Klingon Empire a marked advantage against comparable Human, Vulcan, Andorian, and Romulan ships of the era.

The early photon torpedo would be later reverse engineered by the Federation into the light photon torpedo. From this development the Federation also developed a weapon very similar to the early photon torpedo, so close so as to be represented as an early photon torpedo on their ships. Because of the smaller mount size of the early photon torpedo some Federation and Klingon designs took advantage of the torpedo for either mounting on units that would be unable to be equipped with larger torpedo delivery systems or for those few ships that wanted to pack as much firepower into a single hull as they could.

The Romulans received both early and light photon technologies from the Klingons as part of their brief alliance. It was used sparingly, however, as the Romulans were wary users of photon torpedo technology.

Despite this extension to the lifespan of the early photon torpedo technology, the weapon fell out of use almost entirely once standard photon torpedoes had become the definitive standard for long range ship weaponry.

Light Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Klingon, Federation, Romulan, Cardassian

Developed: 2170 (Klingon); 2253 (Federation); 2267 (Romulan); 2295 (Cardassian);

Size Factor: 5

Developed originally by the Klingons and later reverse engineered by Federation scientists based off of specimens of Klingon technology. Shorter ranged than the later full-fledged, "standard" model, the light photon torpedo was light years beyond any of the torpedo and chemical-based rocket systems used by the Federation in the past. By the time that the Federation had developed the weapon it was considered antiquated in the Klingon Empire, with all ships since the mid-2230's having been built around the more advanced heavy photon torpedo.

As with the early photon torpedo, the Romulans netted the weapon as part of their technology trades with the Klingon Empire in the late 2260's. Used on a few of their hulls, the weapons helped to serve as technology models that would later help the Romulans make the breakthroughs necessary to develop the plasma torpedo.

The Cardassians came upon light photon technology through technological trades with its neighbors. It used the weapon moderately through its fleet, mainly to counter the long range capabilities of what it perceived as its major rivals, the Federation and Klingons.

Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Klingon, Federation, Ferengi, Cardassian

Developed: 2204 (Klingon); 2260 (Federation); 2316 (Ferengi); 2332 (Cardassian)

Size Factor: 6

Developed in the early 2200s by the Klingon Empire, the photon torpedo quickly replaced the light photon torpedo in their service. The photon torpedo was a larger, more durable photon torpedo launching system with more powerful payloads. This weapon benefited greatly from the increased range and damage and became common throughout the fleets of many militaries, including early Klingons and almost all newer Federation designs.

Heavy Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary User: Klingon

Developed: 2228

Size Factor: 6

Heavy photon torpedo is the final iteration in Klingon photon technology. Consistent with Klingon methodology, the heavy photon torpedo is, quite simply, a larger launcher that fires a larger photon torpedo. The damage increase in each individual salvo is significantly improved over the standard photon torpedo, however the amount of time required to cool-down and reload the weapon is increased. The Klingons did not see that as a major deficiency, preferring overwhelming first strikes with their weaponry.

Advanced Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary User: Federation

Developed: 2350

Size Factor: 6

A purely Federation enhancement, the advanced photon torpedo was developed specifically for the Nebula/Galaxy projects and was testbedded on the New Orleans Battlecruiser.

In initial development research it was found that it was impractical to mount extensive numbers of photon torpedo launchers onto a single hull, yet it was saturated photon torpedo fire that was found to be most effective against enemy ships -- especially light hulls operating under pack tactics. Able to hold up to three shots, launching them all at once or firing individually, the advanced photon torpedo launcher allowed ships such as the Galaxy Command Ship to launch salvos of as many as six torpedoes at a single or multiple targets. Some loss in accuracy resulted from using the launcher in this manner, but it was seen as more than made up for in its effective damage yield. For every photon torpedo after the first fired from an advanced photon torpedo launcher, each warhead suffers a cumulative -1 to-hit penalty. *Example: if 2 torpedoes from an advanced photon torpedo are fired, then each suffers -1 to hit; if all 3 torpedoes are fired, each suffers a -2 to-hit penalty.*

Quantum Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Federation

Developed: 2369

Size Factor: N/A

Not a separate launcher but rather a major upgrade in ammunition, the quantum torpedo is a new torpedo type that modern Federation vessels are gradually upgrading to. Equipped with a far more volatile and destructive weapon charge, the quantum torpedo nearly doubles the potential damage each torpedo can do, scoring $2X+15$ (Max X: 10) damage to the target vessel. Quantum torpedoes cost 15 combat points each and may only be used with photon torpedo or advanced photon torpedo launchers. (Federation Only)

Optional Rule: *For those that don't want to track quantum torpedoes as individual munitions can, instead, choose to pay on a launcher per launcher basis. In this case, all launchers on a ship MUST be upgraded in order to take advantage of the upgrade. Increase the cost of the ship by 45 points per photon torpedo and 75 points per advanced photon torpedo. All torpedoes fired from the ship are quantum torpedoes for purposes of damage.*

Micro Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Federation

Developed: 2352

Size Factor: 3 (Fighter)

Micro torpedoes are miniature photon torpedoes which were developed by the Federation for use on their small craft. Prior to this time the only weapons that shuttles and fighters could be armed with were beam weapons, such as phasers. The small launchers have a very limited ammo supply, usually about a dozen or so torpedoes on the largest craft. The tactical advantage bestowed by the micro torpedoes, however, has proved it worth in battle. In many fleet engagements, the mass fire of micro torpedoes by fighter or runabout class vessels has helped to weaken the enemy before the main cruiser line enters the battle. In the case of the Danube Runabout, micro torpedoes have made it capable of fighting larger vessels when situations force them to do so.

4.5 Blast Beams

Often called 'Romulan blasters', blast beams are an entirely homegrown Romulan weapon system. Used extensively before the purchase of disruptor technologies from the Klingons in 2265, blast beams allowed the Romulans a weapon system that was extremely durable yet small enough to mount an above average number on normal ship designs.

Blast beams fire continuous, constrained beams of highly charged particles at the target in order to cause damage. The nature of the beam means that it tends to rake in longer, smoother arcs than phaser weapons, forcing starship commanders to rely on solid strikes to do killing damage to their enemies. However, the blast beam's ability to damage or destroy a greater number of enemy weapon systems in a single pass of the beam did find its uses and was considered an adequate trade off.

Despite the constrained nature of the particle beam fired, energy dropoff due to range was a very real problem for the Romulans. They could never find a cure to the problem, as every time that they attempted to reroute power to the weapons to attempt to stabilize the beam (or strengthen it) the power coils in the weapon would overload and explode with deadly consequences. Romulan scientists finally overcame this drawback with the heavy blast beam, but by that point in time the blast beams were no longer in vogue.

The numbers of blast beams typically installed on new Romulan ships was so high that the ship's reactors couldn't power all of them, leading to a dangerous overtaxing of the ship's

reactor. It was a case of the Romulans taking advantage of their reduced volume in a situation where it was not warranted.

Starting in 2265 and proceeding for two decades thereafter, most Romulan ships were upgraded to the new disruptor weaponry standard. Though the disruptor family of weapons were more delicate and less survivable than the older blast beams, their enhanced damage at range and their pulsed rather than streaming firing mode made them superior to blast beams.

Many local Romulan entities in the 2280's attempted to press the Senate to appropriate more funds for ships that used the domestic blast beams over the imported disruptors but all met with failure. The rewards of the Klingon disruptors proved too substantial, and their heavy hitting damage was more inline with the hit-and-run tactics favored by the Romulan Star Empire's modern military doctrine.

By the 24th Century very few blast beam equipped ships remained in Romulan service, and those that did only did so because they could not accept the disruptor upgrade. It is not known whether or not blast beams were ever sold to any other races, though it is known that none of the more important powers surrounding the Romulan Star Empire ever displayed the use of these weapons. Given the Romulan penchant for the armed invasions of neighboring races in order to directly dominate them (rather than through protectorate agreements as was common for the Federation and to a lesser degree the Klingons) it is unlikely that any races within the Romulan sphere of influence were ever allowed to field warships, let alone purchase and use blast beam technology.

Light Blast Beam

Class: Particle

Modes: Standard

Primary User: Romulan

Developed: 2232

Size Factor: 2

The first of the blast beams to be employed by the Romulan Star Empire. The particle beam fired by the light blast beam is extremely short ranged and inaccurate, but its duration and range is so short as to not lose damage to range.

This first step in blast beam weapons development is very rarely seen in the Romulan fleet, though many early warships and exploration craft were equipped with the weapon, preferring it over bulkier missile or primitive particle weaponry.

Blast Beam

Class: Particle

Modes: Raking (8)

Primary User: Romulan

Developed: 2239

Size Factor: 4

The next iteration in blast beam technology, the medium blast beam (commonly referred to simply as the blast beam) was a revolutionary jump from the earlier light blast beam. The blast beam benefited from the help of larger power capacitors and an advanced particle projection system which allowed its beam to travel further and do more damage.

It was in the development of this model, however, that the Romulans ran into the first signs of trouble. The damage ability of the beam emitted by the blast beam fell off with range, making it all but useless at extended ranges. Despite this speed bump, the blast beam was deemed a success (as it was better than the light blast beam by far) and was the primary weapon for new construction for decades to come.

Ranged Blast Beam

Class: Particle

Modes: Raking (8)

Primary User: Romulan

Developed: 2254

Size Factor: 5

The ranged blast beam achieved a great success for the blast beam lineage, primarily in its extended range. After the blast beam proved to be a shorter ranged weapon than desired researchers set out to find a way to alleviate the problem with the next generation blast beam weaponry. By redesigning selected segments of the blast beam they were able to extend the weapons range and marginally increase its damage potential. The end result, named the ranged blast beam, was heralded as the weapon the blast beam should have been.

The Romulan navy soon began to see the ranged blast beam entering service widely in the fleet. However, many designs continued to be built and design with the older blast beam in place, primarily because the ranged blast beam and support equipment proved to be larger than that of the original blast beam. The hard choice was made on these hulls to retain the older technology for the sake of fielding more weaponry.

Nonetheless, the ranged blast beam was one of the most important blast beam advancements made by the Romulan Star Empire.

Heavy Blast Beam

Class: Particle

Modes: Raking (8)

Primary User: Romulan

Developed: 2263

Size Factor: 7

The ultimate iteration of blast beam technology, the heavy blast beam is a weapon which incorporates many of the features and qualities that had been desired of blast beams since their inception. The heavy blast beam has the damage potential of a ranged blast beam (though not its extended range), but more importantly the heavy blast beam overcomes the problem of additional power overloading the weapon's power coils. Using revolutionary new techniques for allowing for and handling an abrupt influx of power to overcharge the weapon, the heavy blast beam can have extra power applied to it during the turn of firing, increasing the damage (and thus the range) substantially.

Unfortunately for the heavy blast beam, by the time it had completed prototype trials in 2267 new disruptor weapons had become available through an alliance with the Klingon Empire. These new weapons featured not only better range than most blast beams but also consumed less power. Sadly for the heavy blast beam it never entered widespread use, only being mounted on a handful of hulls (including the Morlasasi Stelam Dreadnought).

Plasma Mortars and the Plasma Torpedo

The Romulans are one of the few races to research and deploy plasma class weaponry. Used during the 23rd Century as an effective, heavy hitting style of weapon, plasma mortars slowly evolved into one of the most deadly weapons in existence at the time. A single plasma mortar blast to an enemy cruiser would more often than not down shields and maul the ship.

However, this damage potential came at a price. Like all plasma weapons, the plasma mortars suffered from damage degradation over range. Though it is true Romulan scientists attempted to diminish this inherent handicap, they did not do so as vigorously as they would have should cloaking devices – which allowed for optimal firing of plasma mortars at near point blank ranges – not become a reality.

The plasma mortars would eventually fall out of favor with the heavy plasma mortar, but the research done on these weapons would eventually pave the way for the plasma torpedo, the first Romulan ballistic plasma weapon.

It is known that some other races, the Gorn in particular, used similar plasma weaponry in their arsenals.

Ultralight Plasma Mortar

Class: Plasma

Modes: Standard

Primary User: Romulan

Developed: 2270

Size Factor: 3 (Fighter)

A fighter sized plasma mortar, the Romulans experimented with this class of weapon during the 2270's while testing the feasibility of light one and two man fighter craft. The weapon proved to be of slight utility in the field, but the craft it was mounted on proved to be too weak to effectively fight full-fledged cruiser craft. The ultralight plasma mortar was little used again.

Light Plasma Mortar

Class: Plasma

Modes: Flash

Primary User: Romulan

Developed: 2248

Size Factor: 4

This lighter plasma weapon was actually developed after the full fledged plasma mortar as a spin-off development project. The light plasma mortar's smaller size allows for it to be mounted both on smaller starships and multiple weapons of the type to be mounted on larger ships. Lacking the damage potential of its larger sibling, the light plasma mortar is nonetheless a deadly weapon when used properly.

Plasma Mortar

Class: Plasma

Modes: Flash

Primary User: Romulan

Developed: 2246

Size Factor: 6

The precursor to the more advanced plasma torpedo, the plasma mortar was an important technological development for the Romulan Star Empire. The plasma mortar was the first working weapon model based on the concept of a plasma-based weapon similar in form to Klingon and Federation photon torpedoes. However, the weapon did not meet the full expectations of the Empire. Scientists could not at present develop a warhead capable of maintaining a forcefield of sufficient strength to keep the plasma "envelope" from subliming entirely away after a short distance. It was instead decided to apply an end-around tactic, increasing the payload volume and deploying the direct fire charge rather than a torpedo based system.

Initial tests proved promising. Though the plasma mortar still suffered from high damage degradation over range due to the cooling of the volatile plasma, it did remain enough of a punch to be considered effective. Combined with the then proprietary cloaking technologies the Romulans had developed for their starships, warships equipped with the plasma mortar found it relatively easy in trial runs to get within prime firing range of their target, maximizing the damage of the plasma mortar.

Heavy Plasma Mortar

Class: Plasma

Modes: Flash

Primary User: Romulan

Developed: 2285

Size Factor: 8

The last in the plasma mortar lineage, the heavy plasma mortar was developed during the early 2280s as an answer to the growing power and technological showcases of the neighboring Klingon and Federation. The weapon system made advancements in technologies to maintain plasma temperature over distance and general containment fielding theory, but it was too little, too late for Romulan technologies. The testbed hull for the heavy plasma mortar, the Phoenix Attack Cruiser, was meant to be an even opponent for the Federation's Excelsior Cruiser, but after two separate encounters in the 2290's between vessels of these two classes it became obvious that the Phoenix and its heavy plasma mortar were ill equipped for the task.

Some of the technologies incorporated in the plasma mortar aided Romulan scientists to eventually be able to realize their initial goal of a ballistic plasma warhead deployment system in the 2300's, ending the era of the plasma mortar in the Romulan fleet.

Plasma Torpedo

Class: Ballistic (Plasma)

Modes: Standard

Primary User: Romulan

Developed: 2327

Size Factor: 5

The plasma torpedo integrated Romulan plasma technologies with conventional torpedo weaponry to create a weapon that, while dulled at long ranges, could feasibly deal inordinate amounts of damage at medium to close combat ranges. Relying on a force field to contain and focus the plasma fired, the plasma would strike the target and interact harshly, melting and ripping through even the strongest of hulls. The relatively small size and fast rate of fire of the plasma torpedo quickly made it popular in the Romulan fleet, and the weapon totally replaced the plasma mortars in service.

Plasmic Disruptors & Plasma Beams

The Ferengi use of plasma weaponry goes back to their early days of starflight. Using weak, low power plasma guns for offensive purposes, the Ferengi traded for other forms of weaponry but always came back to their plasma beam weaponry. After the serendipitous salvaging of a wrecked unknown vessel (later to be identified as a Klingon vessel) the Ferengi began studying the technologies and integrating them into their own plasma arsenal.

Light Plasmic Disruptor

Class: Plasma

Modes: Standard

Primary User(s): Ferengi

Developed: 2313

Size Factor: 3

An early model combination of plasma beam and disruptor technologies, the light plasmic disruptor incorporates high possible damage, but its energy bleed off makes it a poor offensive weapon. It's small size, however, allowed it to be mounted as a secondary armament on many Ferengi ships.

Plasmic Disruptor

Class: Plasma

Modes: Standard

Primary User(s): Ferengi

Developed: 2327

Size Factor: 6

The plasmic disruptor is a significant increase over the original light plasmic disruptor. With the power output increased and cooling problems dealt with, the newer model plasmic disruptor was much more versatile and deadly.

Heavy Plasmic Disruptor

Class: Plasma

Modes: Standard

Primary User(s): Ferengi

Developed: 2350

Size Factor: 9

This large plasmic disruptor mount is incredibly powerful. The plasma discharge from a heavy plasmic disruptor is able to tear down most enemy shielding in a single volley or cripple ships whose shielding has already failed. The close-range nature of the weapon is exacerbated by inadequate targeting computers which makes its accuracy fall off dramatically at extended ranges. Power hungry and large for a plasma weapon, the heavy plasmic disruptor is mounted on very few hulls.

Plasma Beam

Class: Plasma

Modes: Raking (8)

Primary User(s): Ferengi

Developed: 2310

Size Factor: 5

The plasma beam is the original heavy plasma weapon in the Ferengi arsenal. The plasma beam fires a focused beam of plasma along a carrier beam. The beam is highly condensed, and as such can sweep much more than a typical disruptor or phaser. When the plasma impacts upon the target vessel it burns through the hull, scoring it deeper than normal.

Despite its reduced damage at longer ranges, the Ferengi enjoy the greater damage that the plasma beam can do in relation to other races medium weapons.

Ultralight Plasma Beam

Class: Plasma

Modes: Standard

Primary User(s): Ferengi

Developed: 2298

Size Factor: 3 (Fighter)

The earliest plasma beam to be fielded by the Ferengi, the ultralight plasma beam is a fighter-sized weapon capable of firing small plasma beam bursts at enemy targets. The amount of power that such a vessel's reactors can generate reduce the effectiveness of the plasma beam over range, the plasma cooling very fast as it travels.

The ultralight plasma beam is of little use for anything other than a short range deterrent weapon, as any similar small craft armed with comparable phaser or disruptor weaponry can easily dispatch craft armed with the ultralight plasma beam from outside its weapons range.

Gravitic Weapons

The field of gravitic weaponry is one that is little developed within the known Star Trek universe. Some races such as the Viidians in the Delta Quadrant have experimented heavily with such alternate weaponry, but very few Alpha and Beta Quadrant races have adopted such technologies, instead opting for 'off the shelf' phaser and disruptor technologies that can be purchased from a multitude of sources.

The militaristic Cardassians are one of the few races to develop gravitic or gravitic enhanced weapon systems for use on their ships. These weapons tend to have a slower rate of

fire than their phaser or disruptor equivalents, but they tend to have special properties that make them effective alternatives.

Compressor Beams

Often called 'spiral wave disruptors' by other races, compressor beams are an original invention of the Cardassians. Compressor beams utilize advanced gravitic lensing technologies to focus the beam fired, intensifying and amplifying the weapon's destructive properties.

Unfortunately for the Cardassian, the compressor family of weapons is space intensive and very few can be mounted on most mid-range hulls. This more than anything else has led to the Cardassian doctrine of developing warship hulls built for fleet actions rather than solo combat.

Light Compressor Beam

Class: Gravitic

Modes: Raking

Primary User: Cardassian

Developed: 2318

Size Factor: 5

The light compressor beam is the originator of the compressor beam weapon family. The light compressor beam was originally intended by the Cardassian Central Command to be an alternative to the medium phaser. The Cardassians had managed to secure several models of the medium phaser from black market channels (primarily weapons runners), but all attempts to reverse engineer and reproduce the technology met with inadequate results. In most cases, the weapon proved to be too bulky, too power hungry, or simply unstable. Testbeds of the medium phaser on the Gurnet Warship proved fruitless.

It was hoped by the Cardassians that integrating their knowledge of phaser weaponry and their advanced research into applied gravitics would allow them to develop a weapon of comparable strength to the medium phaser, but able to be built and serviced by the Cardassian Union.

After many years of research the first light compressor beam prototype was developed. Cardassian scientists had managed to develop a hybrid weapon that had more reliable damage with only a slightly increased power requirement. Fire control systems were substandard but were the best that the Cardassians could provide. The only disadvantage to the light compressor beam was the increased rate of fire necessitated by the need for a longer weapon cooldown cycle.

The light compressor beam would see great use during the subjugation of numerous worlds during the height of Cardassian imperialism. The light compressor beam was more than powerful enough for battles against the small navies of its lightly defended neighbors.

By the late 2330's, however, the weapon was starting to feel its age. Newer, stronger weapons were being fielded by other powers in the region. The Klingons and Romulans especially were fielding new disruptor weapons that made the light compressor beam look even more inferior.

The light compressor was eventually replaced in its role as a heavy weapon by the compressor beam between 2338 and 2244. After this point the light compressor became a secondary weapon in most cases or on ships that could not mount a full compressor beam.

Compressor Beam

Class: Gravitic

Modes: R, S

Primary User: Cardassian

Developed: 2338

Size Factor: 8

The compressor beam is little more than an enlarged light compressor beam. Based on the same technologies as its predecessor, the compressor beam is the central weapon of the Cardassian military. Most ships equipped with compressor beams tend to mount them in a fixed

position as the equipment necessary to power such a weapon requires great amounts of space and a direct connection to the ship's reactor to provide the necessary power.

The primary advantage of the compressor beam is the amount of damage that the weapon can do in a successful strike. Easily able to rip down ships and decimate enemy ships, the compressor is a deadly weapon--especially when sustained. Unfortunately, the increased strength comes at the price of rate of fire, making the compressor beam a slow firing weapon.

The compressor beam has been the heavy weapon of choice within the Cardassian fleet for over fifty years. In recent years, the Cardassians have even managed to miniaturize the weapon further, allowing for multiple compressor weapons to be housed in less space.

Gravitic Disruptor

Class: Gravitic

Modes: Standard

Primary User: Cardassian

Developed: 2290

Size Factor: 3

The gravitic disruptor is one of the first weapons the Cardassian fielded based on gravitic technology. The weapon was originally intended to act as a long ranged replacement for the popular light phaser, but its low damage made this an untenable choice in the eyes of the military leadership. Most knew the value of the light phaser in Cardassian fleet based tactics and had come to rely on the weapon in combat.

Nonetheless, the gravitic disruptor entered limited service on new hulls. In early engagements and battle simulations the gravitic disruptor earned the name of "shield ripper", a designation that is actually more common than the weapon's actual name. It was found that gravitic disruptors could be used to weaken enemy shielding on the approach, making it easier for the fleet's light phasers to break through shields and damage enemy craft.

Due to a quirk in the gravitic disruptor's design, it is able to store up enough power if unfired on a turn to fire two volleys on the following turn. On ships that made heavy use of "shield rippers", it allowed the ship to fire a hail of disruptor fire at enemy ships which, at close ranges, would almost guarantee shield collapse.

During the doctrinal and technological upheaval of the 2340's, the Cardassian union shied away from gravitic disruptor weaponry and no longer mounted it on new hulls. Some models of the weapon were sold to third parties, usually with Cardassian maintenance contracts attached. The weapon has only rarely seen use in the civilian sector, starship proprietors preferring to use weapon systems that are more easily fixed and maintained by other sources than the Cardassian military.

5.0 Optional & Other Rules

Racial Marine Bonuses/Penalties

Klingons -1 if the attackers are Klingon, +1 if defenders are Klingon

Jem'Hadar -1 if attackers are Jem'Hadar, +1 if defenders are Jem'Hadar

Borg +2 if attackers are Borg, -2 if defenders are Borg

Submission by William Murdick

Federation Hangars

Federation hangars are abnormally large compared to those in use by other races. The Federation have adapted such spacious hangar bays so as to better facilitate hangar operations and maintain the ship's array of shuttlecraft.

The Federation are allowed to convert these hangar bays to equip vessels of larger sizes. The hangars are able to convert shuttle boxes to heavy fighter capable bays for the cost of 10

combat points each. Also, for 20 combat points 4 contiguous hangar boxes can be converted to hold a single super heavy fighter (such as the Danube Runabout).

Optional Rule: Sustained Fire Advantage

Weapons firing in sustained mode can more easily manage to break through shields and are in a better position to do damage against the enemy ship on the next turn. As the beam weapon has already focused on the target, its energies are harder to disrupt and it is more likely to tear down any new shielding.

Any weapon that hits in sustained mode against a shielded target will score double damage against shields on future turns of sustained fire. Note that Ancients will scour QUADRUPLE damage against shields if they hit with a sustained mode weapon.

Optional Rule: Improved Deflector Shielding

For those that believe that the Star Trek conversions are too weak compared to Babylon 5 Wars ships, apply the following modifications to the deflector shielding system and double all ship costs:

- * Deflector shields subtract damage equal to their shield factor from incoming weapons fire before scoring damage against shield projections or ship section (use the highest value of any in-arc deflector shields)
- * Deflector shields reduce the profile of the ship by an amount equal to their shield factor (use the highest value of any in-arc deflector shields)
- * Consider all ships to have Advanced Armor

Optional Rule: Warp Engines Power Generation

In many Star Trek settings, a ship's warp engines are depicted as generating power for normal ship operations. In this conversion the reactor is considered to abstractly depict the warp core of the vessel, and thus its power generation capabilities. Should a player wish to play scenarios in which the warp engines actually produce power for the ship may use this optional rule to do so.

For each ship, take the number of structure boxes in each warp engine and divide by 4; this is the amount of power that each warp engine generates. The power generated by warp nacelles is not extra power, but instead represents the amount of power that the warp engines themselves generate. For every full 5 boxes of damage scored on a warp engine a -1 power loss is incurred on the ship. If an entire warp engine is destroyed, then all power that warp engine produced is lost.

Note that playing with this optional rule makes warp engines much more important targets and increase the chance of crippling a ship once its warp engines are destroyed, which is fairly easy considering that most ships have their warp engines located on the aft structure block. The system does, however, reflect a greater resilience to warp engine damage for ships with multiple warp engines, which for many may better reflect the feel of the Star Trek universe.

Shuttles as Fighters

Most Star Trek races use combat shuttles in place of dedicated fighter craft. They find that the versatility of using one craft for short intra- or intersystem transit and skirmishing to be the most effective method for their fleets.

Against ships from other universe – such as those from the Babylon 5 universe – there is the need to bring large numbers of these shuttles into a battle in order to counter the fighter-heavy fleets of their enemies. Normally this would become an accounting nightmare, as each fighter would have to be tracked separately.

A player may instead choose to reform his shuttles into "flights" of up to 5 shuttles (one row on a shuttle sheet) and handle them as one cohesive unit just as fighters are handled as flights. All shuttles fire separately, but are moved as a single unit. This allows shuttles to be used on the battlefield with the least amount of headache.

In the cases of those that have not yet merged into flights, a player should consider the shuttles to be in the same hex as the ship that launched them until such time as a shuttle flight is formed. The shuttles may fire or perform any other combat actions they are allowed, but will remain following their carrier until such time as a full shuttle flight is formed.

If a carrier cannot form a full shuttle flight, a player is allowed to form partial shuttle flights out of the maximum shuttles that the ship can operate.

Playtest Rule: Torpedo Range Penalties

For those players that believe that torpedoes are too accurate in their current incarnation, apply the following range penalties to existing torpedo weapons. For any torpedo weapon not covered here, the weapon will lose -1 to-hit per a number of hexes equal to the maximum range divided by 10 (rounding up).

Heavy Photon Torpedo: -1 per 6 hexes
Advanced Photon Torpedo: -1 per 5 hexes
Photon Torpedo: -1 per 5 hexes
Plasma Torpedo: -1 per 5 hexes
Polaron Torpedo: -1 per 5 hexes
Light Photon Torpedo: -1 per 4 hexes
Early Photon Torpedo: -1 per 3 hexes

Energy Draining Tractor Beam

The energy draining tractor beam is a Borg weapon akin to standard tractor beams; however, the Borg version of this device is so powerful as to be able to be used offensively against most races ships.

The energy draining tractor beam uses the tractor beam's rules except as follows:

- * Fighter/shuttle tractoring velocity can be a difference of 8 or less.
- * When tractoring ships, both ships do NOT have to be going the same direction or same speed. A ship with an energy draining tractor beam can tractor a ship as long as the speed difference is 6 or less.
- * Energy draining tractor beams have a range of 5 hexes, not 0 hexes as the tractor beam does.
- * The energy cost of tractoring the ship is Ramming Factor divided by 8, not 4.
- * Tractor beam can be established automatically against a willing target. Otherwise, the chance of successfully attempting to lock on with a tractor beam is equal to the target's profile minus both the difference in speed between the two units and the distance of the ship from the tractoring vessel.

If an energy draining tractor beam successfully tractor a unit the ship will lose -1d6 power on the next turn of the scenario, but the effect of this energy drain will only affect them on the next turn only. Note that ships with active shields cannot be tractor so long as their shields are online. Ships using deflector shielding WILL still be subject to the energy draining effect, applied instead against shielding rather than a general power loss, and any overbleed "damage" from the energy drain is lost. Ships with gravitic or EM shields will have all in-arc shields shutdown on the following turn.

A ship which has been involuntarily tractor by an energy draining tractor beam can continue to maneuver, but all movement costs cost an amount equal to the ship's own movement

requirements plus those of the tractorship. Thus, a Galaxy Command Ship successfully tractorshiped by a Borg Cube would have to pay 3 x Speed to turn (1 x Speed + 2 x Speed), and would have an Accel/Decel Cost of 12 (4 Thrust + 8 Thrust). It is evident then that a ship that is tractorshiped will have a difficult time maneuvering, if at all!

6.0 Expert Officers & Ship Enhancements

Expert Cloak Technician

Some Romulan cloaking device operators are especially effective in keeping their ship concealed from the prying eyes of other ship's long range sensors. As such they can keep their vessel's cloaking device running at peak efficiency. Any ship with an expert cloak technician is considered to have a signature of +2 higher for purposes of detection. In addition to this, the careful care and maintenance performed by the technician makes it more resilient to damage. The critical chance of failure for a ship with an expert cloak technician is halved.

Expert Ship Counselor

The Federation is well known for placing ship's counselors in high level positions, frequently placing them on the bridge in order to act as an advisor to the command crew. In many cases these highly trained and skilled individuals will help to turn the course of the battle in favor of the Federation.

Once and only once each scenario an expert ship counselor can do following:

- *"I sense hostility, Captain!"* The counselor's acute attention to detail allows him/her to warn the ship of possible hostile actions being taken against them by the opposing fleet. The initiative bonus of the ship where the counselor resides gains a +10 bonus on the turn this is declared, but all weapons fire is at a -2 penalty as the ship performs evasive maneuvers.
- *"I'm not sensing anything, Captain."* Despite the counselor's years of training, they are unable to understand the situation and have no idea what is going on. The counselor's ship operates under a -10 initiative penalty for the turn, but their caution affords them extra protection from their enemy as all weapons fire against the ship is at a -2 penalty.
- *"They're in trouble, Captain!"* The counselor realizes that a friendly vessel is in grave danger. The player may choose one ship as the target of this order. That unit gains a +5 initiative bonus for this turn only and all damage done to the ship subtracts -1 from the dice.

PLAYTEST RULES

Increasing the Capacity of Shield Projections

For every full 5 points of power applied to a shield projection, increase the projection's absorption rating by 1. Any new points purchased in this manner are considered "empty" and will need to be regenerated with in-arc deflector shields.

RACES

United Federation of Planets

Founded in the year 2161, the United Federation of Planets is an alliance of hundreds of worlds and races cooperating in common cause to meet mutual goals. The United Federation of Planets (often called simply 'the Federation') was established to allow member worlds to work

together to facilitate such things as interstellar trade, diplomacy, scientific research, and mutual defense.

The Federation is governed by the Federation Council, composed of representatives from many member worlds. The executive is made of a President and his staff. The principle seat of government is Earth, with the Federation Council's chambers located in the city of San Francisco and the President's office in Paris.

A socialist state has evolved in the Federation in which economics and finances have grown to be less and less of a factor with almost all goods and services being controlled directly by the Federation and Federation Council. This has not always been the case, even as recently as the 23rd Century Starfleet officers were paid for their service in the fleet, but changing times and social climate forced (or allowed) such changes to take place. The 24th Century Federation political stance of capitalism as a bane of society has made relations with some powers tense, such as their relations with the Ferengi.

Starfleet is the military arm of the Federation and has seen many actions in the past two hundred years. Early hostilities with the Klingons lasted almost a century until 2267 with the signing of the Organian Peace Treaty. This peace was eventually finalized with the signing of the Khitomer Accords in 2293. Wars have also been fought with the Romulans, Tholians, and Cardassians along Federation borders. Despite these conflicts the Federation has remained a stable political entity.

Klingon Empire

The Klingon Empire has existed for over fifteen-hundred years, since its founding by Kahless the Unforgettable, the legendary Klingon leader who unified the people of Qo'Nos. During much of its history, the Klingon Empire was under the singular rule of an Emperor, but this changed over time. By the 2060's, the Klingon High Council – originally a council of advisors to the Emperor – had taken control of the government. After the High Council's rise to power the position of Emperor was dissolved and an elected Chancellor took its place as the authoritative leader of the Klingon people. Another Emperor would not sit on the Klingon throne until 2369 when a clone of Kahless was allowed to assume the position in a ceremonial role.

The Klingons had already carved out a sizeable empire by the time they made contact with the Humans in 2151. Following the establishment of the United Federation of Planets several years later, the Klingon Empire would come to view the Federation and Humans as a threat to their security.

Several disastrous encounters in the early 23rd Century lead to escalating tensions between the Klingon Empire and Federation, bringing them into direct conflict on several occasions. By 2267, negotiations between the Klingons and Federation had begun to breakdown and both sides were preparing for war. The Organians forced peace upon both parties temporarily, but even they became flustered trying to get the two younger races to adhere to the principles of the treaty and eventually gave up on the whole affair.

During this period, the Klingons entered into a brief military alliance with the Romulan Star Empire. In exchange for cloaking technology and other resources, the Klingons gave the Romulans antiquated warship hulls, advanced warp technologies, and disruptor weaponry.

In 2293, the Klingon moon of Praxis suffered a catastrophic explosion due to over use and dangerous conditions. The explosion resulted in ecological damage to Qo'Nos and threw the Klingon Empire into chaos. The overextended Klingon Empire found itself no longer able to support the economic burden of its large star fleet following the damage done to their homeworld. Klingon Chancellor Gorkon extended a hand of friendship to the Federation with the promise of ending 70 years of hostilities between their two nations. Gorkon was later assassinated by enemies of peace on both sides of the conflict, but the historic Khitomer Peace Accords would lay the foundation for a lasting peace between the Klingon Empire and the United Federation of Planets.

The Klingon Empire again fell into chaos in 2367 when Chancellor K'mpec was assassinated by means of poison, a method found highly dishonorable in Klingon tradition. The resultant power struggle between the forces of the newly selected Chancellor, Gowron, and the

forces of family Duras plunged the Empire into civil war. Support for Duras' heir, Toral, crumbled after the Federation blockaded the Klingon/Romulan border keeping Romulan aid from reaching Duras supply depots. Gowron's forces subsequently defeated their opposition and he was installed as the new Chancellor.

The Dominion War succeeded in destabilizing the Alpha Quadrant, and the Klingon Empire was one of the first to be played for fools by the Founders. Klingon paranoia following the collapse of the Cardassian military government in 2372 prompted the Klingon Empire to invade the Cardassian Union. The Federation condemned these actions. In response, the Klingons revoked the Khitomer Accords and expelled all Federation citizens from the Klingon Empire. Klingon/Federation relations decayed even further with open conflict and planetary assaults occurring along their mutual border.

In truth the Klingon Empire had been compromised, a changeling having replaced Klingon general Martok and advising the High Council to proceed with actions to destabilize the Alpha Quadrant. The deception was eventually uncovered by Federation operatives and the changeling was neutralized. Following these events the Klingons reinstated the Khitomer Accords and joined the fight against the Dominion alongside the Federation, and later the Romulans.

Klingon Chancellor Gowron was killed in honorable combat by Federation Starfleet officer Worf following politically-motivated actions taken by Gowron that squandered the lives of Klingon warriors. Though it was Worf's right to take Gowron's place and lead the Empire, he stepped aside and allowed General Martok (the true general was found in the Gamma Quadrant, imprisoned by the Dominion) to ascend to the chancellorship.

Cardassian Union

History

The world of Cardassia (also commonly called Cardassia Prime) is the homeworld of the Cardassian people. In the distant past, the early Cardassians were a peaceful and spiritual people that built a glorious civilization renowned for its beautiful architectural and aesthetic design works. Though these ruins and relics were considered some of the most magnificent in the galaxy they would later be raped and cannibalized by the modern Cardassian government in order to finance government and military projects.

Cardassia, however, is resource poor and the Cardassians were faced with disaster over the past several centuries. Plagues and natural calamities taxed the Cardassian's spirits and left millions dead. With dwindling natural resources available on their homeworld they would be forced to expand in order to provide for their people.

It was during this period in Cardassian history that the military staged a dramatic coup, seizing the reigns of government from civilian authorities. The semblance of civilian control was maintained, but in truth it was the military and its commanders that decided Cardassian policies. New weapons, technologies, and worlds were acquired by the Cardassian Union through a series of bloody conquests. The Cardassians had gone from a single resource starved world to the surveyors of a small empire.

During one of the Cardassian's more recent expansion efforts they came into direct conflict with the United Federation of Planets. Battles over territorial claims go back to as early as 2350. The protracted border conflict was finally settled in 2366 by a treaty negotiated by Ambassador Sarek of Vulcan.

The treaty was violated by the Federation the following year (2367) when a rogue Federation Nebula class starship, the U.S.S. Phoenix, crossed the Cardassian border. Another treaty was signed later that year, instituting a wary armistice between the Federation and Cardassian governments.

By 2369, the Cardassian Union had begun to fall into a state of decay. Due to budget shortfalls and general unrest, the Cardassians were forced to evacuate many of the worlds on their borders, most of which had been secured through violent means over the past century. Bajor was among the worlds freed during this recession of the Cardassian borders. The

relationship between the newly freed Bajorans their old oppressors was mended in 2371 when Cardassian representatives arrived in the Bajor system to sign a historic peace treaty.

2372 saw the fall of the Cardassian Union government to civil unrest. The Detapa Council, a purely civilian segment of the previous government, was retained and a new framework built around it so as to secure the civilian's control of the government, lest it fall back into the hands of the military. These actions prompted the Klingons – fearing Dominion involvement – to declare war on the Cardassians and invade dozens of Cardassian colony worlds along their border. The resultant destruction and near assassination of the new Cardassian ruling body left the Cardassian Union in economic ruins and politically unstable.

The Federation, wishing to maintain ties with the new civilian Cardassian government, sent the Cardassian relief supplies including twelve industrial replicators. The replicators, however, were captured by Maquis forces.

The Cardassian Union was again overthrown in 2373 when military command Gul Dukat secretly negotiated an alliance with the Dominion. The Detapa Council that he had helped to protect and advise during the previous year was dissolved, leaving him and supreme commander of the Cardassian people.

By 2375, the Dominion War was nearing its end and public sentiment on Cardassia Prime and its colonies was becoming more and more anti-Dominion. Many terrorist organizations sprang up, their goal to wear away at the impressive Dominion presence in their territory in an attempt to get them to leave Cardassian space. During the closing days of the war, all out revolt on Cardassia Prime prompted the Dominion to begin leveling entire cities. This attempt to quell the rebellion backfired, and the remaining Cardassian military personnel – both on planet and in space – almost immediately revolted against their former Dominion allies. The contribution of the surviving Cardassian naval force during those last few hours was a great help to the beleaguered Allies who had already taken heavy losses to Jem'Hadar warships and the Cardassian planetary defense grid.

In the end Cardassia was in ruins. Over 800 million men, women, and children had been slaughtered by the Dominion and their economic infrastructure was destroyed.

Following the war, the Cardassians began the long process of rebuilding their world and their colonies. However, it will be a very long time before the Cardassians will ever be a major power again in the galaxy.

Government

The Cardassian Central Command is the ruling body of Cardassia. Governing powers are primarily held by the civilian Detapa Council, though in truth both the military and intelligence arms of the government operate autonomously. This has often put the Detapa Council at odds with the Cardassian military and its intelligence agency, the Obsidian Order.

In 2372, unrest lead to the toppling of the Central Command. The new civilian government reinstated the Detapa Council and put them in direct control of the Cardassian Union.

Ferengi

The Ferengi Alliance, a vast mercantile empire, has for centuries enjoyed strong trade relations (usually heavily in their favor) with the developing worlds and minor powers on their borders. The Ferengi Alliance governs and regulates trade within Ferengi territories. The Ferengi do not have a military arm to their government, but the plethora of well armed trade and mercenary ships give them a great pool of resources to draw on in times of crisis or emergency.

The existence of the Ferengi was a mystery to the Federation before their unexpected encounter at Delphi Ardu in 2364. It was later learned that an unknown alien vessel that attacked the U.S.S. Stargazer some years earlier at Zeta Maxia was, indeed, a Ferengi craft.

Ferenginar, the homeworld of the Ferengi people, is a wet, dismal place but is the cultural and economic center of the Ferengi Alliance, being the location of the Sacred Marketplace and the Tower of Commerce.

The Ferengi are interesting in that they did not themselves develop warp technologies, but instead purchased them from an unknown third party. This is a habit that would continue far into the future, with the Ferengi Alliance and its individual members purchasing rather than developing much of the technologies they now call their own.

The Ferengi have not enjoyed an overly warm association with the United Federation of Planets since their first contact. The Ferengi are reviled for their sexist treatment of the female portion of their population and their extreme capitalistic beliefs. Some believe that the Federation's publicly hostile stance against the Ferengi is really a byproduct of the Federation's desire to maintain a stranglehold on trade and development of their lesser member worlds.

The Ferengi were one of the few Alpha Quadrant races not involved in the Dominion War. This spared them the devastation suffered by the participants of that conflict. During that time the Ferengi Alliance was going through major political, social, and economic upheaval brought on by reforms instituted by Grand Nagus Zek. It is unknown what ramifications the Zek's policies will have on the future of the Ferengi Alliance, nor is it entirely certain in which direction Grand Nagus Rom will lead the Ferengi in the future.

Bajoran

Bajoran civilization has existed for over a half-million years, though being a more contemplative and spiritual people they have seen little need in reaching to the stars over the course of their history. It is known, however, that the Bajoran people held limited interstellar abilities via primitive solar sail space craft.

Bajoran culture declined greatly during the Cardassian Occupation, a from 2328 to 2369 in which the Cardassian Union dominated the Bajoran people. The Cardassians made heavy use of forced labor camps and attempted to strip the Bajorans of their cultural identity. Cardassian strip mining of Bajor led to planet wide ecological devastation. It was the Cardassian Occupation of Bajor that forced the Bajoran people to throw off their strict caste based culture and actively fight against their oppressors.

The Bajoran people successfully repelled the Cardassians from their world in 2369 and a provisional government was established. The United Federation of Planets was called upon to provide assistance during this time of chaos and turbulence, the Federation assuming control of the abandoned Cardassian mining station Terok Nor (which the Federation renamed Deep Space Nine).

The discovery of the Bajoran wormhole (which the Bajorans called the "Celestial Temple") made Bajor of scientific importance, and later of military importance when the Dominion began their invasion of the Alpha Quadrant.