

STAR TREKTM

ADVENTURES



GAMMA QUADRANT
SOURCEBOOK

THE DOMINION WAR, 2373-75

BREEN
CONFEDERACY
(Dominion)



F E R E N G I
A L L I A N C E
(Neutral)

HELASPONT NEBULA

T Z E N K E T H
C O A L I T I O N
(Neutral)

TZENKETH

- ★ Alliance Win
- ✱ Dominion Win
- ⊕ Alliance Raid or Skirmish
- ✕ Dominion Raid or Skirmish
- ⬆ Cardassian Liberation Front Base (2375)

KEPLA

STARBASE 257
Oct. 27, 2374

ROLOR NEBULA

EL-GATARK
Dec. 2373

SEPTIMUS (HQ Cardassian 11th Order)

GAMMA 7

DARK MATTER
NEBULA

✕ Loss of U.S.S. Valiant (2374)

Aug. 2375

B A D L A N D S

Loss of
I.K.S. Koraga
(2375)

+ U.S.S. Voyager lost (2371)

DEVOS (Son'a Ketrans)

Loss of U.S.S. Honshu (2374)

C A R D A S S I A N
U N I O N
(Dominion)

ATBAR

QUINOR

REGULAK

SIMPERIA

AVENAL
Aug. 2375

Mar. 25, 2374

KF 345-447

CARDASSIA

MONAC
Jan. 2375

Dec. 2375

DEEP SPACE 9
Dec. 23, 2373

RONDAC
Aug. 2375

TORROS
Dec. 23, 2373

GORALIS

TEVAK
Aug. 2375

BAJOR
(Nonaggression Pact
with Dominion, 2376)

AMLETH NEBULA

SARPEIDON
(HQ Cardassian 12th Order)

ORIAS

SOUKARA

VANDEN (Damar's first HQ)

TONG BEAK NEBULA

ALGIRA

F O R M E R D E M I L I T A R Y

ADARAK
Aug. 2375

OUTPOST 47

HUGORA NEBULA

STARBASE 129

T H O L I A N
A S S E M B L Y
(Non-aggression Pact with Dominion, 2373)

T A L A R I A N
R E P U B L I C
(Neutral)

TALAR

BELOTI

STARBASE 214

TYRA
Mar. 21 2374

Subspace Relay AR-558 ▲

I
N

STARBASE 621

cel facility)

MIRADA
Non-aggression Pact
with Dominion, 2373)

KALANDRA

ZED ZONE

▲ OUTPOST G1

▲ Argus Array



UNITED FEDERATION OF PLANETS

TELLAR (61 Cygni)
(Threatened by occupied Betazed, 2375)

ALPHA CENTAURI (Proxima)
(Threatened by occupied Betazed, 2375)

SOL (Earth)
Aug. 2375 ✕

ANDORIA (Procyon, Alpha Canis Minoris)
(Threatened by occupied Betazed, 2375)

VULCAN (40 Eridani A)
(Threatened by occupied
Betazed, 2375)

ROMULAN STAR EMPIRE

(Non-aggression Pact with Dominion, 2373,
Joined Alliance Mar. 2374)



▲ Echo 1

▲ Echo 2

▲ Echo 3

STARBASE 12 (Gamma 400)

FARIUS

STARBASE 375
(HQ Fifth Fleet)

SYBARON
Oct. 2374

RIKTOR PRIME
June 2375

ARACHNID NEBULA

Oct. 2374

TIBOR NEBULA

ARGOLIS CLUSTER

ARGOLIS ARRAY
Apr. 2374

EVORA

RISA (Epsilon Ceti)

CHIN'TOKA

Dec. 2374

Loss of U.S.S. *Defiant I* (2375)

McALLISTER
C-5 NEBULA

AR-558

Aug. 2375

Apr. 2375

STARBASE 211

BETAZED (Occupied by Dominion, 2375)

TENDARAS
CLUSTER
Sept. 2375

BRIAR PATCH

Loss of U.S.S. *Tien An Men* (2373)

STARBASE G-6

KABREL

STARBASE 47

BETREKA
NEBULA

STARBASE 2

STARBASE 11

DEEP SPACE K-7 ▲

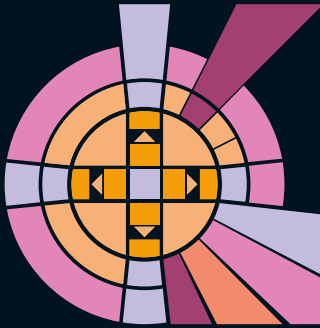
KLINGON EMPIRE

(Joined Alliance Mar. 2374)



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Published by Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Road, London, SW6 4QP, England.
Printed by Standartų Spaustuvė, UAB, Vilnius, Lithuania.

INFO@MODIPHIOUS.COM
WWW.MODIPHIOUS.COM

STARTREK.COM

Modiphius Entertainment Product Number: MUH051068
ISBN: 978-1-910132-92-0

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CONTENTS

CHAPTER 01 003

INTRODUCTION

01.10	Welcome to the Gamma Quadrant	004
-------	-------------------------------------	-----

CHAPTER 02 007

THE GAMMA QUADRANT

02.00	Personal Diary of Quark, Proprietor	008
02.10	The Dominion	009
02.20	Dominion Worlds	023
02.30	The Gamma Quadrant.....	033
02.40	The Dominion War.....	047

CHAPTER 03 065

SPECIES OF THE GAMMA QUADRANT

03.10	New Lifepath Options	066
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CHAPTER 04 077

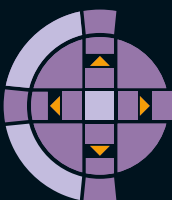
STARSHIPS OF THE GAMMA QUADRANT

04.10	Dominion Starships	078
04.20	Starships of the Dominion War	084

CHAPTER 05 091

ENCOUNTERS AND ADVERSARIES

05.10	Exploring the Gamma Quadrant	092
05.20	The Front Line	101



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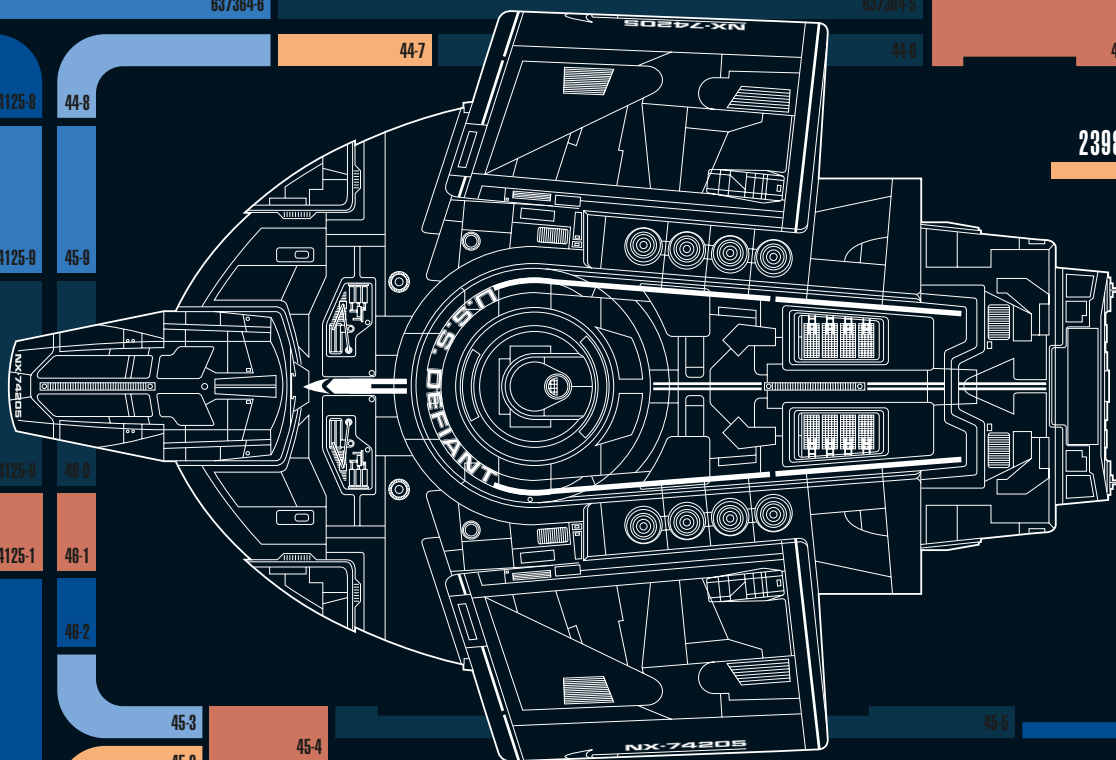
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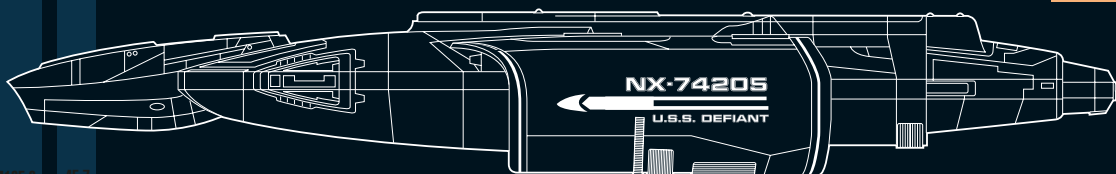
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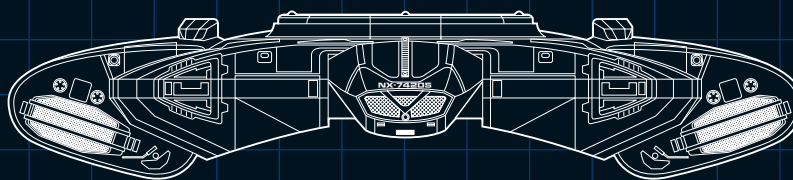
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01.10 WELCOME TO THE GAMMA QUADRANT 004

INTRODUCTION

WELCOME TO THE GAMMA QUADRANT

"WE'VE HAD A YEAR TO PREPARE THIS STATION FOR A DOMINION ATTACK, AND WE'RE MORE THAN READY."

— CAPTAIN BENJAMIN SISKO

Things have rarely looked so grim for the Federation.

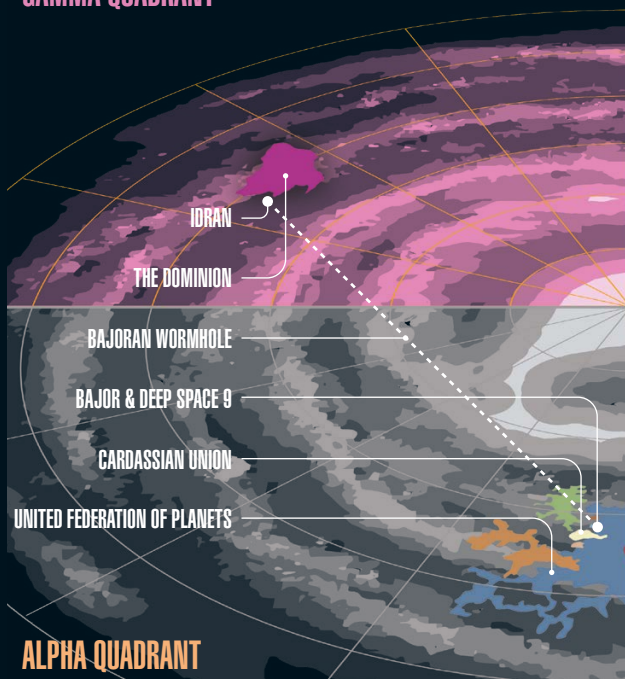
Your ship and crew has been posted to the front lines, the center of which is Deep Space 9. While your ship patrols the space between here, Cardassia, and other nearby points, the station remains the focal point of the war, thanks to its critical position near the Bajoran wormhole, the only connecting point to the Gamma Quadrant. Bloody fights have been fought on and around the station for well over a year, and we see no sign of that stopping any time soon. This is where the war will be decided, one way or another.

And yet, despite the bleakness of the war and the seemingly-endless casualty reports that cross our desks every day, there is a glimmer of hope if one chooses to look. The Federation, Klingons, and Romulans are allied together for the first time ever in a common cause, and strides are being made in all sections to ensure that peace remains stable should we prove victorious against the Dominion and its allies. Perhaps a lasting peace among the three polities is possible. Or perhaps not. Before we talk too much about peace, we must win the war we are in now, and there are few in the Federation who can predict with any certainty how the war will end.

These are challenging times, Captain, and it is the bravery of your crew and your fellow officers and crews across the allied fleets that will win the day for the allied forces and shepherd us back to an era of exploration and discovery.

THE MILKY WAY GALAXY

GAMMA QUADRANT



ALPHA QUADRANT

STELLAR CARTOGRAPHY

SUPPLEMENT STRUCTURE

This campaign sourcebook provides all the information you'll need to play a game of *Star Trek Adventures* in the Gamma Quadrant. While the default setting for the game and half of the Living Campaign is approximately 2371, this book moves the timeline forward to the end of 2374, when the Dominion War is at its peak and the myriad forces engaged on all sides rush headlong toward an explosive conclusion to hostilities. Review the section titled "Campaign Usage" below for more information on the advanced timeline.

Chapter 2: The Gamma Quadrant is the largest part of this book, and it describes the main power in the Gamma Quadrant, the Dominion. The chapter details several Dominion-controlled worlds as well as a few unaligned locations within the Gamma Quadrant. It also provides detail on many of the species aligned with the Dominion in this stage of the war, including the Cardassians and the Breen, and discusses some of the other adversary or unaligned



species, including the Son'a, Kzin, Pakleds, and the Gorn. The chapter closes with an in-depth discussion of the state of the Galaxy at the end of 2374, with deep discussion of how the war has progressed and where things now stand.

Chapter 3: Species of the Gamma Quadrant presents new options for characters hailing from the Gamma Quadrant. Along with expanding character lifepaths, there are also twelve new playable species available for characters including the Paradans, Son'a, Tosk, and even the Changelings! Use these new species to add color to your game and bring interesting new characters to light.

Chapter 4: Starships of the Gamma Quadrant details several new starships from the Dominion and other species, as well as a selection of upgraded Federation, Klingon, and Romulan spaceframes. Revealed are the mighty battleships of the Dominion and the brutal technologies behind the Son'a isolytic weapons. Each vessel outlined in this chapter has an in-depth overview of its capabilities along with statistics for use with your campaign.

Chapter 5: Encounters and Adversaries highlights what your crew could encounter in travels through the war zones within the Gamma and Alpha Quadrants, or along the front lines. Encounter seeds are provided to drop into your ongoing

campaigns or to be used as launching points for new campaigns, and advice is provided for different themes for campaigns that might be played during the Dominion War. Statistics for a variety of NPCs are provided as well to be included in encounters your crew may face.

CAMPAIGN USAGE

Unlike the information in the *Star Trek Adventures* core rulebook and the *Alpha and Beta Quadrant Sourcebooks*, we push the timeline forward in this book, placing you deep into the Dominion War. This book offers an in-depth look at the conflict over the past several years along with a review of the critical importance of space station Deep Space 9. In Chapter 2, there is an expansive review of the Dominion and its motivations, as well as the events of the Dominion War and the state of the Galaxy at the end of 2374. Taking a large deal of influence from the events in the *Star Trek* televised series, we make sure to fill in the gaps of knowledge so you can run a campaign during this crucial period of Federation history. How does a Starfleet crew, trained for peace and exploration, adapt to a wartime footing where brutal enemies challenge the freedom and security of the Alpha and Beta Quadrants?

YESTERDAY'S ENTERPRISE

The default setting of *Star Trek Adventures* is the year 2371 (Stardates 48000-48999), though this book advances the timeline to the end of 2374, where the Dominion War has fully engaged all the major powers of the Alpha and Beta Quadrants. It is a time of danger and drama, with heroes and villains on both sides of the lines.

Games set during the *Enterprise* era will, of necessity, be restricted to a smaller volume of space due to slower warp drives. By 2151, the farthest an Earth starship had ventured was Risa, 90 light-years away. Gamemasters might choose to play out the Earth-Romulan War; alternatively, the Player Characters could engage in first-contact missions with some of the species seen in the classic era and later, such as Nausicaans, Tzenkethi, or Breen. It is highly unlikely that any starship set in this era will meet any Gamma Quadrant species, though a clever Gamemaster might choose to have a ship enter Bajoran space and be whisked away through the wormhole to the Gamma Quadrant, either as a scientific mishap or perhaps by the will of the Prophets?

Games set during the Original Series era and later might focus on the Federation's clashes with the encroaching Klingon Empire and Romulans, as well as border skirmishes with the Cardassians or Tzenkethi. The nature of the Romulans remains a mystery to the Federation until 2266, when the *U.S.S.*

Enterprise NCC-1701 prevents a Romulan ship from destroying Neutral Zone outposts.

As discussed above, it's unlikely that any starship from this era will encounter any species from the Gamma Quadrant, but it's certainly possible to have an intrepid Starfleet crew encounter the occasional Gamma Quadrant alien slipping through the wormhole.

Gamemasters wishing to run missions during different time periods will have no trouble using the rules as presented. If an item of equipment or technological advance is unavailable in a certain era (such as transporters, replicators, etc.) there will be a note in a sidebar such as this one.



FIRING LINE

PERSONAL LOG,
LIEUTENANT COMMANDER THOMAS JORDAN,
U.S.S. EFFINGHAM

Everyone kept telling me how peaceful it was going to be to just sit here and watch a patch of space every day. Then the war started, and we started seeing Dominion raiders on the edge of sensor range. Now our entire ship is sitting here waiting for the wormhole to open again and for an entire Dominion armada to break through and destroy us all. I know we've got the weapons on the station at our back, and we have the ships the Klingons sent scurrying around the system under cloak, but every day I have to sit and stare at our sensors as they continually read back that nothing is there. But something is there, and any moment a hundred front line ships may break through and destroy us all. I better make sure that letter to my wife and sons is still in our emergency broadcast buffer in case the inevitable happens tomorrow, or next week, or next month. The weird thing is, it almost feels like that would be a relief to see the ships come through at last, just so we can get done with this waiting.

PERSONAL LOG

PROFIT MARGINS

FERENGINAR PREMIUM CLASS,
PRIORITY 1 LATINIUM LEVEL CLEARANCE MESSAGE TO
GRAND NAGUS ZEK FROM DAIMON PEKKI

First, I want to mention that I am absolutely blameless for these people's complete and utter rudeness and lack of understanding of modern galactic principles. You would think that a race that still used hard currency would understand the ideas of Fair Market Value or modest interest fees that are our right to charge, but no! Instead they got all indignant when I brought them your latest business offer to buy sole exclusive rights to the wormhole. They kept saying "We've already debated it in our Council of Ministers and the Federation also says no." They're just letting anyone go through the wormhole as long as they file a flight plan with the Federation!

They are sitting on a gold mine and they refuse to even pick up the sonic drill to get any of that precious metaphorical ore in there. And they call us savages? Well, I've already filed a 'flight plan' with that station of theirs and I plan on doing some exploring of the Gamma Quadrant. I'll let you know what I find...for a modest Ferengi Merchant Fleet commission, of course.



CHAPTER 02.00

THE GAMMA QUADRANT

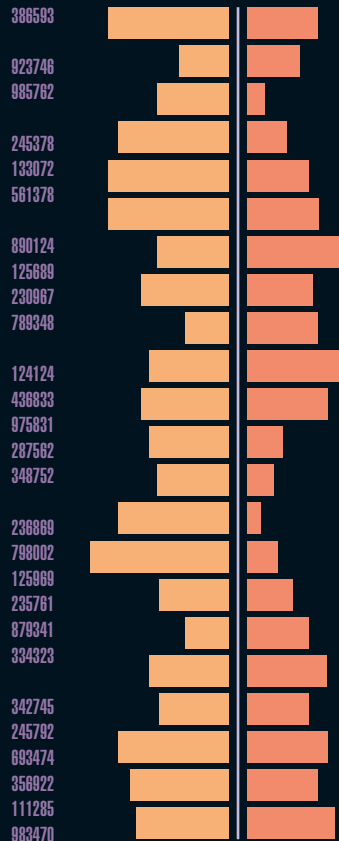


02.10	THE DOMINION	009
02.20	DOMINION WORLDS	023
02.30	THE GAMMA QUADRANT	033
02.40	THE DOMINION WAR	047

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PERSONAL DIARY OF QUARK, PROPRIETOR

QUARK'S BAR, GRILL, GAMING HOUSE, AND HOLOSUITE ARCADE



It may sound like I'm being overly dramatic, dear diary, but trust me, things are looking bleaker than bleak in the early weeks of this ugly new year. The war with the Dominion rages on, losses mount, my profits decline, and I'm looking at a ledger filled with more red than even I can easily cover up.

Oh sure, it's not all bad for everyone. Late last year the Romulans threw their weight into the fight and knocked the Dominion clean out of Benzite space; even occupied Benzar. A victory for our alliance, sure, but probably also a victory for the Romulans if we should win the war and they prove reluctant to give up their gained territory.

Major Kira got herself promoted to colonel, the poor fool, and somehow she and Odo are hitting it off better than even I could have guessed. I like to think I have a talent for picking out the long-term relationships from the one-night stands, but with those two, I guess I was wrong. I bet the constable and the colonel got a good sneer out of that one.

And Vic Fontaine...his nightclub draws nearly as many customers as my bar does on any given night, and he's just a hologram! What does that say about me and the real drinks I stir up every night along with my real games and very real dabo girls?

Hold on...better strike that last comment, diary. No need for anyone to hear that bit, much less Morn. Everyone on the station will hear about it inside an hour.

My stock of glassware has mostly been restocked following the strange battle on the station between the mystical Bajoran mumbo-jumbo tossed around thanks to Captain Sisko and the others. I still haven't made sense out of it, but that's only because I've been busy telling my staff to spend most of their free time

picking up bits of glass and sopping up spilled liquor.

The Bajorans are still picking up the pieces too—that little spiritual battle on the station caused all sorts of earthquakes, floods, and unnatural disasters on their planet. I don't know if they'll fully recover, and we're talking about a people who were still recovering from the Cardassian Occupation, and that ended six years ago.

And now there's this...this Pah'Wraith cult from Bajor spending all their time at the station's Bajoran shrine, praying to their false gods and yelling their strange chants. And are they drinking or gambling? No! Here I thought the religious ones were the ones to watch out for. I figured they'd need to reinforce their heretical ways with some liquid courage, but it seems their faith is all they need.

Pathetic. And costly, for me, anyway. This war has cost me a lot. Lintum, glassware, customers...friends. Most of us on the station are still dealing with Jadzia...er, Commander Dax's death, and it didn't help matters that Captain Sisko took an extended leave of absence and took his son Jake with him. They haven't come back yet and no one can say when or even if they'll return.

There was a time I would have taken advantage of Captain Sisko being away from the station, but now...now I just miss him. The front lines may have shifted away from Deep Space 9, but I'm confident everyone on the station would feel a lot better if he was back on board.

Rule of Acquisition number 34 states that 'War is good for business'. Sometimes I agreed; sometimes I even profited from war. The more I think about it, though, the more I regret the day we first heard about the Dominion...

THE GAMMA QUADRANT

THE DOMINION

"IT'S TOO LATE FOR APOLOGIES.

THE DOMINION WILL NO LONGER STAND BY AND ALLOW SHIPS FROM YOUR SIDE TO VIOLATE OUR TERRITORY."

— THIRD TALAK'TALAN

In the minds of many people — fearful Federation citizens, members of subjugated worlds, and the Founders themselves — the Dominion is the Gamma Quadrant. They're certainly the premiere political power in that region of space. By most measures — territory, technological development, military capability, intelligence gathering, and counterintelligence — this vast empire may be the strongest in the known Galaxy, save for the Borg.

Perhaps what's most curious about the Dominion is that while they are aggressively expansionist, they don't fit the mold of other conquerors. While the Klingons, Romulans, or Cardassians make their conquests out of a desire for the glory of battle, to obtain new worlds, or to make up for material shortfalls at home, the Dominion cares for none of these things. Their fight is born from an obsession with order and a deep, primal fear.

FLIGHT OF THE CHANGELINGS

What is now known as the Dominion has its origins in the Changeling species, a group of advanced beings who eventually became known to the rest of the Galaxy as the Founders. Members of this exceptional people consider themselves superior to others, the "solids", and for good reason. They can alter their physical form in an instant, from something as small as a mouse to as large as a shuttle. They can become monstrously ugly or angelically beautiful on a whim.

While the Founders were originally solid beings very much like humans, Klingons, Romulans, and others, they long ago transcended their original biology. Changelings have no known maximum lifespan, and they can withstand the rigors of deep space. Their physical superiority led others to become jealous and fearful. While initially friendly, the Founders came to know nothing but hatred from the solids that they encountered.

A NEW DISCOVERY

Quark,

It's been a while since we've spoken. I hope that you're having a lucrative time without me. I had to call off my latest expedition to the Gamma Quadrant. The heat was getting to be too much, plus I heard that a Vulcan team already picked clean the site that I wanted to explore.

I've been in the Alpha Quadrant looking for leads. Have you ever heard of Vagra II? I'm guessing not, since even I was unfamiliar with the planet. It's an off-limits zone, apparently set up by a Starfleet captain that I used to know.

The interesting thing about this world is that it has precisely one inhabitant. He's a pile of shapeshifting goo. Sound familiar? The difference is that this one is black, not gold like the Changelings on the other side of the wormhole. But, while my drones were down on the surface of Vagra II, they discovered the crumbling remains of an old settlement. Take a look at the attached files.

Yeah, those are pictographs that appear to show a shimmering golden liquid emerge from the hearts of humanoid bodies, while a black ooze pools at their feet. My drones were able to get more images and video, and to beam up a sample of some very interesting material before something on the surface made me lose contact with them. Here's a hint: it's amorphous, and at least 200,000 years old.

Quark, this is a big score. Bigger than the Tox Uthat would have been, or the Sacred Chalice of Rixx. We've got to find the right buyer. I don't care who it is — Federation Archaeological Council, your Nagus, that Zibalian family. Or even the Founders.

Let's talk,
Vash



SECRET ORDERS

First Omet'iklan, these orders are for you alone. If the seal on the case in which this isolinear rod was delivered was broken or missing, you are to immediately open fire upon and destroy the attack ship that delivered it to you, and to kill your ship's Vorta commander before alerting the nearest starbase on emergency channels.

Your next mission is to eliminate a cadre of rebellious Jem'Hadar. Your vile brothers have forsaken their oaths of loyalty and must be punished. For this mission you will also commandeer a Starfleet vessel and fight alongside its crew. Your commander will fill you in with more details as needed.

Your new Vorta commander, Weyoun, is under secret orders as well. At some point in this mission Weyoun is going to deliver an infection agent to Odo, the wayward Founder child. This will not cause permanent harm to Odo, so long as he returns to the Great Link. I know that you and your brothers have heard of Odo's shocking betrayal of his own kind.

While Weyoun is under orders to infect Odo, he is still causing harm to god. After the mission concludes, you are to kill Weyoun. Make sure to do it in front of the Starfleet commander. For his obedience in carrying out his own mission, Weyoun's line will continue. We will activate his next clone, who will report to your ship within two days.

Go now and serve your gods well.



As the Changelings fled from persecution they found no relief. When they came to an uninhabited world their pursuers soon caught up with them and began the slaughter anew. Wherever they found new groups of solids, they were always turned away.

Their flight became an exodus. As the centuries, and then millennia, passed, the Changelings were alone in the cold void of space. They discovered that their fluid forms were capable of mingling into compound bodies. When they mixed physically the Changelings also found that their minds became entwined with one another. It was as if a new holistic identity, more than the sum of its members' minds, manifested with every coupling.

As the years passed, the Changelings all merged into one collective consciousness, known as the Great Link. With single-minded dedication they hurtled through the stars, seeking to find the one thing that all beings truly want — a home.

THE EARLY YEARS

Tens of thousands of years passed. With the wariness of a hunted prey and the patience of immortals, the Great Link decided to begin testing local space for a suitable world. The goal was to find a place where they would not be subject to the hazards of space, such as subspace anomalies or radiation storms, and which would be hidden from would-be exterminators.



The Great Link sent out individuals as scouts to determine the best location to found a new home world. During their travels, some of these agents attempted to make peaceful contact with the inhabitants of the planets that they found, but all were repulsed by natives who mistook the Changelings for gods or demons.

Eventually the Changelings were able to find friendly species. Among their first allies were the Draï, a race of hunters, and the Vorta, which the Founders turned into clever negotiators. From this small beginning came the mighty Dominion. By using a combination of the Vortas' charisma, the might of the armies that the Draï created for the Founders, and the cunning of the Changelings themselves, the Dominion eventually achieved its goal of subjugating local space.

THE HUR'Q WAR

As the Dominion continued to grow and thrive, the Founders absorbed dozens of worlds into the fold. For the first time they found themselves the subject of fear from the solids, approaching negotiations and war from a position of superiority.

Around 900 years ago the Dominion faced its first, and until its encounter with the Federation, greatest challenge. A species known in the Alpha Quadrant as the Hur'q, and whose true name the Founders erased from history, began raiding Dominion worlds. The Hur'q's powerful vessels sported wicked plasma cannon disruptors, powerful engines, and nearly impenetrable shields.

In the end it was the brave fighting force of the Jem'Hadar, combined with the subterfuge of the Founders, which brought down the Hur'q. The invaders had spread themselves too thin, striking out in all directions and fighting wars on too many fronts to be effective. Just a few Changeling infiltrators were able to sabotage key ship systems during battles, which in turn allowed boarding teams to capture Hur'q fleets.

Vorta scientists did their best to reverse-engineer the technology of the Hur'q fleet to create the first generation of Jem'Hadar battle cruisers. By the time the Hur'q began to pull back their other forces from around the Galaxy, the Dominion had made inroads into Hur'q territory. They razed the invaders' home planet. The rest of their territory fell, and what remained of the Hur'q fleet scattered. The Vorta report occasional rumors of Hur'q presence, but there hasn't been a confirmed Hur'q sighting in over seven centuries.

This war had a galvanizing effect on the Dominion. In the decades before the invasion, several worlds had grown discontented with Founder rule, and a few had even openly rebelled. The member worlds saw the war as a noble defense of their way of life. Vorta propaganda agents wove a new

narrative of the Dominion as a mutual protection network and as a unifying force for good in the Galaxy.

Seeing how effective the war had been at ensuring the loyalty of member worlds, the Founders began a new policy of using unabsorbed worlds as scapegoats. The paranoia of a threatening "Other" that drove the Changelings spread to their subjects. That famine on Alnara IV wasn't caused by an error in supply lines, it was the treachery of alien races beyond the Dominion's borders.

If the Vorta bureaucrats judged two or more nearby systems as being too resistant to Dominion ideals or too powerful to annex efficiently, the Dominion would covertly set the aliens at one another's throats. After the war sufficiently weakened and wearied the systems, the Jem'Hadar would swoop in, decimate the side that the Founders deemed less useful and then be welcomed as heroes.

The war with the Hur'q also slowed the Dominion's southward expansion plans. Hur'q territory originally included the area of space around the Gamma Quadrant terminus of the Bajoran wormhole. As the Dominion explored these planets they found that Hur'q settlements were often booby-trapped. More than one expeditionary force was lost after a science team accidentally triggered an abandoned doomsday device. Evidence of other ancient cultures, some of whom had persecuted the Changelings before their exodus, included the T'Kon, Iconians, Preservers, and others.

As the Founders are nearly immortal, they take the long view of things. Species in this area were mostly left to their own devices. Founder infiltrators made sure to guide the local species' exploration, trade, and settlement efforts away from Dominion space. The Founders used the alien races as unwitting scouts and, gradually, over the course of centuries, pushed their borders south, only absorbing a planet when they were sure that there were no ancient dangers lurking within a hundred-systems' radius. Though painfully slow, this expansion method suited the Founders' orderly plan.

ASTROGRAPHY

The territory of the Dominion is almost wholly unknown to the Federation and its neighbors. Their only points of exploration in Dominion space are the systems surrounding the Gamma Quadrant terminus of the Bajoran wormhole, which lies some 70,000 light years from Federation space.

A map of the Dominion would look different depending upon whom you asked to draw it. An outside observer might create an image that resembles an archipelago, with only those systems officially chartered as members or subjects of the Founders in purple against a sea of black, with many uninhabited or ignored systems untouched. A Founder

One cannot understand an individual Founder without considering the Great Link. It is the gestalt that formed from the intermingling of form and consciousness during the Changelings' long exodus. Through it each of these beings forges a connection with their fellows that is dearer than blood, more intimate than lovers, and more profound than the relationship between one's own mind and body.

An individual, away from the Link, is but a "drop." When they merge with their fellows they become an "ocean." The Changeling opens their mind up to the others, sharing memories and sensations in so perfect a way that the others might as

well have experienced them first-hand. It is possible to withhold thoughts and memories, if needed, but the Changelings rarely do this.

When a Changeling leaves the Great Link they retain much, but not all, of what they knew when they were part of the greater whole. The passage of tens of thousands of years takes its toll on the memory, even the memory of immortals. So much of what the Founders remember exists only in the space of the Great Link. If enough Changelings leave the link at once, the Founders fear that it might disincorporate, and with it all the Founders' earliest memories.

The Founders would consider this to be an extinction of sorts. So much of a Changeling's mind passes among the forms of its fellow Changelings in the Link that in many ways the Changelings of today are not the same as those of so many centuries ago. Without the Link the Founders would lose all sense of their identity.

would paint a large, solid area encompassing every system patrolled by the Jem'Hadar, as they view all that they can see as belonging to them.

The Dominion is by no means the only interstellar polity in the Gamma Quadrant, but it is the largest and most powerful. When Jem'Hadar patrols or lesser members discover new worlds, the Founders determine whether the new planet poses any sort of threat to the Dominion, and if its society or material resources are useful. While not every world gets added to the Dominion's official membership, the Founders consider every world patrolled by the Jem'Hadar to be theirs. The military arm of the Dominion uses this space as a buffer of sorts to protect their more vital property.

The Gamma Quadrant terminus of the Bajoran wormhole is in one of these sectors of space. None of the immediate worlds are under direct suzerainty to the Founders, but most of them have at least a vague awareness of their interstellar neighbors. For the most part their activities are confined to nearby stars and they have very little in the way of military capability.

One thing that inhibits Dominion expansion is the lack of a dedicated colonization service. The Founders only maintain presence on a single world at a time; expanding onto multiple planets would actually weaken the species. The Changelings have no desire to see the solid species spread further in the Galaxy, so they expressly forbid members from settling beyond their existing worlds. Their philosophy teaches the pacification of existing species, not spreading them throughout space.

Necessary expansions, such as mining colonies, are intentionally designed for temporary use. Once a resource

is used up the infrastructure is destroyed or put to another useful purpose, as are the staff. Workers tend to be slave labor or other disenfranchised people who are not necessary to operations on their home planets.

POLITICAL STRUCTURE

The Dominion is a fascist theocracy. The government and military have complete authority over the lives of their subjects. This cosmopolitan empire is made up of scores or even hundreds of different societies, all united under a common rule and philosophy.

The guiding principle among all the races of the Dominion is the Way of Things. According to this philosophy every species and society has its own predestined purpose, an end to which they can use their own unique gifts for the betterment of the Founders and the rest of the Dominion.

Some species are valued members of the Dominion, while others are used for slave labor and other undignified purposes. Members of the more elite echelons of society recite the mantra "The Jem'Hadar serve the Vorta, and the Vorta serve the Founders." This succinctly describes the status quo, even if it is a bit of a gloss.

THE FOUNDERS

The Changelings are a truly remarkable species. They have no known maximum lifespan, as there has never been a report of a Changeling dying due to natural circumstances. While the monoform solids remain trapped in the shape they were assigned at birth, a Changeling is free to take on whatever appearance they desire.

The Founders' shapeshifting abilities are nearly limitless. They can take on solid, liquid, and even gaseous forms, becoming anything from a tiny pebble to an expansive mist. They're adept at mimicking other lifeforms, including tiny rodents, sapients of all types, and even spaceborne, warp-capable creatures. The only phases of matter not available to them are plasma and pure energy.

A Changeling cannot hold an assumed form indefinitely. Depending on the age and ability of the individual, they must return to their true state, a shimmering, golden liquid, every 16 to 20 hours. Delaying this return damages their body and eventually leads to death if the Changeling goes too long without resting.

These natural abilities, combined with thousands of years of accumulated knowledge, underlays their belief that they are superior beings. They view the solids as mayflies, ephemeral beings who flit in and out of existence in the briefest moment, living only to upend the order for which the Founders work so hard.

THE VORTA

At the top of the Dominion's governmental structure are the Vorta. They are the public face of the Dominion. A Vorta may be a demagogue, a diplomat, a scientist, an officer, a spy, and a sort of clergyman, preaching and enforcing the gospel of the Founders. Many species are told that the Vorta themselves are the Founders, which is a ruse intended to draw the attention of the more powerful species away from the Changelings.

Vorta are known for their fanatical belief in the divine nature of the Founders. Their legends hold that the Vorta are a species of uplifted primates who the Founders rewarded for saving the life of a Changeling thousands of years ago. This zealous devotion allows the Vorta to make morally reprehensible decisions and to commit atrocities in the name of their gods.

Vorta prolong their lifespans through a cloning process. This practice came about because the Founders kept losing valuable diplomats to hostile native species and did not wish to keep training new ones. The Draí cloning practice allows the next iteration of an individual to retain the previous version's capabilities and most or all of its memories, though the personality may change from one generation to the next. This process is unusually fast, and a new clone can be operating within days or even hours of its predecessor's death.

All members of the species are equipped with a termination implant that they must activate upon capture by the enemy. Despite their fanatical devotion to the Founders' orders, many often choose to take their chances with their captors rather than commit suicide. Vorta's usefulness as diplomats and spies has been improved by a number of genetic alterations. They have very keen hearing, on par with Ferengi, and are immune to almost all known poisons.

VORTA TELEKINESIS

Eris, the first Vorta officially encountered by Starfleet, exhibited the ability of telekinesis. She was able to open mechanical locks using mentally controlled energy. This ability is not common among the Vorta.

Only a few special agents are given this mutation. These gifted Vorta are sometimes useful as covert assassins, but more frequently they use the powers for dramatic effect. While a Founder can perform all sorts of feats that would awe primitive creatures, sometimes the Great Link deems it too unsafe, inefficient, or otherwise undesirable to send a Founder to a new world.

Telekinetic Vorta visit primitive planets after covertly observing the local cultures, then manifest themselves as agents of the divine. To the superstitious and ignorant, the Vorta seems to be able to appear from nowhere when they transport in, kill with a word of judgement as they use telekinesis, or summon vile beasts when they command their Jem'Hadar attendants to deactivate their shrouds. This ability causes less-developed, highly religious worlds to capitulate to the Dominion, frequently without a single battle being fought.

THE JEM'HADAR

Below the Vorta are the Jem'Hadar, who act as the blunt instrument that the Founders use to punish rebellious worlds and to wage war. All members of the Jem'Hadar are soldiers. Most are simple grunts, concerned only with pointing their weapons at enemies and firing, or with other low-level tasks.

Jem'Hadar mature within a matter of days after hatching from their birthing chambers. Their training takes only a week or so, depending on which aptitudes the Jem'Hadar shows as a juvenile. Those qualified for leadership positions are assigned a rank, from "tenth" to "first," and turned over to the supervision of a Vorta commander.

Jem'Hadar are designed only for battle. Their Draí engineers were able to give them a natural cloaking ability known as the shroud, which allows them to sneak up on their enemies unseen. While shrouded a soldier is invisible to the naked eye, and they and their immediate possessions are also undetectable by standard scanners. Adult Jem'Hadar do not need to sleep, and their only nutrition comes from a synthetic drug known as ketracel-white.

A typical Jem'Hadar life is brutal and short. If they don't die as punishment for insubordination or failure, they die in battle. Less than one percent of Jem'Hadar live to the age of fifteen. Those who make it to 20 are considered "Honored Elders" among their people and given additional respect. These individuals get reassigned as instructors or as base commandants. No Jem'Hadar has ever lived to 30 years.

KETRACEL-WHITE

The white is considered a sacred substance by the Jem'Hadar. It is their source of life, earned only through loyalty and victory. It does not provide nourishment, but rather prevents the Jem'Hadar's body from degrading. If an individual goes too long without their regular dose, they begin to suffer mentally and physically.

In the final stages of withdrawal, a Jem'Hadar can no longer contain their species' inborn aggressive tendencies. They begin to lash out, first at non-Jem'Hadar, then at their own comrades. The Vorta and Founders see this behavior as proof that the Jem'Hadar require the white addiction to keep them from turning on their masters. Some Jem'Hadar view it as a cruelty. They feel that they would be loyal even if the Founders removed the need for ketracel white. Once a Jem'Hadar passes the last threshold of withdrawal, he is no longer capable of reasoning, and thus his attacks on Vorta and even Founders are not acts of rebellion, but pure animal instinct.

Some Jem'Hadar are naturally immune to white withdrawal, though few are ever in a position to discover this. Some who have this condition are eager to prove that their loyalty to their Founder gods is pure and does not derive from addiction.

THE DRAI

The Draai are often called the Hunters by other species, but this is a misnomer. The Hunters are the upper crust of Draai society, those individuals who live a life of privilege and who spend their lives practicing the most sacred ritual of their people, the Hunt. This species is one of the oldest members of the Dominion, though for the sake of secrecy and security, the Founders don't allow them to interact with outsiders very often.

These people were there at the Dawn of the Dominion, 2,000 years ago. They were gifted warriors and geneticists. It was the Draai to whom the Founders turned to uplift the Vorta from primitive beings into their current state.

When the Founders needed an army, they tasked the Draai to create the perfect warriors. They used the Tosk, a species that the Hunters use for prey in their games, as the basis. The Draai twisted the genetic stock of the Tosk to make them more aggressive, hardy, and subservient, while keeping the ability to shroud.

For their vital and loyal service, the Founders bestowed the Draai with plentiful resources and positions of honor within the Dominion hierarchy. The Hunters are allowed free access to almost all worlds in Dominion space as they engage in the great Hunt. Their ships are outfitted with much of the latest



technology, and they're permitted to carry and wield powerful personal weapons and defensive force fields.

The lesser members of Draï society serve as Jem'Hadar breeders and handlers. They also work as attendants in the Vorta cloning facilities. The average Draï worker is privy to much of the knowledge of the makeup, strengths, and weaknesses of both of those species. As a protective measure the Founders keep the Draï within Dominion-controlled areas and away from outsiders. This ensures that enemy agents can't steal information that they could use against Dominion forces.

Average Draï are proud people who are all too aware of their privileged position. The rich among them like to travel within local space, spending lavishly and making dramatic displays of conspicuous consumption. They tend to be viewed as minor celebrities, as the Founders stream broadcasts of the Hunt to most of their member systems.

THE TOSK

The Tosk are a curiosity. They hold no official place in the Way of Things but are a subject race of the Draï. The elite Draï Hunters spend their lives in pursuit of prey. The ultimate prey is the Tosk. These beings live on the run as part of an esoteric ceremony. As horrific a fate as this might seem to others, most Tosk would have it no other way.

The Draï believe that a Hunter's stature comes from his prey. The more thrilling the chase, the more cunning the hunted, the more prestige to the triumphant Hunter. Tosk are instilled with an inbred desire to perform the Hunt. They constantly adapt to their surroundings to elude their pursuers. The most successful prey finds a sense of satisfaction in cunning escapes.

The Tosk's remarkable biology reduces their need for sleep to just 17 minutes per day. They do not need to eat or drink to survive. A Tosk has the ability to become invisible. When the Founders met with the Draï, they noticed these qualities and had the Draï create the variant species known as the Jem'Hadar based on Tosk stock.

Tosk have no formal group culture. As soon they're old enough, their masters set them loose and the Hunt begins. Within Dominion space it's considered good luck to cross paths with a Tosk, since it means that you might have a fortuitous encounter with the wealthy and powerful Hunters. No individuals from member species ever interfere with the Hunt. The tales of Hunter vengeance on those who would spoil their sport ensure that the lower-ranking citizens respect the sanctity of the Hunt of the Tosk.

Tosk are a cold-blooded reptilian species. They are very difficult to detect on scanners, even when they are not



shrouded. Tosk physiology is exceptionally hardy. If they were not intended only for evasion, these individuals would likely make formidable warriors.

THE KAREMMA

A species of merchants, outsiders consider the Karemma to be one of the “softer” members of the Dominion. Karemma value honesty in their dealings, or at least that others perceive them as such. Karemma are a tall and lithe people with rodentlike facial features. They wear their hair up in ornate styles. The higher the coif, the greater the social status of the wearer.

The Karemma were one of the cultures who willingly accepted the Founders without blood being shed. As an example to others, they are free to go about their business. They have no military of their own but rely solely on the Jem'Hadar for protection against piracy and invasion. The Karemma have a distaste for personally conducting warfare, though they're happy to make money from selling weapons to their masters.

Karemma merchants tend to be dapper and cordial, with a not-quite-concealed undercurrent of superiority. They look at the examples of the less-fortunate “members” of the Dominion, those who initially resisted absorption, and scoff.

They feel that their cautious judgement, intellect, and honest dealings elevate them above the rabble who were too stupid to see which way the winds were blowing when the first Jem'Hadar ships entered their systems.

Unlike the Vorta or Jem'Hadar, the Karemma do not truly believe in the divine nature of the Founders. Part of this is because, like with many other member species, the Founders did not reveal their identity to Karemma until after the Founders were discovered by the Federation. Besides this, the Karemma are not a religious people, in the sense of worshipping deities. They have various schools of thought that might be roughly analogous to churches, but a typical Karemma places their faith and confidence only in their own abilities, and perhaps those of their trade house.

This lack of piety doesn't prevent the Karemma from showing proper respects when due. They have no desire to end up as another example of what happens to upstarts who rebel against the Founders. They spend their days building profitable commercial enterprises, exploring new avenues of trade, and referring species who show promise for Dominion membership to the Vorta for further consideration.

The Founders' relatively easy hand with the Karemma serves an advantageous purpose for public relations and



propaganda. It's also very risky. There are reports that some Karemma conduct clandestine trade with blacklisted species, though they always use layers of middlemen and bureaucratic obstruction to hide the truth. Some Vorta technicians suspect, though they've never been able to prove it, that Karemma manufacturers install cleverly hidden weaknesses into the armaments that they sell, to have a way to counteract them should they ever be used on the Karemma.

THE DOSI

The Dosi are a very low-ranking member species of the Dominion. They were brought into the fold when the Karemma joined, as that species had long served as a patron of the Dosi. Like their associates, many members of this species engage in commerce.

While a Karemma might take a cool and aloof approach to negotiations, Dosi are more aggressive. Instead of trying to find common ground or arguing the relative worth of services and goods, these people try to badger the other party into submission. Should a potential trading partner impress the Dosi, they're welcomed as allies. The Dosi treat their friends with a zealous hospitality that's as intense as the aggression with which they prosecute wars against their enemies.

The Dosi only recently became an interstellar society, having received warp technology from off-worlders. Before taking to the stars they were a preindustrial people with a tribal structure centered on ritual combat and drama.

Dosi still wear their traditional armor and cosmetics as part of their cultural identity. The different garish colorations hold great symbolism within Dosi society. Males and females have equal status and similar manners of dress.

The Karemma use the Dosi in the same manner that the Founders use the other species. They send Dosi delegations out to unexplored territories and allow them to make first contact. A prospective trade partner's reaction to and tolerance of the belligerent Dosi tells the Karemma all that they feel they need to know about the new species. The Karemma keep the Dosi on a tight leash, allowing them to undertake relatively minor trade missions. The Dosi must pass on more lucrative opportunities to the Karemma.

THE YADERANS

The Yaderans are a relatively new addition to the Dominion. They were subjugated about 35 years ago. The Founders coveted Yaderan technology. Since their annexation these people provided a greater understanding of cloaking and cloak detection technologies. They were responsible for developing the anti-proton scanning system that is now standard on all Jem'Hadar vessels.

The Vorta integrated the Yaderans' advanced artificial intelligence and simulation technology into their own devices. These advances are used for espionage purposes, and for recreation among the elite member races.

DOMINION TONIGHT

Good evening, member species. On behalf of the magnanimous Founders I am Vorta Shileen.

Our top story is that all is well. Throughout Dominion space the clear majority of citizens continue to be vital, loyal participants in the Founders' grand plan.

The campaign to bring the unruly Alpha Quadrant to heel continues marvellously. In addition to our Cardassian "little brothers," we now welcome the Breen! This species is in full accord with the Founders' ideal and is already proving to be a useful addition to the ranks. Sleep well knowing that the Federation and its nightmare of democracy will never reach our borders.

Remember, that as a Class-4 member, your world is eligible to earn new privileges and responsibilities in the Founders' perfect order. All planets in this bracket who post four consecutive cycles of five-percent growth in productivity, across all indicators, are eligible for Class-4 A status. This new designation comes with increased planetary resource credits, dispensed at your regent's discretion, plus relaxed travel regulations.

Later on in the evening we're going to post highlights of this season's Tosk Hunt opening ceremony. Which of the twelve Hunting Parties does your local recreation center support? Make sure to wear appropriate colors during the broadcast as a show of solidarity.

After that we end our broadcast with a special performance from the Karemma Youth Opera House. These children have been practicing for this performance since they learned to walk, and they now have the pride of representing their species in a tribute performance to our glorious Founders.

Coming up now, though, it's *Real Stories of the Jem'Hadar Patrol*, featuring the continuing adventures of Attack Cruiser 97119. Watch as the brave soldiers of the Jem'Hadar investigate reports of disloyalty on Grakala IX. What will they find? Please note that viewing this program is mandatory for all citizens.

Thank you for watching, citizens. For Dominion Broadcast Center 47, this has been Vorta Shileen. Goodnight and may your dreams be filled with visions of order, obedience, and protection.

The annexation of Yadera was not peaceful. Many of the locals lost their lives in the fast, brutal invasion. Because the Founders wanted Yaderan scientists so badly, they began offering surviving scholars a luxuriously decadent lifestyle in return for their cooperation. The less-educated masses continued to suffer in labor camps and as a slave class to the newly-elevated scientists and engineers.

A few of the Yaderans would not go along with this new status quo, and either fled or committed suicide in protest. The majority of the new Yaderan elite embrace their status even as their former friends wallow in misery. Yaderan society as the natives knew it, which had stood united for centuries, is almost completely erased.

THE PARADANS

Paradans are amphibian humanoids from Parada II. They're a gregarious people with a thirst for knowledge and a relatively high level of technology. The Paradans have sent out several exploratory missions, including long-term vessels to the Delta, Alpha, and Beta Quadrants. The Delta Quadrant mission should have arrived about 15 years ago, while the other two are still on their way.

They have relatively little interest in colonizing other worlds for themselves. They prefer to negotiate deals that allow them to create underwater settlements on planets inhabited by land-based species, which reduces the Paradans' burden of system defense.

The Paradans are an interesting case because they're not a true member species. They are a people in transition. The Parada system was torn apart by a vicious civil war that lasted for over 12 years. A small rebel force was able to make innovations to Paradan technology that allowed them to fight at much greater strength than their numbers would normally allow.

The Paradans pioneered the use of replicants, artificially grown bodies that can be converted into a clone of an individual. These replicants are usually used as cheap labor or as foot soldiers in war. The rebels managed to raise an army large enough to wage a war of attrition against their government.

Twelve years into the conflict a new breed of replicant emerged. This new type was not only a perfect physical replica, but it also had the same memories as the original. They were also programmed with a second personality that would manifest and withdraw according to predetermined stimuli or at regular intervals. These replicants were used as spies, saboteurs, and assassins.

After making contact with the Federation, the Paradan government received help from Starfleet to root out the hidden enemies. Within a year the civil war was over. The rebel faction was reduced to a few small terrorist cells. The

government never captured the rebel leaders and to date they haven't learned how the rebels were able to enhance their replicants.

The truth is that the rebels were sponsored by the Dominion. They used Vorta technology to enhance the replicant process and make the blank bodies more perfect recreations of specific individuals. The Founders are displeased that the Paradans have become friends with the Federation in the years since contact.

They made sure that when a Founder bombed Earth's Federation/Romulan Antwerp Conference that a Paradan ambassador was among the casualties. In the meantime, the Dominion maintains a Founder agent on the Paradan home world. The Founders plan to invade and annihilate most of the Paradans when the time comes, but for now they use Vorta propaganda masters to cast the Paradans as warmongering villains as they attempt to lure other local species over to their cause.

THE RAKHARI

The Rakhari are a humanoid species from Rakhar. They're notable for their large, polyamorous family structure. Physically the Rakhari resemble humans, save for a set of bony protrusions that resemble tadpoles swimming along their brow, nose, and eye sockets.

When they annexed the Rakhari, the Founders allowed its existing government to continue more or less according to how it had been run before joining the Dominion. Their world is on the edge of the Dominion's current expansion frontier, and the area surrounding it is exceptionally chaotic.

The Rakhari government is run by a series of provincial exarchs, one of whom is a primarch. These elites exercise absolute authority within their jurisdictions, and they wield their power mercilessly. The rulers' attitude toward personal freedoms, and the lack thereof, is virtually in harmony with the philosophy of the Founders.

When the Vorta made their presence known, approaching the council of exarchs privately, the governors fell in line with minimal negotiations. The exarchs view their subjects as little more than cattle, and so felt no need to inform the populace of their new rulers. Since there were no major issues with crime or productivity, the Founders were content to let things be.

This status as an "unofficial" Dominion member serves their masters well. Rakhari leadership cultivates an image of power and use it to gain the trust of nearby worlds. Foreign delegates speak freely around the exarchs and their servants, and the information that they let slip gets passed right on to the Founders.

The rank and file among the Rakhari are generally kept in the dark about interstellar goings-on. Some privileged individuals

are allowed to run independent trade vessels or to explore off-world, but the exarchs take measures to ensure loyalty, such as keeping a traveler's family hostage until they return safely.

Due to these chafing restrictions there is a growing dissident movement on Rakhar. More and more of the people are speaking up in protest. The exarchs sentence any protestors and their immediate relatives to death. As discontent spreads, they're running out of people to execute. It's only a matter of time before an organized movement develops, and if it comes to that then the exarchs are going to have to explain themselves to the Vorta and face the very real possibility of losing their position of power.

THE T-ROGORANS

The old adage, "there's always a bigger fish" is illustrated perfectly in the T-Rogorans. This warlike species waged a campaign of conquest stretching back around 800 years. They were the local power in their region of space for centuries while the Dominion focused on other areas.

The T-Rogorans are a species that vaguely resembles Earth crustaceans, though they are not adapted for aquatic environments. The warrior class of this people targeted undeveloped societies almost exclusively, with the goal of building up a support base that would allow them to live lives of leisure. The T-Rogorans were content to fly from system to system, taking their tribute, relaxing, and reproducing fiercely.

Their high population was the only factor that prolonged their war with the Dominion. It took several years for the Jem'Hadar fleet to track down and destroy their entire armada. The conquest was complete in the 2360s, though by that point many of the T-Rogorans' previous conquests were also in open rebellion, commandeering their overlords' ships and running from the Dominion. A few joined the Dominion's fight, believing anyone to be better than the cruel T-Rogorans.

The few remaining T-Rogorans are now subjects of the Dominion. Most of them work in labor camps, often overseen by members of their previous conquests. This proud warrior race is on a serious decline, and if they don't recover soon they may disappear entirely within a generation.

CULTURE

The true "culture" of the Dominion is the Great Link. It is the collective consciousness of the Founders, and from it come all the laws and the driving philosophy of the Dominion. Among themselves the Founders have no superiors. Each of them is an equal portion of the Link. While they're aggressive and violent against outsiders, the Founders consider themselves a peaceful people. Up until an unfortunate incident aboard the *U.S.S. Defiant*, no Changeling had ever harmed another. The Founders see it as their mission

A BUSINESS PROPOSAL

To the Founders of the Dominion,

Allow me to introduce myself, my lords. My name is Penk, and I am the premiere purveyor of sports entertainment in the area of space that you call the Delta Quadrant. I've hosted a remarkable competition called Tsunkatse for over 100 years. In that time, I've met several explorers from near your territory. I'm sending a copy of this message away with every Gamma Quadrant native that I meet.

These visitors tell me the most fantastic tales of your empire. I marvel at the prowess of your mighty Jem'Hadar, or the cunning of the Tosk. Tsunkatse is the ultimate test of a warrior's combat ability. Imagine the impression that you could make on the lesser civilizations as one of your Jem'Hadar rips apart a Pendari or Hirogen in front of the entire Galaxy! Think of the branding potential!

In fact, we can broadcast throughout the Galaxy, or we could if my current sponsors, the Norcadians, were able to make a stand against the Hirogen fleet. Those brutish hunters control an ancient communications relay system that allows real-time communication across the length of the Galaxy. They don't use it for anything except coordinating hunts. Such a waste of potential.

I've heard of your power, oh mighty Founders, and I'm willing to make a deal. Send me a fleet of your warships to the Norcadian home world (see the attached coordinates), and I'll show you the Hirogen communication bases. After that we can discuss terms like distribution rights, merchandising, and more. I look forward to your response.

Sincerely,
Penk pal gal Throoma Shorn

and right to impose peace on the Galaxy, even through unspeakably brutal methods.

To an outsider's perspective, the Dominion doesn't seem to run on altruism and a desire for order, but on paranoia and unyielding authoritarianism. The desire to make friends with other species, as well as hope and optimism, vanished from the Great Link long ago, perhaps permanently, during their long period of persecution.

There is still a measure of kindness in the Founders, as they see it. Very few individuals, and certainly no whole society, views itself as a villain. The Founders consider themselves to be a heroic race, guiding the lesser species in a manner that prevents needless killing, waste, and disorder.

Though the Founders will resort to it if sufficiently provoked, they do not like to perform total genocide on a species. They

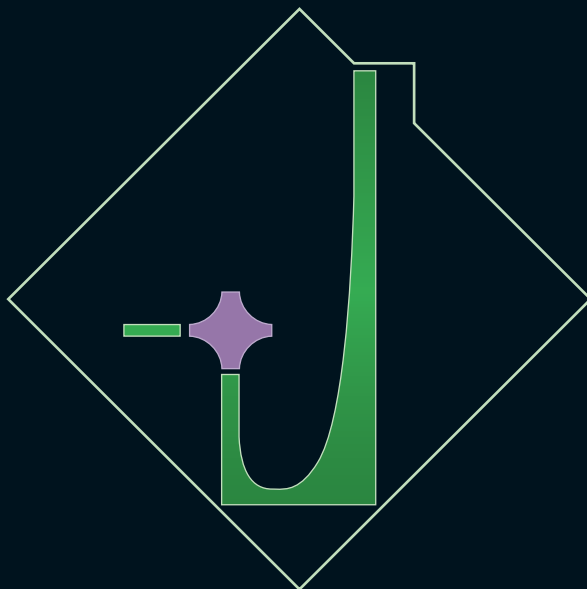
usually leave at least a token population alive as an example to the rest of the Galaxy of what happens to those who refuse the Dominion's benevolent might.

To an outsider it can be shocking to think of life in the Dominion. The subject species do not have the same liberties and privileges that members of the Federation enjoy. Media broadcasts must be run through the offices of Vorta censors before transmission to ensure that everything jibes with official Dominion policy. Groups may not freely assemble, and anyone who engages in formal protest meets a very unpleasant end, usually in public.

Individuals have no protection against spot inspections of their body, home, or property. On many worlds an individual doesn't even get to choose their own career path. Despite these restrictions, for every person who chafes at the Dominion's rule, there's another who wouldn't live any other way.

Outside of the Federation's utopia much of the rest of the Galaxy is still a hardscrabble place. The Dominion offers safety and stability in exchange for blind loyalty and the forfeiture of liberty and free will. Considering that many of the worlds that the Dominion subjugated were already tyrannical dictatorships, most of the lowest class of citizens don't have any greater complaints about their lot in life than they normally would have.

The individual systems in Dominion space are usually segregated, as people must get permission to leave their world. Most of the interchange of media, goods, and information between worlds comes through Dosi and Karemma traders. These merchants are only allowed to bring approved cargo on their journeys, so much of the music, literature, and other recreational pursuits that get passed throughout space are all the same. It's easier to just peddle what you know than to seek permission to buy and sell every new story.



The official language of the Dominion is Dominionese. This language is really the native tongue of the Vorta. All official business must be done in Dominionese, which gives the Vorta another natural advantage when negotiating with or threatening member worlds.

THE GOLDEN DREAM

The Vorta produce propaganda to feed the masses. They portray the more backward and lower-class worlds of the Dominion as "little brothers" who should strive to follow the example of their "older brothers," the more established planets. The message is always something like *You see, life in the Dominion can be so much better than what you had before. All you have to do is work as hard as you can, and you can have more and more.* The Vorta peddle this same vision to the more developed worlds, with vague promises that "further on down the line" certain elite species might even find themselves in a position of privilege among the Founders.

This dream is only that. For most species and individuals, it's an illusion that makes it easier to sleep at night. The Founders and their servants don't truly care about the contentment and fulfillment of their subjects; only their obedience and productivity.

To help encourage the ambition of member races the Founders capriciously elevate certain individuals, granting them authority over other workers, new living quarters, or other luxuries. The people chosen for this special treatment are invariably those who are publicly known for their unwavering support of the Founders' rule, and who unflinchingly inform the Vorta overseers of the slightest sign of disloyalty among their own family, friends, neighbors, and co-workers.

THE EMBLEM OF THE DOMINION

The Founders do not make use of icons and symbols among themselves. The sharing of thoughts and feelings in the Great Link transcends simple visual imagery. The Dominion's famous emblem is an enigma to outsiders.

It is not an illustration of a great beast whose qualities the Founders see in themselves. The elements of the icon have no heraldic significance or ancient depictions of peace and unity. The Founders chose this garish, ineffable symbol precisely for its ugly design. The emblem of the Dominion is a standard to which all members must pay their respects and salute.

It pleases the Founders, and the color-blind Vorta who designed the emblem, to see the "lesser" species react in puzzlement or in terror at something so ridiculous. The image is an example of one of many ways that the Founders use rules and ritual to invoke a greater sense of fear, and from fear obedience, in the solids.

DOMINION MEMBERSHIP

The psychohistorians of the Vorta have nearly perfected their process for assessing a system's most efficient route for absorption into the Dominion. After they learn of a culture's existence, the Vorta determine which semi-trusted Dominion member species they can use to make a covert first contact with the prospective member world.

A delegation approaches the unknown species under a pretext decided by a Vorta administrator. This delegation is under orders to not mention the Dominion, but to keep their eyes and ears open while they deal with this new society. The emissaries then make a full report to the Vorta, accounting the alien culture's level of technology, its overall disposition, and any resources or unique traits that the species or its world might possess.

At this point the Vorta make a report to the Founders, with a proposed plan. The Founders usually permit the Vorta to undertake their scheme and if the culture in question is interesting or threatening enough, they also send a Changeling to the new world as an infiltrator.

The Vorta prefer to make a friendly approach. Violence only wastes the resources of the Dominion. The initial approach is generally not to an entire society (hive minds excepted), but to an individual or small cabal whom the Vorta designate as a Collaborator candidate.

Collaborators are among the most important elements of an annexation scheme. They must be someone with political clout but in a position that's low enough that their ambition is nowhere near satisfied, but not high enough that they view themselves as an equal with the Vorta. An ideal Collaborator has no compunction against killing their own people if needed and obeys the orders of the Dominion without question.

The Vorta approach the Collaborator with a solution to one of the society's problems. Perhaps they have the cure to a deadly plague that's recently begun devastating populated areas. Maybe the Vorta come bearing enough supplies to rebuild vital industrial infrastructure after a mysterious accident levelled a factory complex. They might even have fancy weapons capable of turning the tide in a savage war.

A sufficiently greedy or desperate Collaborator usually takes the bait at this point. If the Collaborator can manage to convince the planetary authorities to fall in line with the Vorta, or if they can stage an efficient coup, then everything proceeds smoothly. The new Dominion member signs all the requisite forms and gets their service assignment from their Vorta liaison.

So long as members contribute what's expected of them, material resources, technological developments, manpower, or whatever else, life in the Dominion is peaceful. If they fail

to live up to expectations, then it's time for the Jem'Hadar to get involved, and rules become much more draconian.

Some submissive worlds don't require very much plotting. A species might be subservient and amiable enough that they even openly petition for membership. Obedience is always valued, even if these societies might have nothing else to offer. Meek races make ideal laborers.

When a planet rebels against the Way of Things, it requires diverting resources from promoting a harmonious Dominion towards powering the war machine. Not only do the rebels suffer, but the lowest-priority member worlds must shoulder the burden of pacification. In the end, resistance only harms a planet, as the Dominion extracts payment for its righteous warfare from the blood of the rebels' children, down to the tenth generation and beyond.

PROGRESS REPORT

To Shiana, Regent of the Mannai People,

Shiana, we've noticed that your last shipment of dilithium crystals fell short of projected numbers by three percent. Looking through your previous submissions, I note that this is the first time that you've failed to meet the Founders' expectations.

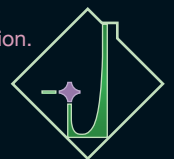
I've been reading other reports of your jurisdiction, and I've noticed a troubling trend. There is a direct correlation with the decrease in productivity and the crop shortage in Mugai Province. This suggests that your administrators are not properly caring for the needs of the workers, and that the workers themselves only meet their quota on a full stomach.

These are critical times, Regent. We must all make sacrifices. If that means missing a meal or two a day, then so be it. Our brave Jem'Hadar on the front lines of this war with the Federation are not complaining about combat conditions.

The good news is that one of the other systems under my oversight was more than able to make up for your shortfall, so I won't have to grovel before the Founders. This still doesn't solve the problem of your productivity issues. My suggestion is that since your world is only producing enough food to feed 90 percent of the population, then you ought to adjust the population level to match available supply. I'm sure that any methods you take would be more humane than whatever my First, Burak'badan, is likely to use.

I'll be in touch. You have one week to fix this situation.

Kind regards,
Gildar, Vorta Administrator of Sector 77945



SCIENCE AND TECHNOLOGY

With a thousand-years' head start on other civilizations, the Dominion has a technological advantage over their neighbors. In many ways they are markedly superior in development to the Romulans and Federation. Much of their technological ability comes from merging the innovations of disparate societies to create new breakthroughs.

The Founders recognize the incredible edge that superior technology gives them, and they are willing to go to exceptional lengths to ensure that their advantage remains secure. In fact, once the war with the Federation is concluded and the Vorta begin adapting Federation technology and engineering practices into the Dominion war machine, the Founders are confident that they will finally be able to accelerate their plans of conquest and absorption.

DOMINION STARSHIPS

The vessels of the Dominion are fearsome. They sport phased polaron beams, which can bypass most types of deflector shields, though Starfleet was able to overcome this advantage with shield adjustments. Jem'Hadar ships tend to have lower maximum warp ratings than Federation vessels, but this disadvantage doesn't hinder massive fleet deployments, since their cruising speeds are roughly the same.

Since Jem'Hadar ships are crewed by beings who have no need for sleep and no desire for recreation there are no chairs

aboard their vessels, save for those in a Vorta commander's quarters. In line with the Founders' paranoia about information and the motives of "lesser" solids, Dominion military ships do not have viewscreens. Rather, a Vorta commander and his First wear augmented reality eyepieces which tune into the ship's scanners and allow the bearer to "see" through the hull of the ship. All incoming transmissions are routed through this headset.

GENETIC ENGINEERING

The Drai were the original masters of genetic manipulation among the members of the Dominion. In the thousands of years since they joined the Vorta and others have learned a few things from them. Unlike the Federation, the Dominion never had a superman rise in defiance; they'd never allow a solid to amass that sort of power. As such, the Founders sponsor all manner of research into DNA manipulation.

Dominion scientists and physicians are capable of effecting alterations at a species-wide level, as evidenced with the changes made to both the Vorta and the Jem'Hadar. They commonly use this ability to impress potential member worlds, offering cures for cancers and other illnesses.

The ugly side of this research manifests in the devastating plagues that they unleash upon civilian populations. Scientists spend weeks and months ensuring that their pathogens are irresistible, harmful only to the target species; then they release it upon the unsuspecting populace and move on to their next project while the victims suffer and die.

A LETTER TO THE HEAD OF XENO-EPIDEMIOLOGY

Doctor Alaxa,

I left our last conversation with a sense that something was amiss. Was it hesitation? Doubt? Regret? Or possibly a simple case of indigestion?

My gut tells me that you're having second thoughts about this work. You mentioned your grandfather's legacy. All the lives that he saved and the cures that he discovered. Phlox was a brilliant physician, there's no doubt. What he did served to eradicate numerous microscopic diseases.

All we're doing — all that you're doing — is applying the cure on a macroscopic scale. Imagine each world of the Federation as a cell, or an organ. The Founders are a pathogen, an unreasoning virus. They care nothing for the people they kill; they simply destroy what they don't understand.

You've seen the report. We've determined that on a fundamental biological level the Changelings are incapable of seeing so-

called "solids" as anything other than prey, slaves, or cannon fodder. They are a people without love, culture, or emotion.

Do you really think that the Hippocratic Oath applies to a race like this? One simple virus can save the lives of trillions of good, honest Federation citizens. Think of everything that the Federation stands to lose. The principles of democracy. The works of Ploosh, Klim, and the rest of Denobula's most famous artists.

Think of your husbands and their wives, and of all the children that you share in common. I'll tell you something. I'm thinking of them. I value those whom you're hesitant to protect. In fact, I have my most loyal and effective agents watching them right now. This protection will continue until the threat is neutralized.

So, Doctor Alaxa, what do you say? Will you get back to work on this project, or do I have to look somewhere else?

Regards,
L

Despite their prowess, the Dominion's researchers are not miracle workers. The cures for several diseases remain out of their reach. This includes the mysterious plague that's working its way through the Great Link.

MANIPULATION

The Vorta are incredibly advanced in the fields of xenoanthropology, psychiatry, psychohistory, and artificial intelligence. They can compile and analyze the data that Changeling infiltrators and emissaries of member races give them about new societies and individuals. From this information they're capable of creating very accurate profiles predicting behaviors of specific individuals in various circumstances.

For times when they need to be absolutely certain, the Vorta use a simulation program to observe important people. The subjects are kidnapped and interfaced with the machinery, which then generates stimuli realistic enough that subjects can spend days or weeks inside it without realizing the true nature of their surroundings. This program tests the willingness of a new species to capitulate to the Dominion without violence, or it gets the subjects to unwittingly divulge sensitive information to the observers.

BUILDINGS

The Dominion uses neutronium to construct its facilities. This ultra-dense material is incredibly strong. It's also resistant to scans from tricorders and other low power sources. Buildings with rooms set aside for use only by the Founders use mechanical locks which can only be manipulated by a Changeling as an added security measure.

CHAPTER 02.20

THE GAMMA QUADRANT DOMINION WORLDS

The territory covered by the Dominion is incredibly vast. The planets within its domain run the gamut from mundane, if such a description can apply to an entire planet, to wondrous. Following are descriptions of just a few of the worlds contained within the Dominion, as well as a few that are within Dominion space, but most likely not under Dominion authority.

ARGRATHA

The prime planet in the Argratha system is a swamp world. It is home to the reclusive Argrathi people. This society maintains a low profile in the galactic scene, preferring to keep to their own system. When Argrathi explore they perform long-range scans before flying and never intentionally enter an area of space that's already inhabited.

The few worlds administered by the Argrathi Authority are those that are most hospitable for the amphibious Argratha. They tend to be high in water and food sources, but poor in readily available minerals. For this reason, the citizens of the Authority have to practice frugal living.

The atmosphere on this world is thick and oppressive to most off-worlders, though the Agrathi find it comforting and intimate. Rather than the stilted buildings that other species tend to build in swamps, these people tend to build sunken houses whose foundations rest on the murky bottom of their bogs.

Families are the basic unit of society, and each household of grandparents, two to four children and twice that number of grandchildren operate almost like feudal villages. The elders supervise the family business while the younger adults and the older children ply a trade. This could be anything from cottage industry manufacturing to data mining. Most families have held their positions for centuries; there is very little social mobility within the Argrathi civilization.

TECHNOLOGY

The Argrathi are a technologically sophisticated species. They enjoy a standard of living not far below the average Federation citizen. Due to the lack of material resources the government uses what it does have to maintain order and efficiency among the populace.

Many levels of society are governed by the Argrathi's memory control devices. Their society considers the development of this capability as something even more important than warp drive. In the space of a day or less a skilled memory smith can impart untold experiences to a subject.

This was most famously used on Starfleet petty officer Miles O'Brien, who had been falsely accused of espionage. In only one hour his captives made him feel as if he had passed 20 years in confinement, leaving him with deep psychological trauma. Though they later discovered O'Brien's innocence, the Argrathi were not able to undo his sentence.

This technology is used as a corrective measure, but also for so much more. Children spend only a few minutes at school each day receiving their lessons, followed by an hour of relaxation to allow the new information to process. Then they go to help their parents at the family's trade.

In the rare instances when the Argrathi find themselves at war they simply use an algorithm to sort citizens into the most desirable physical categories for drafting, then send the new recruits to "boot camp" for a few hours before shipping them off to fight.

This technology ensures that everyone knows exactly what society needs them to know and has the skill set to best utilize their civilization's limited resources. The Argrathi method is more practical than the technology that the Paradans use to program their replicants, as they can apply it to members of any species, not just vat-grown synthetic lifeforms. It's far more extensive even than the memory transference devices that the Founders use to ensure that their Vorta servants retain all necessary skills and information with each new clone generation.

For this reason, the Dominion has an interest obtaining the technology. Originally, they waited to see what other innovations the Argrathi would create, but it seems that

constantly impressing the same strict behavioral patterns, outlook and skill sets on successive generations of the populace has stifled creative thought. The paranoid Argrathi guard their secrets with such extreme measures that the Founders are loathe to try and steal it.

Each Argrathi world features a "memory server," the only true unit that is capable of performing the complex equations that are necessary to ensure successful memory creation. Various terminals around the world can remotely request access, but these are not able to command the central server. The actual facility housing the main unit is more tightly guarded than the palace chambers of the First Citizen of Argratha. If it is ever compromised the military immediately destroys the server core. To date no Dominion agent, not even a Founder, has been able to steal the secret of this technology.

DRAI SYSTEM

This system is home to Draai Prime, the home world of the Founders' oldest allies. These people helped them conquer Kurill Prime and were responsible for creating the Jem'Hadar and uplifting the Vorta. Because of the Founders' predilection for secrecy, the Draai do not have a prominent role in the affairs of the Dominion, at least not in matters of warfare. Most of them remain home in this system, working as laborers or Jem'Hadar breeders.

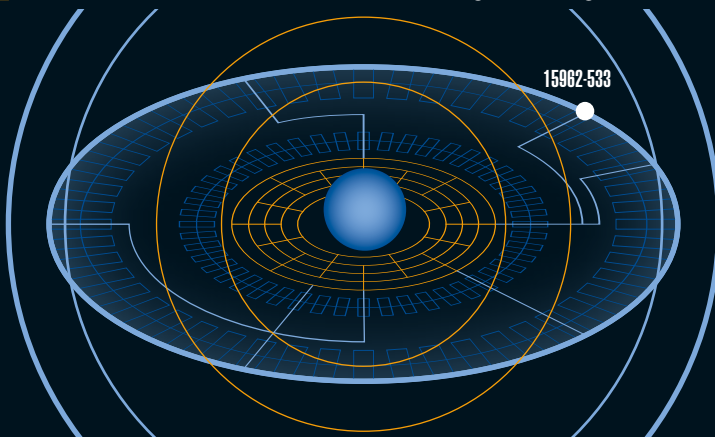
CULTURE

Draai believe in the glory of personal achievement, especially through their sacred ritual, the Hunt. The densely populated cities of Draai Prime are filled with nano-clay statues at every street corner. These statues depict the current winner of the Hunt and are reprogrammed every month in the appearance of the latest champion. Enormous video screens dominate city squares and broadcast a constant live feed of Hunter spaceships as they track their prey.

Most Draai live in nuclear families organized into a rigid clan structure. It's the highest ambition of every family to ascend to Hunter status. This is a multi-step process. Every year the Draai government hosts a series of athletic and intellectual games, in which members of the lower clans compete. Only those families who were among the most prosperous of their family's traditional industry or trade are invited to attend.

If any one competitor wins both the overall physical and overall mental challenges they become the champion of that year. Should they repeat this feat the next year, then they and their household are elevated to join a Hunter clan as an elite family. From there they gain prestige and power as they take up positions within the government. No champion ever goes on the Hunt, but his children do. Actually participating in the Hunt requires a lifetime of intense training that begins almost at infancy.

SATELLITE ORBIT ANALYSIS



104-4894

The Draï serve the Dominion faithfully, but they are more complacent than the subservient, devout Vorta. Their main duty is to breed new Jem'Hadar to fill out the ranks of the Dominion Army and Navy. The middle class of Draï occupy this position, while those of the Hunter class who aren't currently engaged in that sacred ceremony administer government agencies and various mechanisms of the bureaucracy. Rare Draï accompany the Jem'Hadar into battle, though this is usually as part of an experiment or observation assignment.

TECHNOLOGY

Draï enjoy a high level of technology. Some of it they developed themselves, and the rest was a gift from the Founders. Their Hunter ships are extremely powerful, but not to the level of a Jem'Hadar vessel. Their ships are equipped with invasive transporters and strong weapons and shields.

Individual hunters wear shielded gauntlets. These armor pieces generate a force field around the wearer that directs the fire from personal energy weapons away from vital organs and dissipates it harmlessly.

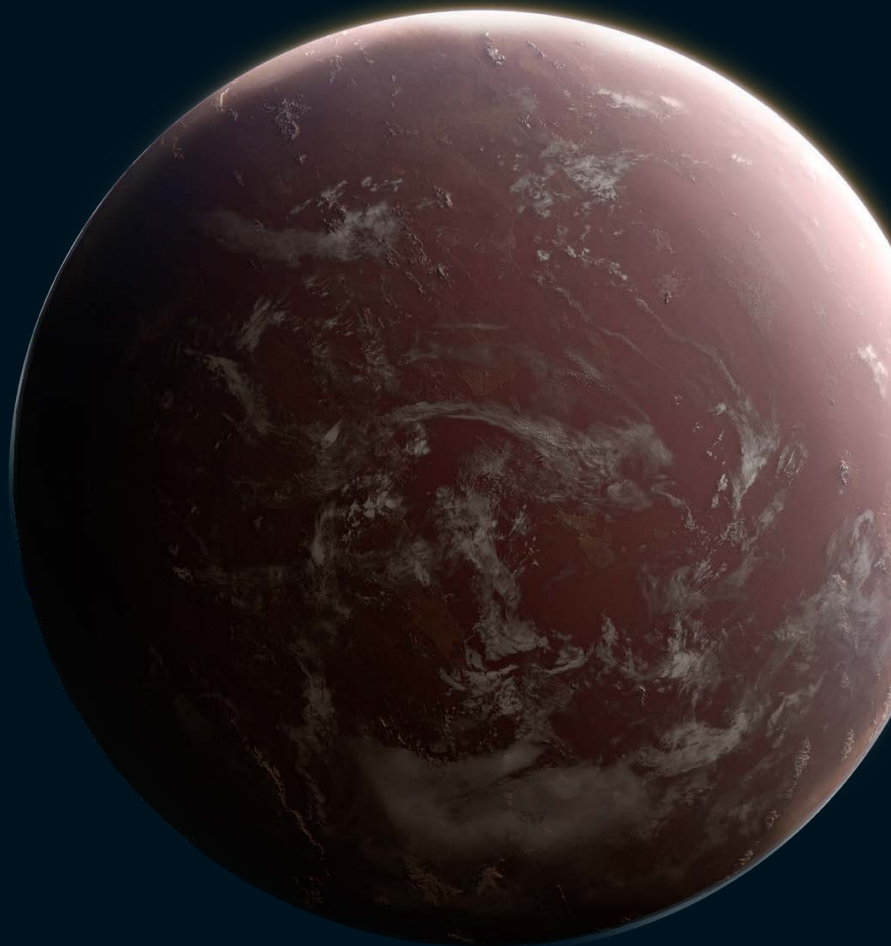
Draï genetic looms were once among the most sophisticated in the Galaxy. In their bid to keep one species from dominating the rest or from becoming powerful enough to challenge their masters, the Founders have delegated much of the responsibility for genetic engineering to the Vorta.

DRAI V

The fifth world of this system is a barren, rocky place with a void-black sky. It was in this harsh environment that the first Jem'Hadar emerged from a breeding tank, its DNA twisted from a template taken from the Hunted Tosk species, its heart filled with unyielding fury. This small planet is still home to a relatively massive breeding operation.

Orbiting Draï V is a small shipyard. It produces mainly Jem'Hadar attack fighters, which the hatchlings use as part of live fire battle drills against their fellows. When the Vorta are negotiating against a species whose resolve or trustworthiness is in question, they arrange for a foreign ambassador to visit the Draï system, and they make sure to show the delegate one of these savage battles. The effect of seeing that the Dominion has more than enough war vessels and soldiers that they can afford to fritter them away in friendly combat is often the last motivation that the alien ambassadors need to acquiesce to the Vorta's terms.

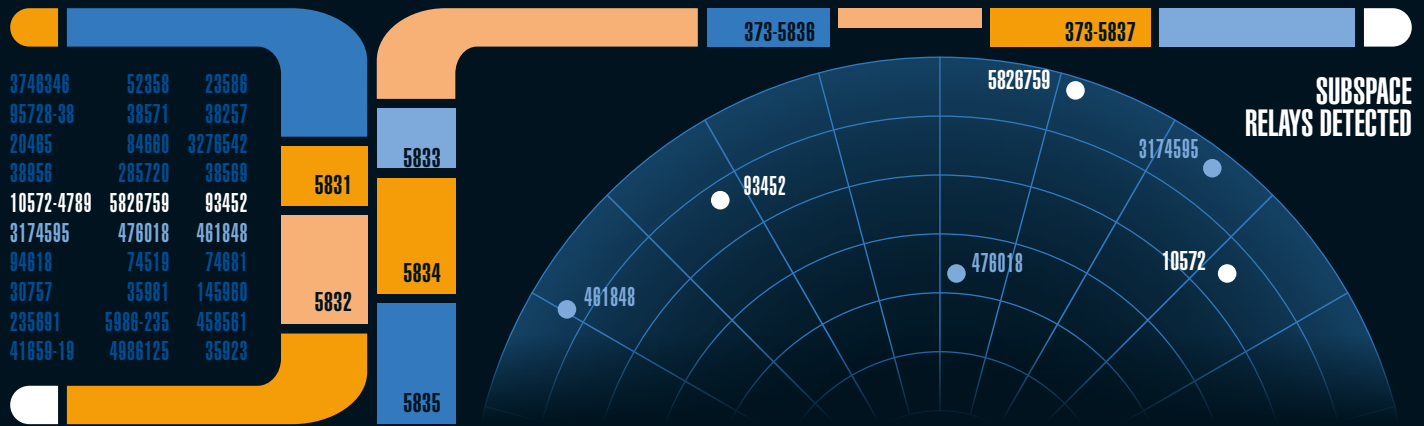
There is very little in the way of luxury or accommodation on this planet. The one concession to functions that are non-essential to the constant war effort is the Hall of Honor. These Jem'Hadar — Honored Elders — who've managed to serve loyally for 20 years are brought to this place to stand down from active duty. They then spend the rest of their natural life span, usually only a few years, as instructors training the next generations. Fewer than one in 10,000 Jem'Hadar ever lives this long.



THE FOUNDERS' HOMEWORLD

Outside of the Dominion chain of command, no one knows the location of the current homeworld for the Founders. They had used a system of satellites to issue their commands to the Dominion from their old homeworld in the Omarion Nebula, but even that world was not the original home of the Changeling race. With their ability to navigate the stars on their own, no one knows where the Founders originated, but in the light of the Dominion War and the attempted genocide committed by the Tal Shiar and Obsidian Order, the Founders have done their best to keep the location of their planet a secret.

Unlike their previous world, the current homeworld for the Founders is nothing but rock. The climate is pleasant in order to accommodate the Founders, but nothing else lives there. The entirety of the planet is covered in the Great Link, the gelatinous ocean comprised of the Changelings who currently only exist in their liquid state. Individual Changelings part from the Great Link and walk on land when they must deal with others or when they must be beamed off-world to tend to the executive needs of the Dominion.



Relics across the Gamma Quadrant suggest that at one time the Changelings were a nomadic species, and small stone pillars and pieces of shape shifting jewelry are found on scattered planets. Ever since the Changelings sent out emissaries of their race hundreds of years ago to better understand the Galaxy, individual Changelings have appeared across the Galaxy. There may be an original homeworld of the race somewhere out among the stars, and individual transport pods containing infant Changelings are still left to be discovered. As to where the Changelings were first born, few can say, as that kind of nostalgia means nothing to the current affairs of the Great Link.

HUR'Q OUTPOST

This world contains the most well-preserved site of the ancient Hur'q race known to science. It was being excavated by the Vulcans when hostilities with the Dominion forced the expedition to pull back to the Alpha Quadrant.

Worf, Son of Mogh and Kor, son of Rynar were able to find the legendary Sword of Khaless, the most sacred Klingon artifact that the Hur'q had stolen during their brutal occupation of Q'onoS. The Klingon warriors chose to leave the sword behind, adrift in space, and they never returned to this Hur'q outpost.

This world holds a treasure trove of secrets. There are many other items of cultural significance to the Klingons here. One particularly dangerous text indicates that many of the traditions and customs that modern Klingons practice actually originated with the Hur'q, including some of the alleged writings of Kahless the Conqueror.

When the Hur'q fled the Klingon homeworld they left behind a small fleet of ships that the Klingons eventually used to reach distant stars. While powerful enough to make the Klingons a threat to the other species in local space for the next few centuries, these were not the prizes of the Hur'q armada.

In order to traverse the incredible length of their empire the Hur'q developed a method of space travel very similar to slipstream warp drive. It could make the trip from the Gamma Quadrant to the Alpha Quadrant in a matter of days. The Hur'q made use of colossal carrier ships to bring their fleets to the Alpha Quadrant. This was because benamite crystals, the necessary fuel for the slipstream reaction, was exceedingly scarce.

A historical record on the outpost world explicitly states that the entire reason for the Hur'q invasion of Qo'noS was because the Hur'q discovered a way to use jerenium, another more common mineral, in their slipstream engines. The Hur'qs' probes discovered that the Klingon homeworld is among the richest sources of jerenium in the Galaxy, so they invaded and set the locals to mining the precious crystals.

This outpost also contains the schematics for a Hur'q carrier. They're not complete, but they are detailed enough that a competent Klingon engineer could adapt the Hur'q slipstream to work on modern Klingon ships, but not on those of other societies. If the Klingons were curious enough to search this site on their own, and resourceful enough to make it work, no place in the Galaxy would be out of their reach.

KURILL PRIME

The Great Link is the true heart and soul of the Dominion, but to most of the member species and neighboring worlds this planet is its capital. It serves as an administrative center where armies of billions of Vorta mandarins navigate layers of bureaucracy so complex that they would make a Starfleet engineer's head ache. The Vorta use their position to draw attention away from the Founders so the Great Link can rest in peace.

In keeping with the Vorta lack of aesthetic sense most of the buildings on this planet are exceptionally drab, as flavorless as the food they serve. In this soul-crushing environment many visiting diplomats often find their wills so weakened

that they acquiesce to whatever terms the Vorta suggest, simply in the hopes of leaving sooner.

Kurill Prime is the world on which the species that became the Vorta originated. Ancient Changeling scouts were persecuted by the first society to rule this world, the Kurillians, and hidden by the primitive Vorta hominids. When they finally came back with a massed army, the Founders rewarded the non-sapient apes with sentience and a glorified place in the Way of Things.

Very little territory on this world is set aside for artistic purposes or recreation. There is one forest which is fenced in and maintained as a garden. Within its walls are the last of the Kurillians. The genetic masters of the Dominion twisted the natives' bodies to resemble the original form of the Vorta, removed their speech organs and vastly reduced their intelligence. This menagerie serves as vengeance from the Founders, but also as a sign to the Vorta that they can easily destroy the gifts that they've given to their servants, should the Vorta prove to be disloyal or ineffective.

INFRASTRUCTURE

Throughout the planet are vast, nation-sized complexes of cloning facilities, offices, archives, and tactical command operation centers. There is even an entire continent devoted to nurseries and schools. The Vorta have a vastly inhibited sex drive, which prevents them from being seduced by enemies and keeps them focused on their work. Large creches contain DNA samples from every Vorta currently in service. These get combined with samples from members of the opposite sex in order to create new, vital additions to the genetic stock in case some catastrophe should diminish their numbers.

Vorta children are tested from the day that they emerge from the womb machines. Like young Jem'Hadar they mature within a matter of days. During this time the new arrivals must constantly prove their worth by means of study and written exams and VR simulations. At the end of every week the lowest 10 percent of new Vorta are terminated, with their lines being irrevocably marked as unworthy of continuation.

At the end of the first 10 weeks of service the final competitive rounds of testing begin. These young Vorta are given a series of tasks that include gaining the confidence of their peers, learning their secrets, blackmailing or murdering them, and other treacherous actions. At the end of this period there are only about two percent of the original Vorta remaining. These are awarded "elevation." Elevated Vortas' files are marked approved for cloning, then given their assignments.

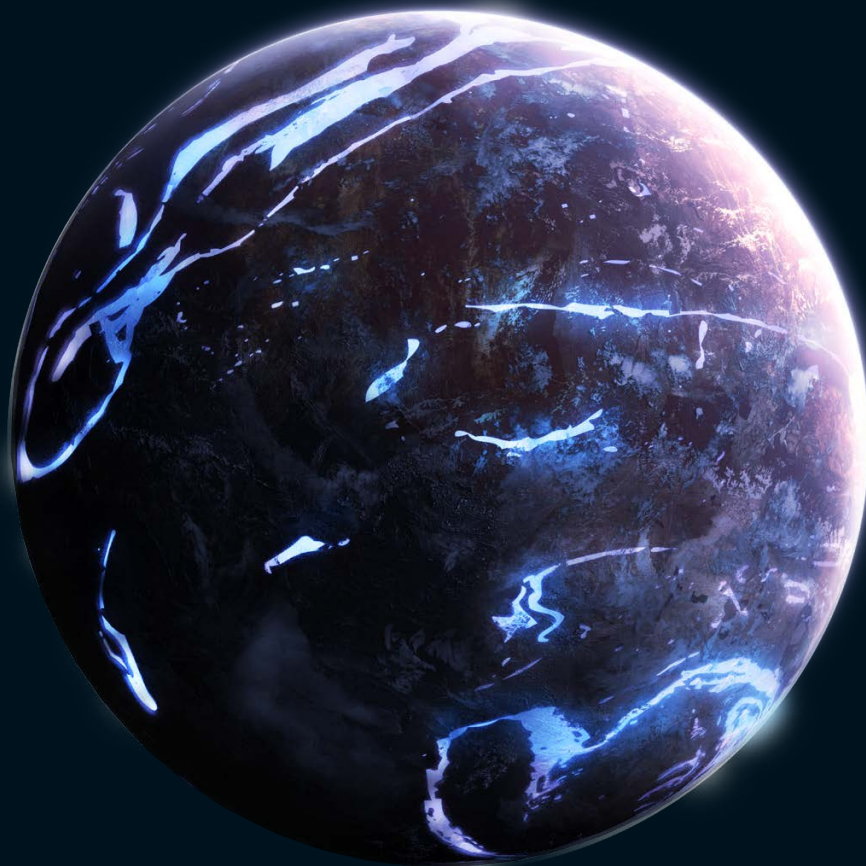
The area that outsiders see most frequently is the hostage center. The Vorta call it the "hospitality district" around off-worlders, but the purpose of this complex is to keep VIPs or their loved ones close at hand to ensure the cooperation of untrustworthy or newly discovered species.

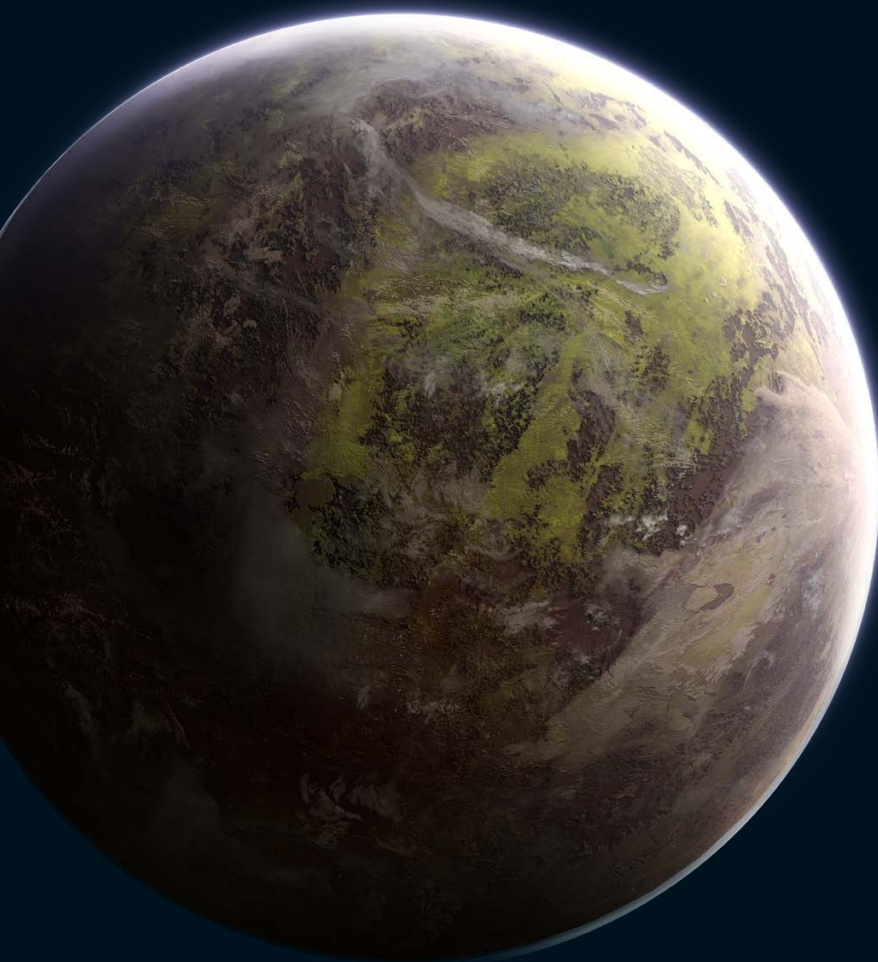
NOTABLE PLACES

The Founders frequently have reason to visit Kurill Prime, and when they do they stay in the Dominion High Command Fortress. This building is an imposing edifice. It's impossibly tall, made from unadorned ultra-black neutronium and guarded by energy shields, disruptor turrets, atmospheric craft, attack satellites, and orbital battleships. The only beings allowed within are Founders, Vorta, Jem'Hadar bodyguards, and since the founding of their alliance, ranking members of the Breen Confederacy.

MERIDIAN

The planet Meridian spends the majority of its time trapped in a quantum shifted state between dimensions. Its sun emits special particles which cause the molecules that make up the planet to periodically vibrate between dimensions, which causes not just the planet but everything on it to be pulled into another dimension. Described by its inhabitants as a dimension of pure energy and thought, this existence puts their biological processes in stasis but allows them to enjoy each other's company as they communicate on a level not possible for organic creatures. The planet only exists in our reality for a few weeks before disappearing again, and this time shortens each time the planet reappears in our continuum.





Although the Federation has helped adjust the Trialus system's star to compensate for the planet's shifts, the planet is still expected to take 60 years before it will return. Probes sent out from the *U.S.S. Defiant* suggest that there are other planets near the Trialus system that may also be affected by this quantum shift phenomena, but it is unknown if they will also disappear for the same amount of time as Meridian.

OASON

This world is the birthplace of the Wadi. It's a lush, paradisiac planet that's home to many warm, slightly humid biomes. The Wadi have had a developed society here for over 18,000 years, and as far as anyone can tell, they're the oldest extant civilization in the Gamma Quadrant. They also don't appear to be under the rule of the Dominion.

Oason is run by a body that visitors call the Oason Commission. They're not sure of its true name, as the notoriously aloof Wadi people never mention its real name. Any visitors are welcome as guests to Oason, so long as they do not bring weapons to the surface or come in warships.

Heavily armed starships that approach the planet find themselves teleported to just outside the system's Oort cloud

if they ignore the transmitted warnings not to approach. Whenever this happens a few members of the crew invariably turn up missing. They're always beamed onto the surface of Oason, made to take part in some game or another.

Oason's nature and purpose is difficult to accurately describe, but it seems that all areas that are open to the public are casinos or other gaming houses. The games here are unlike anything available in other systems. They range from analogues of dabo, poker, or Tholian lava dice to exotic, hyper-realistic simulations. Participants in the simulations seem to disappear from reality during play. It seems that they're kept in some sort of interdimensional space within the gaming apparatus.

TECHNOLOGY

The innovations used by the Wadi are available nowhere else in the Galaxy. It seems that the Argrathi's memory engineering apparatus, the Vorta VR simulation technology, and the technology used to transfer personality traits into Vorta clones or Paradan replicants were all inspired by contact with the Wadi.

The Dominion wants more than anything to obtain Wadi tech for their own use. They've tried diplomacy, but the Wadi never say much, and barely acknowledge any attempts to gain their favor. The Changelings sent a few Jem'Hadar fleets to conquer the system in which Oason lies, but every single time they tried to open fire the warships were transported to the edge of the system.

The Dominion can't overcome this technological advantage, so they mostly leave the Wadi in peace. Every once in a while, they send a Founder infiltrator to snoop around, but the Founder is always discovered and finds themselves navigating down hallways that fold back on themselves in a way that shouldn't be possible within a three-dimensional space.

Wadi ships have never been seen in battle. Reports from the very few times anyone's opened fire on them indicate that phasers, disruptors, and torpedoes never seem to hit the Wadi. It's not that they miss, but that the weapons fire itself disappears before impact. Wadi never fire back but continue on their way.

SOCIETY

Wadi society is not set up in the same manner as Earth or other worlds. A very long time ago the Wadi transcended the need to eat, sleep, drink, and breathe. They ascended to a state of near-invulnerable energy bodies. After just a few centuries of apotheosis, the Wadi collectively determined that immortality was boring. They now spend their days at idle ease on their home world, or exploring the larger Galaxy in search of artwork, luxury, and, especially, games.

The Wadi maintain a physical appearance and engage in the bare minimum of social interaction with the corporeal

species that they meet in their travels. They speak little, and in cryptic expressions. It's not from a desire to seem wise or mysterious, but that it takes effort to oversimplify their thoughts into a form that most species can comprehend.

The Wadi hope to one day meet a people as advanced, and as bored as they are, with whom they can share infinitely diverse, random, and surprising games and diversions. They continue to search for suitable partners, but in the meantime are content to see what petty diversions visitors bring to Oason.

Since coming to the Alpha Quadrant it seems as if their quest might be drawing to a close. The Wadi have discovered the planet Triskelion in the M24 system. Although far less benevolent than the Wadi, the Wadi find the native Provider species to be entertaining enough to warrant further investigation. They're currently collaborating on several games, including a five-dimensional chess variant, a massive multiplayer subspace roleplaying game, and a more humane version of the Providers' own traditional games.

THE PENAL MOON

This cursed moon is home to one of the closest approximations of a mythological Hell to exist in the real world. It's a relatively small terrestrial body populated by only a few hundred inhabitants. The locals are not native but are transported criminals exiled to spend eternity far from their homeworld.

The world itself is not overly unpleasant. It's a class-M satellite with rocky terrain that's made liveable thanks to abundant forestation. It sits just a few hours from the Gamma Quadrant terminus of the Bajoran wormhole. What makes existence in this place torturous is that it's populated by two factions locked in a bitter struggle.

They were forced to take their warfare away from their home so as not to not spill innocent blood. To set an example for others of their species, the government of these two factions, the Ennis and the Nol-Ennis, set up a field of nanites that permeate the atmosphere and the biosphere of this moon. Any sentient being who dies here has their tissues repaired and is almost immediately brought back to life. There is just one catch. Once revived by these nanites, a person can never again leave the moon, or they will immediately drop dead.

The nanites are powered by means of an artificial satellite network set up in orbit. This network also scatters sensor readings in the area to prevent outsiders from snooping or from trying to remove the Ennis and the Nol-Ennis from their prison. The two tribes have continued isolated from their people for centuries. The architects of this world's terrible, miraculous power have never returned to check on

DEATH REVISITED

My brothers and sisters,

This transmission cannot await my return to the Great Link. I am deeply troubled by what transpired on my mission to the war-torn moon near the Anomaly.

The locals have been killing one another repeatedly since long before our forces found the world. Our most recent patrol indicated changes on the surface. As you know, these people could pose a threat to our dominance if they were to overcome their bonds of slaughter and spread immortality to the Solid races.

I infiltrated the local populace and found them all gathered for a summit. Leading the people was a Bajoran woman, the former Kai of her people. She was leading many of them in a religious service where they laid down their weapons and burned them in fire.

I was about to slay one of the Ennis, a local clan, in the name of their enemies, the Nol-Ennis, in a bid to restart the slaughter. As I raised my weapon to strike, the Bajoran woman's voice cut through the crowd. She was addressing me directly and stated "I see you for what you are. Lay down your weapon and leave this place."

In that instant I felt the same fear that we haven't known since our time of troubles, when the solids pursued us through space. I transported back to my ship.

No Bajoran has demonstrated the ability to discern a Founder's true nature. Whatever caused this must be due to the technology of the people who built this place. I want nothing more than to disintegrate this place and scatter its atoms to the void. Yet I fear that we don't know enough about those who developed this technology to act so openly and with such force. For now, I am declaring this system off-limits and ensuring that patrols interdict traffic through local space.

Your brother,
A Founder

their brethren. No one in known space seems to have any knowledge of them, and the original culture may be long dead.

The Ennis and the Nol-Ennis continued their unending savagery until one day in 2369, when Opaka, the Kai of Bajor, was killed on the world's surface. She was reanimated soon after, but the Starfleet and Bajoran officials who had brought her to this place were forced to leave her behind. The Federation sent crews to erect warning beacons to keep ships out of local space.

This place may be within the borders of what the Dominion considers to be their own space. A forward exploration

PERSONAL LOG EXCERPT

COMMANDER JAMES WADDILL, XO U.S.S. MCCAFFERY

I've spoken with Ensign Katel, the Skrreean recruit. Every shift after work I find him in the crew lounge, staring at the stars and reading. I asked him what holds his attention, night after night. It turns out that he's studying stellar cartography.

When I pressed him about it he confided that he grew up in a family that believed in prophecy. His mother apparently was some sort of leader of the refugees, and he and his brother grew up hearing about how they were destined to find a paradise home beyond The Eye of the Universe. Apparently, he still believes the legends of this so-called Kentanna.

I asked him why he joined Starfleet and the reason that he gave was revenge against the Dominion. That's why he chose the tactical specialty. He's proven to be the most competent weapons operator on the ship, but I wonder if it's where his heart truly rests.

It took an hour of talking but he finally admitted that as the years pass, with every fight we engage in, he's reminded more and more of his brother's death in a ship above Bajor. I suggested that he already knew what he truly wanted to do. I've accepted Ensign Katel's request to attend supplemental training with the science department with the eventual aim of joining stellar cartography.

I'm further recommending that Katel be transferred off the *McCaffery*. We're an *Akira*-class warship. He's not going to find Kentanna here. I hope he finds it one day, but more than anything I just want to see him finally at peace for his family and his people.

PERSONAL LOG

warship first entered the system decades ago. Dominion sensors are advanced enough to cut through the interference caused by the satellite network, so the crew was able to determine the nature of the Ennis' and Nol-Ennis' special punishment without crashing to the surface like the Starfleet runabout *Yangtze Kiang* did.

The Vorta overseer of the exploration ship saw the value in further study and reported his discovery to the Founders. The Changelings limit exploration on this moon because they fear that it might somehow hold a secret that would allow the Jem'Hadar to overcome their reliance on ketracel-white. For now, they send occasional ships crewed only by Vorta, Drai, and other exceptionally loyal species to collect data and to explore the surrounding systems to see if they can find a clue as to the location of the creators of the nanite field.

SKRREEA

A world torn apart by two invasions from brutal conquerors, Skrreea was once an idyllic land of pastures, lakes, and wide oceans. Life was simple for its people, the Skrreeans. They lived off of the land and had very little ambition to reach the stars.

Then the T-Rogorans came. These monstrous invaders swept the peaceful Skrreeans aside in a matter of days. The people of this world spent over 800 years in slavery. While most remained farmers, they now had to toil for the profit of others, rather than for their families. Generations

of Skrreeans lived and died knowing nothing more than the lash of their taskmasters.

In 2370 the ambition of the T-Rogorans brought them to the attention of the Dominion. The warrior culture rejected all diplomatic advances, giving the Founders cause to unleash the full might of the Jem'Hadar fleet against the upstarts.

As the T-Rogorans fell they began to retreat from the oncoming assault. As the Dominion closed in on Skrreea, the invaders fled, crammed into their most powerful warships in the vain hope that they would have better chances to withstand the Dominion. At this point they knew that they had no hope of holding onto their conquests and didn't bother to shoot down the Skrreeans who commandeered the T-Rogorans' abandoned freighters.

The Skrreean Exodus was led by the polyfamily matrons, who each led their own. Because of their long-held prophecy of salvation on another world, the Skrreeans never looked back.

CURRENT EVENTS

Skrreea is now little more than a glorified supply depot. Its once-fertile plains and valleys are now great seas of glass and slag where the Jem'Hadar warships rained down merciless volleys of orbital artillery fire. The few Skrreeans who were not able to escape the planet subjects of the Dominion. Ironically, they're treated much better under the rule of the Vorta than they were by their first captors.

The Skrreeans on Skrreea put up no resistance, because they had nothing with which to resist. Vengeful Vorta

generals, angry at the effort that they had to expend to pacify the T-Rogorans, allowed the Skrreeans to perform public executions of the remaining T-Rogorans, or to hunt them like animals for sport. After this the Vorta put the people to work. This planet is no longer suitable for any type of farming, but it has untouched mineral reserves, and the Skrreeans are now miners working under conditions almost as harsh as they endured during the T-Rogoran occupation.

TEPLAN HOMEWORLD

The plight of the Teplans is one of the greatest warnings to anyone who would dare stand against the Dominion. They were once a formidable power in their own right whose fleets managed to keep the Dominion at bay. Some believed that the Teplans would lead an alliance of races against the Dominion and end its threat for all. Seeing that the Teplans would only remain a thorn in their side but not wishing to engage in genocide as they believed that would only harden the species of the Gamma Quadrant further against them, the Founders ordered the Vorta and the Draï to develop another means with which to defeat the Teplans without killing them right away. This led to the Dominion developing its most sinister creation yet and one which has kept many races in line without even dreaming of rebellion. This creation is known as the Blight, and it killed an empire.

The Blight is a unique infection in that it has spread throughout the entirety of the Teplan genome and made its way across their colonies all the way to their homeworld. The Blight is brutal in that it is affected by electromagnetic radiation. Exposure to electromagnetic radiation causes the Blight to advance quickly in a subject until they approach a stage known as the Quickenings where the greyish marks that follow their arteries turn into a brilliant red rash that soon leads to a very painful death. The Teplans had only a few colonies and they died off quickly, leaving only the survivors of their race to eke out a cruel, miserable existence on their homeworld. Within ten years their culture had to deactivate the majority of their technology in order to survive, and now their planet exists as a crumbling ruin where the Teplans maintain an almost medieval lifestyle while they slowly wait for their deaths from the Blight.

While the Federation has made breakthroughs in creating a vaccine that can prevent Teplan children from developing the Blight, the disease still affects the remainder of their species. No one knows how long a Teplan will live on average. Some appear to live into their fifties while others die before they enter adulthood. Despite the aid of the Federation Medical Corps before the war the Teplans will still have to find a way to rebuild their shattered economy and practically redevelop their scientific understanding from scratch.

SCIENCE OFFICER'S CONFIDENTIAL LOG

I had some leave available, and while I normally like to visit Risa or somewhere else that I can really let my hair down, something from the past just hasn't been letting me sleep at night. A couple of years ago Odo and I ran into a man named Rurigan. He was living alone, the only intelligent being on his entire world.

His people had been subjugated by the Dominion, and Rurigan fled. In his sorrow he used his brilliant mind to create a simulation of his home, including holographic versions of his friends and family. He told us that they were so lifelike that he often forgot that they weren't real.

Rurigan told us that he was dying, and that he wanted to live out his final days among friends. We left him there. I just couldn't get over the feeling of his sense of sadness and loss. Even after 356 years I've never experienced anything like it. I had to go see him. I hoped I wasn't too late, and that he hadn't died alone.

He had died, but he'd also escaped that fate. I met Rurigan again, after avoiding some Dominion patrols. Rurigan greeted me warmly. It turns out that he'd managed to find a way to use the transporter pad from his old ship to disincorporate his own body but transfer his memories and personality into the holomatrix. He was going to live for as long as the rest of his people.

I didn't expect him to give me his permission, but he did let me examine his equipment. I left him with some replicated components that he said he'd be able to use to build an individual holoemitter in case he ever needed to bring the village offline for other repairs, plus several spare parts to keep all his equipment running for centuries.

I'm bringing my notes back to DS9 with me. I can't let Rurigan's research and work disappear. I'm afraid that if I make this knowledge available to Starfleet that the Dominion will somehow find out about Rurigan and go destroy his world. I'll have Rom help me use Quark's holosuite as an experimental test bed for this new technology. I doubt that the Changelings would ever think to check there for any secret information, and those two Ferengi owe me a favor. I'll just have to have them make it quick. Julian gets so pissy whenever he can't go play at World War II pilots or secret agents.

There are still relics from the Teplans' golden age scattered across the quadrant. Teplan colonies and military bases, long abandoned and full of the remains of those poor Teplans who perished quickly from the heavy electromagnetic radiation emitted from their own equipment, have become prime spots for raiders and smugglers to steal advanced equipment

or to turn into bases. What is perhaps more prized than the Teplans' old bases is the Blight itself, and numerous organizations have attempted to weaponize it to use against their enemies. Some, like the Romulans, see it as a weapon that must be studied carefully in order to deploy against the Dominion or the Empire's enemies as they see fit. Other powers such as the Federation only wish to study the Blight in case a similar disease should be used against them. Since the Federation has proven to be one of the greatest threats against the Dominion in centuries, the risk of the Founders deploying the Blight against them is high.

YADERA

This recently conquered world was once the jewel of a fledgling interstellar state. Its people had developed advanced technology, but they chose to wait for centuries before finally venturing out of their solar system and settling other worlds. This all came to an end when the Vorta came knocking.

Yadera is now a valuable addition to the Dominion's territory. Its scientists and engineers have greatly advanced the Vorta's knowledge of artificial intelligence, holography and more. In fact, it was this artificial intelligence that allowed the Vorta to develop their VR simulation devices for use on captives from hostile powers.

NOTABLE PLACES

Yadera was once an idyllic place. Each member of the society was responsible, not for their own achievement, but for allowing everyone else to thrive and live up to their potential. The idea behind this philosophy was that you can fly higher with a thousand pair of wings than with just one.

The Yaderans built many civic utilities and dedicated a much of their resources towards making cultural amenities available for everyone from the lowest laborer all the way to the Prime Minister. Towers stood, decorated in rainbow colors to represent the different strata of society. They were arranged vertically in order to show that no one group was higher than another.

In the time since the Dominion conquest everything has changed, even the landscape. All public buildings are now colored emerald green, the traditional hue of Yaderan scholars. The Vorta razed most schools, theaters and other "non-essential" buildings. Now the privileged few, the Technocrats, enjoy luxurious amenities. The towers that used to house public art museums, health spas and various services to uplift the well-being of everyone are now available only to the scientists.

The most notable example of this is the newly named "Splendid District" of the capital city, Yangol. This massive complex is surrounded by high walls and force fields set

to lethal levels of power. Within it the scientists have their every need catered to by servants from the lower class. The scholars work long hours, toiling away over some new theorem or invention and are rewarded every month with a visit to their families for a day of shameless luxury.

THE TECHNOCRATS

Why did the Founders choose to reward the scholars of Yadera so handsomely when they could have just as easily coerced them into service by threatening their loved ones? The Founders were at odds with another belligerent state at the time and wanted Yaderan technology immediately. They also felt that the scholars would work slowly or perhaps even sabotage their own research, even at the expense of their own lives. They preferred to have these brilliant minds working at peak performance and with every incentive to keep the Founders happy.

The price for this luxury was costlier than any sum of latinum. The Vorta demanded that the Yaderans direct their research work solely to weapons and other methods of expanding the Dominion's power. Their small-scale inventions, such as military assassin drones, were tested on the poorest Yaderans. Whole groups of people regularly get pulled off of the streets in order to suffer for some ghastly experiment or another.

The larger scale projects include weapons of mass destruction. The gravest example of this was when the Founders commissioned a sun-killer bomb. Most galactic powers' strongest warships have the capability to destroy a star, but the sun-killer bomb was to be a portable device that would allow small vessel to weaponize a star so that it would completely destroy every object in the system in a matter of two minutes. The idea was to have a reaction that would give a sufficiently powerful Changeling time to turn into a warp-capable form and escape, certain that enemy forces in the solar system wouldn't be able to stop the supernova.

When the first device failed to work as expected, the Founders declared that every subsequent test would take place in a system inhabited by Yaderan colonies. The next few iterations worked, but they didn't cause a chain reaction as quickly as the Founders wanted. Before beginning the tests, the Yaderans had colonies in 11 systems. It took their eleventh try to get it right.

Every member of the Yaderan Technocrat class bears the guilt of these experiments. It was they who acquiesced to the Dominion's demands. They who enjoyed their lavish lifestyle while their fellows suffered and died at their own hands. And it was they who remained silent and developed a bomb of unfathomable power. If the time ever comes for the Yaderans to rebel against their Dominion overlords, the Technocrats will have to answer for the blood of billions.

THE GAMMA QUADRANT

THE GAMMA QUADRANT

"...DISOBEDIENCE WILL NOT BE TOLERATED..."

— WEYOUN

DOMINION ALLIES

The Founders don't hold any other civilization in the same regard as most humanoids hold their allies. While members of the Federation and the Klingon Empire might have different philosophical viewpoints, they're likely to respect one another more or less as equals. A Founder always views a Solid, no matter how loyal, as a lesser being, exploitable and expendable.

Sometimes, when dealing with relatively powerful civilizations, the Founders and their Vorta representatives allow the leadership of the other culture to refer to themselves as allies, rather than members of the Dominion. Or they tell the other species that they are special members, on par with the Jem'Hadar and Vorta, well above the common folk.

While it is conceivable that a new faction could ingratiate itself to the Founders so deeply that they would hold such place of honor, it hasn't happened yet. Allies get told how special they are, how valuable and mighty, until the usefulness of the alliance ends. After this the Founders methodically maneuver the allied government into falling in line. Scientific research is handed over to the Vorta, soldiers and starship crews are decommissioned and the populace eventually finds itself dedicated almost solely to labor or whatever other pursuit the Founders see fit.

The societies in this section are, to varying degrees, allied with the Dominion. Some of these factions don't represent the entire population or government of a world, but the resources of powerful individuals or cabals within.

THE CARDASSIANS

The Cardassians are the most prominent Alpha Quadrant people to align themselves with the Dominion. In the nearly two years since they became members, they've grown to a near-premier power. The Founders have provided the military the resources that they need to maintain an enormous fleet.

Many of the external threats that menaced the Cardassian people, such as the Maquis and the Klingons, were dealt with in a matter of days. Civic infrastructure, all too often plagued by power outages and mechanical breakdowns, offered reliable service for the first time in decades.

The Cardassians were finally able to stand toe to toe against their long-time nemeses. The price of power, prestige and comfort was simple obedience. At first.

Things went well in the initial phase of the war. The new alliance was able to capture Deep Space 9. Gul Dukat proved to be an effective demagogue who roused the Cardassian people. He was also the ideal collaborator, as his arrogance, ambition and vice played into the hands of his Vorta liaison, Weyoun.

Following Operation Return, which saw the Federation retaking the Bajor system, the loss of nearly 3,000 Jem'Hadar ships at the hands of the Bajoran Prophets, and the death of his daughter, Dukat lost his mind to shock and grief. He was immediately captured by Starfleet and effectively removed

GIFTS FOR ALLIES

Throwing your lot in with the Dominion brings certain perks. The Founders want their operatives to succeed and spare no expense outfitting them with necessary arms and equipment. To represent a new threat to the status quo, a Gamemaster may choose to upgrade the ships of species allied with the Dominion.

One easy way to do this is to apply a refit to the base NPC ships in service to an allied species. This applies to any faction with a level of technology equal to or less than the Cardassian Union during the Dominion War. The Breen and the Son'a are already very advanced and don't need technical upgrades. They benefit from increased resources and preferential trade instead.



from the chain of command. His replacement was Damar, a gul who had followed Dukat loyally for years.

Damar was a pragmatist and a hardened soldier, but life at the top of society changed him. Unaccustomed to luxury, Damar spent more time indulging in *kanar*, women, and song than in his duties. Disappointment in Dukat and Damar was a major factor in the Founders' decision to start using Cardassian forces as fodder. This in turn weighed heavily on Damar's conscience and he eventually fomented a small rebellion.

RELATIONSHIP

The current head of the Cardassian military is Broca, a career politician who only spent the bare minimum time in his mandated naval service to satisfy the legacy of his influential family. Rather than entrusting control of their forces to a capable but unstable officer, they chose a snivelling bureaucrat who would rubber-stamp any order and leave the real leadership to Dominion generals.

The Cardassians remain the most visibly prominent ally of the Dominion. Their expansive territory is the staging ground from which the fleet operates. Cardassian citizens, as well as their rank-and-file military, are growing wise to the Dominion's intentions to tame them and fold their society into the industrial and agricultural sectors of the Dominion. As much pride as they place in their conquests, the Cardassians care even more about their culture. Many of them now feel that the Cardassian identity is about to be erased by the Founders.

THE BREEN

A mysterious power in the Alpha Quadrant, the Breen are the most recent addition to the might of the Dominion. For centuries the Breen had very little to do with the Federation, though they engaged in skirmishes and occasional wars with the Klingons and others.

They're viewed with a grudging respect or even fear by most of the species with whom they have contact. Their reclusive nature led Starfleet and other militaries to largely ignore them in the early phase of the war. The reveal of the Breen as a new player upset the balance of the entire conflict.

So far the Breen have delivered victory after victory to the Founders. Their devastating energy-dampening weapons destroyed the *Defiant* and many other vessels. They even managed to make an attack on Earth itself, a target that not even the Borg had managed to penetrate.

The Breen are wholeheartedly embracing their new partners. It so happens that most Breen feel that their philosophy and that of the Dominion align nearly perfectly. When they replaced a Breen official with an infiltrator the Founders were shocked to realize that the thots who run the Confederacy would have joined with the Dominion without coercion or subterfuge. As of now the Breen consider themselves full members of the Dominion and loyally support the Founders' grand plan.

WAR IS GOOD FOR BUSINESS

A speech from Daimon Krax to his men, shortly before the mutiny:

"Crew, you've proven to be the most capable crew that money can buy. A long time ago someone told me that power can't be grabbed, it has to be accumulated quietly. We're about to grab more power than we'll ever know what to do with.

"We've made very good money smuggling for the Gamma Quadrant invaders. Thanks to my father's status [spitting sound], may his lobes rot off, the Federation ships haven't stopped us for even a cursory inspection. Now we're about to embark on our riskiest mission yet.

"The riskier the road, the greater the profit, or something like that. Anyway, the Founders need a sensitive target eliminated, and they tell me

that we're the ideal crew to pull it off. Once we get back home they're going to make me Nagus, and I get to execute my father and his new family by throwing them off of the top floor of the Tower of Commerce!

"Anyway, here's what we've got to do. The Founders want Earth incinerated. They've installed a trillithium device in the cargo hold. We just approach the Sol system, flashing our credentials, then once we're near Earth we set the autopilot on the ship to plunge into the sun, hop in the shuttle and warp away. Five minutes later Earth's sun goes boom and we win the war for the Dominion.

"What? What do you mean there's only room for four people in the shuttle? So? There are only four Ferengi in the crew. What do I care about the Nausicaans? If they're smart they'll think of something.

"Wait, why are they coming at me? Glimp, you idiot. You said that the Nausicaans didn't speak Ferengi. Oh, no! Put down those knives! Glimp, Plorg, Floom, don't just sit there, help—"

[Recording Ends]

THE SON'A

A small but influential people, the Son'a built themselves a cozy empire at the dawn of the 24th century. They are scarred people with flesh stretched tight across their bodies. The Son'a began as an offshoot of the Baku people, an advanced species whose members are largely indistinguishable from humans.

The Ba'ku are a pacifistic people who enjoy near-immortality due to living in a unique region of space called the Briar Patch. When the faction who became the Son'a rebelled against the agrarian ways of their elders, they were exiled into space. As they travelled they found that they were starting to age and succumb to disease.

Unable to return to the Ba'ku, the Son'a struck out in a desperate effort to find a way to prolong their lives through other means. They quested to find other so-called fountains of youth, which all turned out to be mere legend. The Son'a took to conquering the less advanced species on the worlds that they explored, carving out a section of space between the Federation and the Klingon Empire.

Using the wealth that they acquired through piracy and the slave trade, combined with the knowledge that they retained of Ba'ku technology, the Son'a managed to prolong their lives well beyond the norm. As the years wore on old treatments became ineffective and new, more extreme measures had to be taken. The Son'a eventually lost their fertility and the physical beauty from which they derived so much pride.

CURRENT EVENTS

The Son'a recently tried to reclaim their Ba'ku birth right through a conspiracy with certain members of the Starfleet admiralty. Their plan to harvest all of the life-giving energy of the rings of Ba'ku for their own use was narrowly thwarted through the efforts of Captain Jean-Luc Picard and the crew of the *U.S.S. Enterprise*. The Son'a leader, Ahdar Ru'afo, was killed, and several of his ships were lost. Many of Ru'afo's trusted lieutenants, including Sub-Ahdar Gallatin, humbly chose to return to Ba'ku society.

This loss was not a decisive setback. In the year before his death Ru'afo had established a relationship with the Dominion. He dedicated his capital world, Son'a Prime, as well as the colony, Devos II, toward vital ketracel-white production. In return for this service the Jem'Hadar fleet extended its perimeter to provide a protective aegis around Son'a territory.

The Son'a are, for now, a non-priority target for Federation attacks. They're united under the banner of the new Ahdar, a woman named Naheefa. She keeps the white facilities running productively so the Founders have no reason to punish her or her people. The defection of a number of Ru'afo's subordinates nearly led the Dominion to liquidate the Son'a administrators and have Vorta overseers manage the slaves producing the white. Naheefa's quick, brutal display of destroying several Son'a ships and their crews, whom she claimed were on their way to defect, impressed the Founders into letting her retain control for now.

THE DUUMVIRATE

Admiral Tomalak, Commander Sela,

The contents of this letter are to remain secret at the cost of the lives of your entire family lines. As you're aware, I've recently cast the dice, throwing our fate in with Starfleet and the Klingons. I know you both, and I know that this galls you as much as it does me.

I've sent Commander Shinzon to lead the vanguard of our forces. The other commanders in the field are mostly members of families that historically supported our brief alliance with the Klingons over a hundred years ago. By having a human commander and liberal-leaning officers lead our forces, we will seem to be more open to a future alliance than we truly are.

If the Triple Alliance wins against the Dominion and the Cardassians, these officers will gain prominence and my office will almost certainly decline in power as the returning leaders capitalize on their new fame. That is the price I pay for guiding my people.

You both are the two most well-known anti-Federation, anti-Klingon members of the upper echelons of command. I will spare you the indignity of fighting alongside our ancient enemies. Your orders are instead to form a small cabal, including members of my personal bodyguard, who are aware of this plan.

Grow your influence here among any senators and officers whom you feel that you can convince to join your cause. If the war goes poorly for the Romulan people, you will assassinate me on the Senate floor and stage a coup. Both of you will declare a duumvirate and denounce any cooperation with the Federation and the Klingons. The only officers that we'll lose in the fighting are those disloyal sycophants who would see us acknowledge the barbarians and the followers of Surak as equals. You will both be able to use this to your advantage when you reopen negotiations with the Dominion.

The cost for you will be high if we win this war. You will both be seen as traitorous agitators and forced into unofficial exile, at least until the time of my death. You are Romulan; you can bear this burden.

You have your orders,
Praetor Neral



RELATIONSHIP

The Founders have promised the Son'a access to Vorta and Draai genetic and medical procedures to prolong their lives. If the Vorta can't restore Son'a fertility, they are at least going to allow the Son'a access to cloning vats.

After the conclusion of the war, Ru'afo, and then Naheefa, were promised administrative authority over the existing dozen worlds in the Son'a Authority, plus the territory of the Briar Patch. In addition to their duties as producers of ketracel-white, they are also dedicating several of their research teams towards finding a cure for the virus that's currently afflicting the Founders.

The Son'a don't engage in combat very frequently, as their work making the white is far more crucial to the war effort than the small number of ships that they can field. Most of the Triple Alliance ships that pass through their territory are more concerned with retaking actual Federation worlds or heading east to reinforce Bajor or assault Cardassian space. Most battles that the Son'a engage in are brief skirmishes with Romulan or Klingon squadrons.

TECHNOLOGY

Like the Ba'ku from which they originate, the Son'a are far more knowledgeable than most Federation societies. They lack the enormous industrial capacity of the Federation, and their desire for secrecy means that they limit expansion and conquest to when it's absolutely necessary.

Son'a warships are equipped with deadly subspace weapons. These devices are banned by the Khitomer Accords due to their chaotic nature. A single deployment could conceivably kill all life on a planet or render an area of space permanently impassable to warp drive. As the Son'a never signed the Khitomer Accords, they don't feel bound by the agreements of other species.

Son'a researchers know how to manipulate the unique properties of metaphasic radiation. With a concentrated source they could conceivably sustain their species' youth for thousands of years. These scientists are currently trying to find a way to generate artificial metaphasic radiation, or a new natural source of it.

SLAVE RACES

The Son'a number only in the low thousands, and their numbers are dwindling with every passing year. They lack the manpower to complete their plans, so they've taken up the practice of slavery. While the Son'a maintain smaller groups of slaves from several worlds, most of those are captive populations of farmers and laborers. The two species that the Son'a enlist for starship crews and other purposes that include space travel are the Tarlac and the Ellora.

THE TARLAC

The Tarlac are the "face" of the Son'a Authority. Since the extreme life-prolonging practices of Son'a medicine have left those people scarred and mutilated, they turn to the Tarlac, who are considered very attractive by galactic standards. Tarlac engage in initial diplomatic negotiations with new species on behalf of their masters.

LETTER FROM A MAD SCIENTIST

[Begin Log]

Weyoun,

This is unacceptable! When you approached me with an offer to work for the Dominion, I thought that I was finally going to be able to benefit all sentient beings in the Galaxy with my research. I understand that you're busy waging war on your enemies, but right now I'm trying to vanquish the ultimate foe, death!

The Vorta attendant that you have me working with, an uncouth and unenlightened woman named Falla, is betraying her own citizens. Last week we were given a new test subject for my cellular regeneration and entertainment chamber. He was from a species called the Son'a. Apparently they're all suffering from a terminal illness.

Falla laughed at my efforts to cure his disease. She stopped when it turned out that five treatments showed outstanding progress in reversing the damage to his tissue. On the sixth day

the patient did not show up to treatment. I was told that he had died in his sleep.

Weyoun, as a man of science you have to see how unconscionable this situation is. My technology can heal, yet your colleagues have no interest in helping end suffering. I'm even hearing rumors that the Dominion uses biological weapons on civilian populations.

It seems that I've traded the "soulless minions of orthodoxy" for the "heartless thugs of tyranny." Once I transmit this recording I intend to leave. I'll try my luck with the Federation again, now that I have concrete proof of my success. I-

What? Who said you could enter my quarters? This is an invasion of privacy! I will not bow to Jem'Hadar simpletons. I have rights! I—

[End log, last recording of Dr. Elias Giger]

Other Tarlac are sold for illicit purposes, serving as concubines and worse. Those individuals who are not considered beautiful or charismatic enough for these assignments instead work as crew members and technicians.

Before first contact with their masters, the Tarlac were just taking their first steps into space. They were a society governed by their most prominent artists. Exceptionally gifted Tarlac produce striking works of art, which the Son'a sell for their own profit.

THE ELLORA

Son'a are just as well-suited for combat as humans, but they always prefer to have an advantage over their foes. They use the Ellora as disposable muscle. The members of this species are known for their ability to take extreme punishment in combat and to fight at near-peak effectiveness for hours at a time.

The Ellora never developed their own spaceflight capability. They were aware of extra-terrestrials and occasionally visited by raiders and merchants. The Son'a managed to pacify the warring clans and to refocus their aggressive nature towards furthering Son'a military aims.

WORLDS OF THE SON'A

The Son'a fancy themselves conquerors, but due to their low population they've taken very little territory since they were exiled. The "homeworld," Son'a Prime, is a stark place. It was the only planet that was marginally habitable, free of native species who could resist the Son'a's

settlements, abundant in mineral resources and relatively hidden from the Federation and other local powers.

Most of the atmosphere on Son'a Prime was burned away when its star went supernova thousands of years ago. What hospitable areas remain are pockets of nitrogen-oxygen in cratered valleys. Enough lush greenery grew in these areas to feed the Son'a as they build up their industrial base.

The rest of the surface is a jagged puzzle of crystal spires that were exposed as the topsoil sublimated under the heat of the exploding sun. When the Son'a began hosting visitors as the started conducting business as mercenaries and for other unsavory work, they realized that the offworlders actually found the place beautiful.

Son'a Prime is now a nearly secret resort planet for the influential elite of the Galaxy. Those who find Risa too tame or pedestrian come to the Son'a. They take pleasure craft out among the crystals, listening to the ethereal symphony that plays out over their receivers as their vehicles interact with the spires' quantum fields. Tarlac performers wear repulsor cuffs on their wrists and ankles, with environmental forcefields providing protection against radiation and asphyxiation, while they dance for the delight of visitors. In the domed guest complexes the Son'a provide almost any luxury imaginable, legal or not.

The Son'a surreptitiously record everything that goes on in their world. It was through this combination of appealing to vice, vanity and ideals that they were able to lure members

of the top brass in Starfleet, the Romulan Star Empire, Ferengi Trade Alliance and Klingon Defense Force into granting them concessions and trading rights throughout local space.

THE ORIONS

Throughout the war the Orions have bitterly held on to their longstanding neutrality. The Houses of the Syndicate individually police their own members and pressure their neighbors to keep from compromising the liberty and power of the Orion people.

Neutrality to the Orions, of course, is an external concept, not a firmly held belief. The Syndicate needs to maintain the appearance of staying out of the affairs of other governments in order to keep safe from reprisals. Everyone knows, but nobody can prove, that the Orion Syndicate is the most corrupt organization in local space.

Some high-ranking members of the Syndicate's Commission actively work with the Dominion. The Dominion see the Orions as a well-placed tool. They use Orion resources to harass Klingon ships on their way to reinforce Federation fleets. The Orions are also preparing several targeted assassination strikes against Federation, Klingon and Romulan officials. These assassinations are designed to set the members off the Triple Alliance at one another's throats.

RELATIONSHIP

The Orion collaborators are under the mistaken impression that the Dominion is tolerant of criminal enterprises if those enterprises display legitimate strength. Their Vorta liaisons assure them that the Orions will hold an exalted place in the new Way of Things following the end of the war.

Most of the Houses and outfits in the Syndicate are savvy to the Dominion's true intent and have nothing to do with them. Those few crews that work with the Dominion are too blinded by their greed and ambition to see through the Dominion's empty promises.

For their part the Dominion plans to discard the Orions as soon as they've outlived their usefulness. If the Syndicate can manage to stop the flow of Klingon reinforcements the Founders will leave the Orions for last. Failure on the Orions' part means that they'll be the first worlds in the Alpha Quadrant to suffer the holocaust of orbital bombardment.

Some of the houses see the writing on the wall and work to make themselves as useful as they can, smuggling intel and even the occasional Founder infiltrator through Federation territory, all free of charge. These houses are even offering the long-kept secret of Orion warp engines to the Founders so that the Jem'Hadar fleet can be even swifter than the ships of the Federation.

THE KZIN PATRIARCHY

A race of aggressive felines closely related to the Caitians, the Kzin fought a war against Earth and Vulcan in the late 21st century. Before this conflict the Patriarchy was a premiere power in its area of local space, to the galactic north of current Federation territory. The Vulcans, eager to curb expansionist tendencies, imposed exceptionally strict sanctions on the Patriarchy, which curtailed their military plans for centuries.

The Patriarchy was forced to officially disband its navy and allowed only a small "police and self defense force". For centuries the Kzin chafed under this rule, but it was enforced strictly, first by the Vulcans and then by the might of the Federation's combined Starfleet.

To retain a sense of cultural pride, these belligerent warriors had to get creative. The treaty restricted their development of energy weapons and shielding, so the Kzinti outfitted their ships with kinetic weapons and other unorthodox devices that upheld the letter of the surrender terms.

Kzinti warships are usually kitted out to appear as little more than common freighters or as system patrol cutters, but are heavily armed. There isn't a single ship in the Patriarchy's navy that could go toe to toe with a *Galaxy*-class starship, but in sufficient numbers or with the element of surprise the Kzinti can put up a decent fight.

The Patriarch's agents have recently come to an agreement with the Dominion. If the Patriarchy can act as a thorn in the side of the Federation then their reward will be the right to self-governance and the right to conduct as many wars as they can successfully prosecute against neighboring star systems that have not yet been claimed for the Dominion.

The Vorta have equipped Kzin ships with invasive transporters, so even though their ships are underpowered, they still have the ability to deliver scores of fearsome marines into the bridge or engineering section of an enemy starship.

TECHNOLOGY

The Kzin are significantly behind the rest of the Galaxy in weapons development. Their armaments are a match only for third-rate powers like the Talarians. Their technological focus, as far as starships go, is in their very fuel-efficient warp drives. The Kzin must make do with less, and their designs extend the operational range of their vessels beyond standard Federation maximums.

A few Kzinti are born with telepathic abilities rivalling those of a Betazoid. These members of their society suffer from terrible prejudice. They are discriminated against in normal social settings at best. The most talented individuals are conscripted into brutal military programs so that their abilities can be exploited for the purposes of war. They receive no formal training and are not taught ways to cope with the

constant flood of mental energy that comes from being around other people. Most Kzin warships have a single telepath aboard whom the commanders use to scan enemy commanders and as part of boarding parties.

Kzin ships are not allowed to bear weaponry on par with that of modern, larger powers. To combat this disadvantage Kzin engineers innovate their starships in non-traditional ways. They employ larger numbers of fighter craft with nose cones that are designed to puncture starship hulls to deliver boarding parties that can take over an enemy vessel from within, not having to depend on space weaponry. Kzin hulls are made from very dense material that is almost impervious to kinetic impacts and which redirects much of the energy from phaser fire.

THE PAKLEDS

A species of space farers, the Pakleds are a mystery. They appear to have very little aptitude for creating technology, or for repairing it, but they've managed to create an interstellar state within the span of about two generations.

Pakleds seem to be childish simpletons to most observers. While they have very little in the way of technical knowledge or expertise, they are a cunning people who use their appearance to trick others into underestimating them. The Pakleds first took to space after infiltrating an Orion ship.

The Orions thought that they were purchasing slaves, but their new laborers were warriors who managed to overpower the few guards on the small ship. The Pakleds, who were immune to the pheromones of the ship's lone Orion female, coerced the female into calling her associates to send another ship, which the Pakleds also captured.

From these small beginnings the backwards people took to the stars. They managed to gain more ships through trade, trickery, and occasional piracy. Their fleet grew to contain hundreds of vessels taken from the Orions, Talarians, Ferengi, Jarada, Klingons, Romulans, Cardassians, Humans, and almost all other local societies.

The Pakleds became so enchanted with the joy of discovery and expansion that they soon reoriented their entire species' goal towards the exploration of space. Their space now includes a cluster of several systems. The Pakled Big Bosses commanded that all their non-spacer members were to disperse among their new systems, working farms, mines, and factories to support their endeavors.

Expansion hit a snag in recent years as their oldest ships began to break down. The Pakleds can easily maintain a society that matches the technology level of twenty-first century Earth, and this does prove useful to their mission. Manufacturing anything approaching twenty-fourth century



WAR ROOM CONVERSATION

FROM THE LOGS OF THE COMMAND CENTER MODULE OF WARSHIP 92583

Borath: What of the Tzenkethi?

Weyoun: An impressive species. More or less confined to a single star system, but still able to muster forces that can go toe-to-toe with their equivalent number of Starfleet ships and personnel. They understand the importance of order. And yet—

Borath: Do you have the same reservations that I do about extending them a hand of peace?

Weyoun: I imagine so. They show a startling tendency towards forgiving failure. This so-called Rank 0 caste whose only punishment for incompetence is sterilization? It's too soft. They'd rebel against us at the first mass execution order.

Borath: I agree. We can't leave them to ally with another power. I'll pray to my Founder overseer that they have their infiltrator spark a war with the Federation.

Weyoun: Oh, dear. Psychohistorical projections indicate that they'll fight to the death this time. Would you please be a dear and beseech the Founders to secure enough captives or raw genetic material for my division's experiments?

Borath: I appreciate your foresight. I'll do it. Now, about the Kinshaya...

starship parts is still out of their range of experience, and none of their neighbors seem inclined to help them make the leap.

THE SALVATION

Pakleds tried their hand at obtaining new parts using various schemes, but eventually all the powers who were able to help soured on them, either due to duplicity or perceived stupidity.

An answer to the problem of how to maintain their patchwork fleet and their level of colonization and expansion came with the discovery of the Bajoran wormhole. Pakleds were among the first societies to exploit the connection to new space, full of states who had no reason to distrust the scavenger race. They became a permanent presence in the Bajor system, commonly found on Deep Space 9, as well as the space just beyond the wormhole.

After only a few weeks of exploration, the reckless Pakleds made the Alpha Quadrant's first official contact with the

Dominion. The Founders saw within these simpletons the potential for easy infiltration of the Alpha and Beta Quadrants. In exchange for safely transporting Founder infiltrators back through the wormhole and into strategic locations, the Dominion agreed to upgrade and repair every ship that the Pakleds brought to them.

In truth the Founders overestimated the Pakleds. These desperate explorers would have made the agreement for a few spare parts. The deal was too sweet to turn down, and the Pakleds quickly spread the Founders throughout local space. Taking care to avoid provoking their neighbors with their old tactics, the Pakleds soon gained a reputation as peaceful, if unsavvy traders. With every deal that they made, the Pakleds deposited one or more Changelings into the cargo holds of their trading partners.

TECHNOLOGY

The Pakleds have very little technology of their own. What makes them dangerous is the fact that their ships bear some of the most powerful devices available to their technologically superior friends and enemies. A Pakled ship might be sporting weaponry on par with an NX-class ship, or it might secretly have a phasing cloak, quantum torpedoes, and an experimental transwarp drive.

The pinnacle of Pakled achievement is Grebnesie Station, which roughly means "The Very Big Place" in their tongue. This enormous facility orbits their homeworld and dwarfs a Cardassian Nor or Starfleet Spacedock. Ironically, it incorporates bits from such starbases, as well as older model K-series outposts, Klingon command satellites, and many more.

Cobbled together from stolen, salvaged and purchase parts, Grebnesie is the heavily armed citadel from which the Big Bosses direct the Pakleds' mission. It is visibly armed with multiple disruptor and phaser turrets, plus colossal torpedo launchers. Nobody knows exactly how powerful it is. The station might be able to fend off multiple squadrons of *Defiant*-class starships, or it might be so poorly constructed that the first shot it fires might tear the station apart from the inside. Until now nobody's been foolhardy enough to find out.

THE MIRADORN

The Miradorn are small polity that values independence. Very powerful for their size, they expand slowly, only colonizing a new system when they have their infrastructure built up to its optimal levels in their most recently colonized system. Their territory isn't close to the size of others, but their technology is on par with the Federation.

Their seeming hesitancy to expand likely stems from their unique biology. Almost all of the Miradorn are telepathically linked twins. Each pair of twins live their lives as if they were a single individual, and they are fiercely protective of their

sibling. Miradorn philosophy is to not take any action until they're sure that they are in no danger and can vigorously defend what's theirs.

The Miradorn were among the first states to sign a nonaggression pact with the Dominion. Additionally, their society is at a tipping point. While small, their level of population and development is now sufficient that the Miradorn can colonize and build up a world to their ideal standard in just one year. They're poised to strike out into the Galaxy at large, though even with their level of resources they seem to be hesitant to expand further.

The Dominion's ambassadors have promised the Miradorn to respect their sovereignty. This is only a temporary situation, though. The Founders are very paranoid when it comes to telepaths. The only ones that they tolerate are the occasional Vorta agents. Miradorn twins make fantastically effective soldiers and pilots, and the Founders fear that they'd become enemies as soon as the war is over. To combat the threat they're sending in pairs of Founders to take their place within the government in order to curb any possible expansionist tendencies before they develop.

POTENTIAL ALLIES

The Founders' reach is far and long. Having infiltrated the Big Three Alpha/Beta Quadrant powers, they know nearly as much, if not more, of the astropolitical situation than the Federation itself does.

While the Dominion has no qualms about committing mass genocide, the Founders' truest wish is protection and security for themselves. They're content to let others live so long as they bow to the whim of the Dominion. Very few societies actually approach the Dominion with a unanimous decision to apply to be members and to live under the heel of the Jem'Hadar, but it does happen. The Founders are critical of every species, even the Vorta and the Jem'Hadar. They never truly view solids as friends, but they do favor some species over others.

Gamemaster Note: *This section presents a look at some of the other species in local space, and how the Dominion views them. There are also notes for integrating these species into your campaign as surprise allies of the Founders.*

If a Gamemaster chooses to introduce additional Dominion allies to a campaign, use the new species in place of the Cardassians or any of the others, or as an extra member in the anti-Federation alliance. This is a fun way to add a unique take to the sweeping story of the Dominion War, describing adventures that are just as epic as those that the staff of Deep Space 9 engaged in, only in a new theater of combat.

THE THOLIAN ASSEMBLY

The xenophobic Tholians are a belligerent power that's known for aggressive expansion and for intractable defense of their declared territories. The Tholians do not maintain friendly relations with any other known species.

The Dominion is not interested in subjugating these "ultra-solids," as the Founders deridingly call them. Tholians are too temperamental, powerful and mercurial to trust as allies, let alone as thralls. They are fascinated by the Tholians' unique technology and biology, though, and are currently trying to study it surreptitiously.

Their initial interest in the Tholians was due to that species' ships. These vessels are capable of interdimensional manipulation. If adapted correctly, the Founders surmise that they could effect instantaneous transmission to anywhere in the Galaxy and beyond. This would eliminate the need to rely on the Anomaly in the Bajoran System for access to the Alpha Quadrant. It might also provide them with a place to hide the Great Link far beyond the reach of any solids.

As the Dominion began their studies of the Tholians they discovered a quirk of biology. The Tholians are capable of generating subspace signals within their own bodies. Changelings can mimic Tholian bodies and can survive the harsh conditions of Tholia and other worlds, but they can't precisely replicate this feature. Skilled individual Changelings can create some subspace effects, but the Tholians have created a sort of communal memory nexus, which provides telepathic access to the ancestral experiences of the rest of the species.

The Founders are extremely interested in recreating this effect for themselves. They want to use it as a means to project the Great Link over vast interstellar distances. Founder Operatives on other worlds could maintain continuous contact with their peers, benefiting from the combined intellect of the entire species. They could update the other Changelings with the intelligence that they gather in nearly real time.

It's for these two reasons that the Dominion doesn't try to actively destroy the Tholians. While it would make very good tactical sense to set one of the Federation's most rabid enemies against them, the chance of losing such valuable knowledge is too great. For now the Founders work to make peaceful overtures in the hope of gaining deeper insight into the mysterious Tholians.

ALLYING WITH THE THOLIANS

While the Dominion despises the Tholians, they could make for a powerful alliance. In this case the Dominion's initial war efforts would go towards creating a new spatial Anomaly with one terminus in the Gamma Quadrant, and the other in the Alpha Quadrant.

Loathe to reveal anything about their own space to conquerors like the Tholians, the Dominion would likely have a contingency plan in place. As soon as the second anomaly was completed, Founder infiltrators within Federation space might enact a series of false attacks, relaying faulty intel from Starfleet Intelligence to the task forces that patrol the Tholian Border. It wouldn't take a full-scale incursion from the Federation to tip the Tholians towards total war, just a stray shot from an unwise starship captain.

In the meantime the Dominion would secure both ends of the new anomaly for themselves and establish shipyards, Jem'Hadar birthing centers and ketracel-white facilities in their new stronghold of space. From this new, secure entry point the Dominion would be free to commit further resources to the war effort.

THE GORN

The insular, belligerent Gorn are a wildcard in galactic politics. While they have a history of war with the Federation, they haven't proven to be as hateful of the Federation as the disastrous first contact at Cestus III would have portended. Their massive warships would turn the tide of many close battles, and both the Alpha Quadrant Alliance and the Dominion and its allies are courting the Gorn.

The biggest obstacle to these negotiations, on the Dominion's side, is the distance to Gorn space. Envoys have to pass through Federation and Klingon space to reach Gornar, and any that go get turned away at the border. Even a power as massive as the Dominion is loath to leave its ships sitting useless and vulnerable while there's a war on.

The normal routes of infiltration don't work for the Dominion. Border patrols intercept any attempts at entry, and all indications point to Gorn sensors being powerful enough to detect a Founder flying through space. Even if a Changeling managed to make it to Gornar, the Dominion's lack of cultural knowledge regarding the Gorn means that any newly arrived Founder would be operating blindly.

The most likely route to bringing the Gorn to bear against the Federation is framing Starfleet for incursions and attacks on Gorn space. Although they're aggressive defenders of what's theirs, the Gorn are not stupid. They understand the state of galactic affairs and they know that the Federation has little reason to provoke a new enemy while they're engaged in the most savage war of their existence.

ALLYING WITH THE GORN

If the Dominion allied with the Gorn, it would have to start as a treaty of convenience, with both set up against more

TOP-SECRET PRISONER INTERVIEW TRANSCRIPT

EJ: Ben, I'm glad that you agreed to see me.

BM: I see you've made admiral now. If I were still in the chain of command I guess I couldn't call you Ed anymore.

EJ: Actually, that's what I'm here about. Ben, you probably hear things even in here. The war isn't going well for us at all. We need competent men and women to take up the mantle and serve. Even ones in your situation. You were right about the Cardassians all along. As far as I'm concerned you should have gotten a medal, not locked up like this.

BM: Are you here to pin one on me, Admiral?

EJ: I didn't bring one with me. But I do have an opportunity. Your actions against the Cardassians inspired a movement. Your old command staff, Hudson, Chakotay and others, they helped spearhead the Maquis. If it wasn't for that group's work, the Cardassians would have expanded unchecked.

BM: Sounds like you want to join them yourself.

EJ: They need help. The Dominion is hunting down what remains of the Maquis and exterminating them. These are good people with

experience in fighting guerrilla wars. We could use everything that they've got, manpower, intel, a few ships...

BM: You're right. I do hear things in this place. I know what else the Maquis are supposed to have. You want me to get them to hand over weapons that are banned by the Khitomer Accords?

EJ: I want you to rescue them. Bring them back into the fold, Ben. Cal Hudson is one of the last remaining colony commanders, and he has what we need. I want you to rescue him, another captain named Ro, and their staff, ships, and yes, the other things. I've got a ship ready, it's an older vessel, the *Pequod*. Officially destroyed in action but refitted for this mission. Your crew is a small group of individuals with backgrounds that are more eclectic than standard Starfleet. Once you've got everything out of the DMZ that you can save, your job is to get into Cardassian territory and hammer them for all that you're worth. You've got no chains holding you back for this one. What do you say, Ben?

BM: Where do I sign?

[Transcript ends.]

pressing enemies, such as the Klingons and Federation. The paranoid Vorta and Founders, with their racist ideology, would try and keep the Gorn and Jem'Hadar as separate as possible, reasoning that the reptilian species could unite against the Dominion. In any long-term war the Founders would leave the Gorn to their own devices, hoping that the Klingons, Gorn and Starfleet would whittle one another down to splinters for an easier conquest by the Dominion.

THE NAUSICAANS

An ancient species that took to the stars long before most, the Nausicaans are in a state of deep decline. Their plight is not dissimilar to that of the Klingons, whose populace succumbed to a genetic alteration virus. While the victims of the Klingon Augment Virus became smaller but smarter, the victims of the Nausicaan virus became larger and more brutish.

The once-proud pirate raider clans descended into barbarism, and most of them now serve other, more developed societies. Nausicaans tend to work as bodyguards and shock mercenaries. The few living "original" Nausicaans live on Nausicaa, a planet of hills and windy valleys. Their "devolved" brethren hold them hostage, using them as labor and technicians to keep the nearly decayed infrastructure of the planet from crumbling into dust. A few work as engineers on the tiny remaining Nausicaan fleet.

The Dominion has very little interest in Nausicaa, save for the fact that their space is very close to Earth and Vulcan. The Founders have promised the original Nausicaans to restore the species to its original line. To earn this right the Nausicaans have to make surprise attacks on Earth, Vulcan and the other core worlds. The Vorta don't plan to uphold these promises, as they doubt that the Nausicaans can accomplish anything against the most powerful planets in local space.

DOMINION ENEMIES

There are some stellar governments that are staunchly opposed to the Dominion. These states aren't necessarily allies of the Federation, Klingons or Romulans, but they value their independence and would sooner die to the last than bend knee to the Founders.

THE TALARIANS

A near-Klingon species, the Talarians are aggressive and warlike. Their level of technological development is woefully behind that of the Federation, and even the Cardassians. This hobbles their dreams of conquest.

Despite promises from the Dominion to uplift their society, the Talarians rejected these advances. If they hadn't accepted aid from the Federation, they weren't going to take help from these new interlopers. The Talarians see the Dominion as an impediment to their own goals of expansion.

TAMARIAN NEGOTIATIONS

Eris: Greetings from the Dominion. I am Vorta Ambassador Eris. My people are in this region of space to spread peace and order. We've come to begin negotiations to bring the Tamarians into our co-prosperity sphere.

Tamarian Captain: Arcala, the gates partially opened.

Eris: Yes, we've heard of your species' unique language. We'd speak with you in terms of your folklore, but there seems to be no available written records of your stories.

Tamarian Captain: Yukari, the bard singing.

Eris: Our intelligence indicates that you've had some interaction with humans, and a few other Alpha Quadrant species. We do have full access to their historical records. I'm going to attempt to speak with you using their stories.

Tamarian Captain: Klendal and Horen, the meeting on the island.

Eris: Mansa Musa, gold in the streets.

Tamarian Captain: Abakka and Kaylon casting the nets.

Eris: Richard Nixon, his arms outstretched.

Tamarian Captain: Oyyaha, her sword unsheathed!

Eris: This is egregious. We— Genghis Khan, his horses riding forward.

[Transmission ends.]

Despite the independent streak the Talarians are starting to face facts. They've agreed to a limited integration program, where they bring their fleet into a joint command with the Klingons. The Talarians are moving towards entering the war in full, aligned against the Dominion.

THE NYBERRITE ALLIANCE

A remote power that's on friendly terms with its neighbors, the Nyberrites are well-regarded by the Federation, Klingons, Romulans, Ferengi and others. They have a penchant for hiring mercenaries from many different states to serve in their navy.

The Nyberrites run their military in an unorthodox manner, at least as far as the other powers are concerned. Their ships tend to be lightly armed carriers that house waves of offensively geared light fighters. All reports indicate that their forces are very well armed, but they've never been at war with any of the Alpha or Beta Quadrant powers.

A TRIP THROUGH THE LOOKING GLASS

My brothers and sisters, I do not know if this transmission will make it to you. I have to report what I've found. The Federation apparently has semi-regular contact with a parallel reality, which they call the "Mirror Universe." My assignment on board a Starfleet survey vessel led to a chance encounter with that realm. The ship fell into the Mirror Universe after running afoul of a spatial rift.

After ascertaining from the crew everything that I could about the Mirror Universe, I proceeded to replace Captain Leonard and guide the ship to the Bajor System. The Bajoran Anomaly exists within the Mirror Universe as well. Despite the danger of Klingon patrols, we made it into the Gamma Quadrant. I'd wanted to find a second Dominion, one which we could use to augment our own forces.

I was not prepared for what I saw. None of us could be. I attempted to link with members of our opposite culture. There was nothing. We could not form a union of minds. Only scattered, chaotic images and impressions, no true thoughts were shared.

The Mirror Dominion is a democracy. The Founders there see themselves as a guiding force, not true rulers. Their Vorta are allowed to develop fuller telepathic and telekinetic gifts, and the Jem'Hadar do not even take ketracel-white!

The Mirror Universe is a place of madness. I am shaken to my core. When we're finished with our own Galaxy, I fear that we must take up arms against the opposite Great Link. As it stands, after trying to escape to home my ship was damaged. I don't have enough power to make it back, only to send this message. Please, brothers and sisters, receive it and prepare for the coming of darkness.

When asked about this, the Nyberrites always mention having "more pressing concerns," but never elaborate. The Romulans, who share a border with them, speculate that they're at war with a race of hunters who occasionally harass the Romulan border. The region is known for being home to odd subspace anomalies; these might be the source of whatever the Nyberrites are fighting, but it's all speculation at this point.

Regardless of whom their enemies happen to be, the Nyberrites aren't interested in fighting for the Dominion. The Vorta have asked and been coldly rebuffed. This put the Nyberrites on the Dominion's hit list, but their local concerns are more pressing and they have no desire to betray friends.

THE FERengi ALLIANCE

The fourth great power of the Alpha Quadrant, the Ferengi are known for loyalty only to themselves. In the eyes of the members of the Alpha Quadrant Alliance, this makes them untrustworthy at best. While it's true that the Ferengi never turn down an opportunity for making a profit, the Dominion made things personal when they kidnapped Ishka, the consort of Grand Nagus Zek.

In the days before the war, Zek was an early proponent of cooperation with the Dominion. If he'd have had less contact with Quark, a businessman on Deep Space 9 whose own experiences with the Dominion were less positive, Zek would have continued negotiations with the Dominion, and rather than the Cardassians, the Ferengi would almost certainly have been the conduit through which the Cardassians gained a foothold into the Alpha Quadrant.

Campaigns that diverge from the normal timeline could conceivably see the Ferengi allying with the Dominion against the anti-capitalist Federation. As it stands now, Zek maintains Ferengi neutrality in order to send emissaries to the Dosi and Karemma. These agents are slowly subverting the Dominion's mercantile servants against the Founders.

THE FIRST FEDERATION

An aloof, advanced society, the First Federation made contact with Starfleet in the mid-23rd century. In the time since, relations have been cordial. The First Federation trades with most other interstellar powers, but mainly curiosities, artwork, and consumer goods. Their ships and infrastructure are more powerful than those of most of the rest of the Alpha Quadrant, and the other societies have nothing of technical value with which to barter.

Like Starfleet the First Federation maintains a sort of non-interference policy. They do not allow their technology to benefit others, on the rationale that it could deviate the development of alien civilizations. This policy also extends to making war against or on behalf of "lesser" societies.

The First Federation considers every single one of the Alpha and Beta Quadrant civilizations as less advanced, as well as the Dominion. Thus far they've had no cause to get involved. Their countermeasures can detect attempted infiltration by Changelings, and their ships are more than a match for anything that the Jem'Hadar can throw at them.

The Dominion continues to harass the First Federation, and their patience is wearing thin. If the Dominion doesn't back off in its efforts to infiltrate the First Federation, it's going to have another war front on its hands.

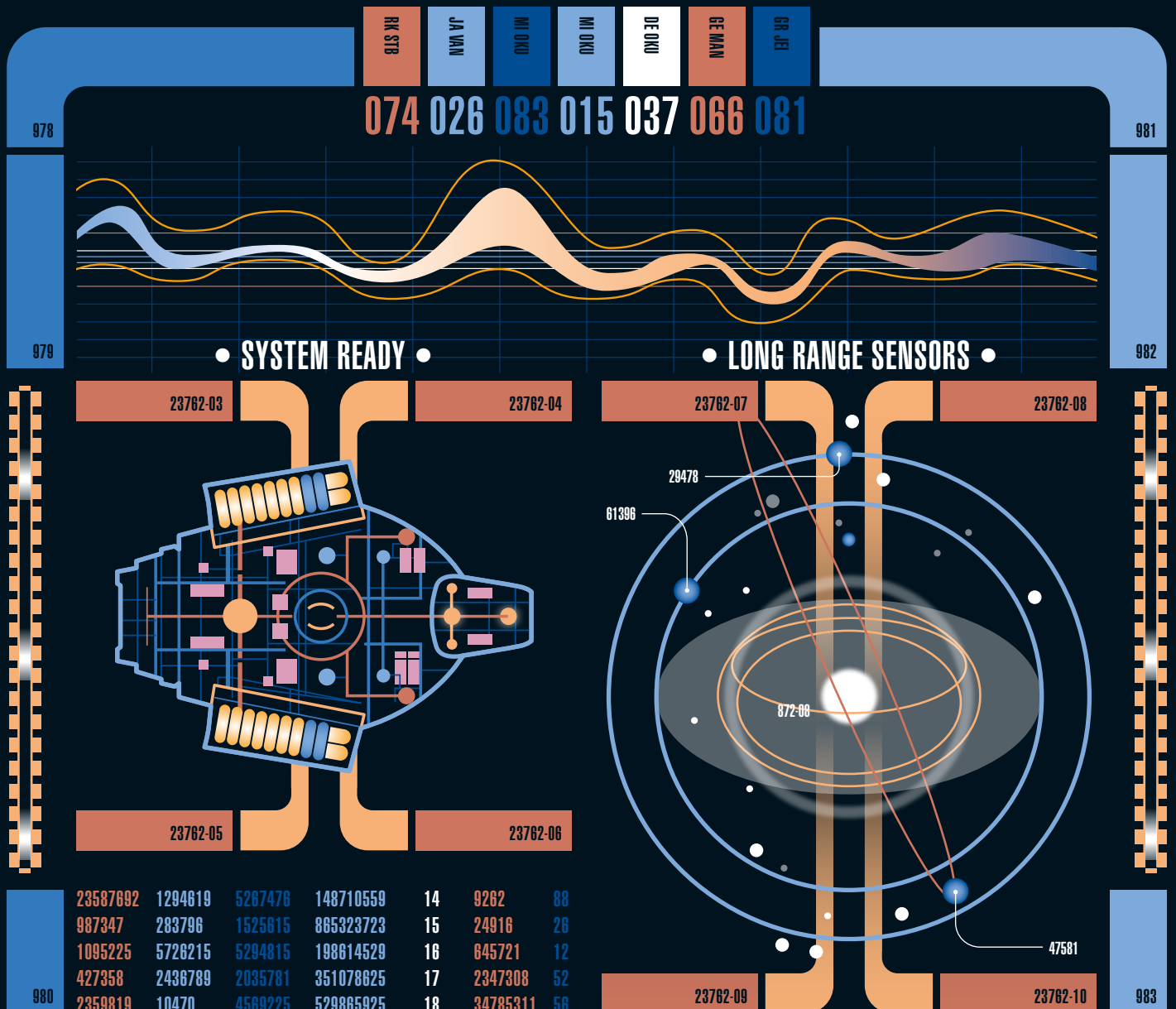
OTHER REALMS AND SPECIES

The Galaxy is a large and unexplored place. There are dozens, if not hundreds or thousands of other factions who might have an interest in this war. The complex interplay among the societies that are already involved could be upset by the slightest interaction with a new power player.

Who else has an interest in this conflict? Having intercepted transmission and data from Starfleet during the Battle of Sector 001, the Borg are certainly aware of the Dominion and undoubtedly interested in Dominion technology and Founder biology. A full-scale incursion from the Borg could lead to a truce or even cooperation between the Federation and the Dominion.

Claiming control of an ancient communication network, the Delta Quadrant's Hirogen species has monitored transmissions between Starfleet and *Voyager*, a starship stranded far from home. Reports indicate that the Hirogen live for the thrill of the hunt. Any Hirogen predator would be eager to go toe-to-toe against a Jem'Hadar, or to see how their starships match up against those of the Dominion.

The many higher-level societies, those who have transcended mere biology and achieved a state of apotheosis, are no doubt aware of this conflict. The Metrons and Organians are particularly pacifistic in their outlook and do not take kindly to those who engage in wanton slaughter. It remains to be seen why they, as well as the Q, Dowd, Travelers, Cytherians, the inhabitants of Megas-Tu, and others are allowing conflict on such a dangerous scale. The closest thing to consensus opinion holds that these societies might be leaving the matter in the hands of the Bajoran Prophets.





FIRST CONTACT WITH THE DOMINION AND LOSS OF THE U.S.S. ODYSSEY NCC-71832

Starfleet has had dealings with Dominion-controlled species since the discovery of the Bajoran wormhole. However intelligence on the Dominion was extremely limited until late 2370 and communication in any form was almost non-existent.

First contact was made by (then) Commander Sisko and a small group of civilians during a scientific expedition in the Gamma Quadrant. The journey took an ominous turn as they were attacked and imprisoned by the race we now know to be the Jem'Hadar. The inclusion of a captive Vorta with the expedition was later found to be a carefully laid trap, a part of a much grander scheme by the Dominion.

The next phase of the Dominion plan soon played out. A single Jem'Hadar attack ship entered the Alpha Quadrant, transporting a 'First' directly into operations on Deep Space 9. Evading all countermeasures, he delivered news of Sisko's detention, the destruction of the New Bajor colony, and a warning that the same would happen to any other ships travelling into the Gamma Quadrant via the wormhole.

It was the next encounter with the Jem'Hadar only hours later that shook the Alpha Quadrant and heralded the beginning of the war. Together with a small escort of runabouts from Deep Space 9, the *U.S.S. Odyssey* entered the wormhole and began the search for the expedition. The *Odyssey* was the closest craft available and Federation planners estimated that the formidable power of a *Galaxy*-class ship would be sufficient to investigate this threat and report back.

On entering the Gamma Quadrant, the *Odyssey* and its escorts were soon confronted by three Jem'Hadar ships and battle was joined. Despite the advantage in tonnage, the Federation vessels were outgunned and took heavy damage during the rescue of the expedition. As they attempted to make good their escape the Jem'Hadar displayed their trademark ruthlessness. A single Dominion vessel made a suicide run on the *Odyssey*, delivering a killing blow and destroying the ship with the loss of all hands.

The Dominion had struck the first blow in the war and gave Starfleet a taste of their power and resolve.

THE GAMMA QUADRANT

THE DOMINION WAR

"ISN'T IT OBVIOUS? YOU MAY WIN THIS WAR, COMMANDER. BUT I PROMISE YOU, BY THE TIME IT IS OVER YOU WILL HAVE LOST SO MANY SHIPS, SO MANY LIVES, THAT YOUR VICTORY WILL TASTE AS BITTER AS DEFEAT."

— FEMALE CHANGELING

BACKGROUND TO THE CONFLICT

Few Federation citizens have been left untouched by the current war with the Dominion. Daily casualty listings claiming friends and colleagues mean no one in Starfleet itself is ignorant of what the conflict has cost. This briefing is designed for those heading to the front lines to keep them up to date with the progression of current campaigns. It also supplies information to refresh their understanding of the wider context and reasons for the conflict, the Federation's involvement, and the unwavering resolve of those at the forefront of the war.

The discovery of the Bajoran wormhole in 2369 was perhaps the most significant event in Federation — and certainly Bajoran — history to date. It has offered untold opportunity for research and exploration, scientific discovery, cultural exchange; literally an entirely new quadrant of possibility. But this step forward for all races of the Alpha and Beta quadrants has come at a heavy and continuing cost. Exploration of the Gamma Quadrant has proved to be a Pandora's box releasing the threat of the Dominion on the home quadrants, a power to rival the Borg in the danger they pose to the Federation and its allies.

Officers are expected to have some familiarity with the events leading to the discovery of the Bajoran wormhole and relations with Cardassia up until this point (for more information see: UFP Overview 02.10, Starfleet Tactical Advisory document). With this in mind, more in-depth analysis of the lead-up to war will focus on specific events that triggered or were significant to the conflict as a whole. For ease of understanding and collation, the Dominion War so far is broken into two distinct parts: open war and the cold war that preceded it. We will discuss the cold war first.

THE COLD WAR

UNSEEN ENEMY

Starfleet took its first tentative steps into the Gamma Quadrant in the two years following the discovery of the Bajoran wormhole. As with all exploratory missions these were measured and coordinated efforts, spreading in a concentric pattern from the Idran end of the wormhole. These forays produced even greater possibilities than could have been hoped for, and while taking into account standard patterns, anomaly registration and examination, Starfleet expanded the range of study still further.

For the most part this was a joint effort with the Bajorans, given the placement of the wormhole in Bajoran space and the reverence the local people afford to it (see Bajoran beliefs: 'The Prophets' and the 'Celestial Temple' in Starfleet archives). Most of the resources were deployed by Starfleet as the Bajorans were still recovering from the Cardassian occupation. The opportunities for expansion were not lost on the Provisional Government however and in late 2370 they founded New Bajor — their first colony in the Gamma Quadrant. The first of several planned, it opened the way for trade, commerce, and cultural exchange with races from the region — shown to be a possibility by successful Ferengi trade with the Karemma.

Reports of a large and organized empire in the Gamma Quadrant were anecdotal at best and little was known of the Dominion at this time. The scant information about them came second or third hand from races such as the Skreeans and Yaderan. In turn, strategists have speculated that the upper echelons of the Dominion itself were unaware (or at least unconcerned) with the Alpha Quadrant and the Federation up until mid-2370.

If they were unaware of the Alpha Quadrant races until then, then the Dominion lost no time in finding out

ALL ONE UNDER THE FOUNDERS

RACES OF THE DOMINION

The Dominion and its territories cover a huge area of the Gamma Quadrant, encompassing hundreds of sectors held together by the Founders' will. Starfleet Intelligence estimates that there are hundreds of races under the control of the Dominion, most of whom the Federation has no knowledge of. Many of the species live and survive as a part of the Dominion with little contact with the controlling hierarchy. They are de facto parts of the Dominion while still ostensibly allies or simply under the Dominion's 'protection' (the Karemma are one such example).

While there may be unknown facets to their command and control systems, it would appear at this time that their military hierarchy is rigidly set. As well as being a gestalt supreme command, the Founders are both the main information gatherers and espionage

sources. Their will is enacted by their Vorta servants, who appear to make up the officer corps for the Dominion. Orders are carried out without question by the Jem'Hadar, who are controlled with genetic compliance and drug dependence on ketracel-white.

The Jem'Hadar themselves have strict structure based on strength and continual victory. There is always a 'First' (the equivalent of an NCO — Starfleet rank of Chief Operations Officer), with rank ordered and numbered from there (second, third, etc.). Internal unit makeup seems more fluid than a Federation crew, with promotions based on performance and demotions being a constant threat.

everything there was to know. The level of intelligence that the Dominion held on the Alpha Quadrant at the start of the cold war quickly became apparent by their use of Federation first contact doctrine as a weapon and the speed with which events unfolded.

FIRST CONTACT

The start of the cold war coincided with first contact with several of the Dominion 'core' races in short succession. The Jem'Hadar and Vorta revealed themselves in a carefully orchestrated plan to put the Federation on the back foot and clearly assert dominance, ruthlessness, and hard-line determination. New Bajor was destroyed with no known survivors. An ultimatum was issued to all interlopers into the Gamma Quadrant, and the *U.S.S. Odyssey* — a *Galaxy*-class ship and one of the most powerful in the fleet at that time — was annihilated seemingly out of hand.

This first experience with the Dominion gave Starfleet serious pause in exploring the Gamma Quadrant. The readiness and tactical deployment on Deep Space 9 and the Bajoran sector was determined to be unequal to this new threat without increased defenses put in place. The *U.S.S. Defiant* was transferred to the area, and over time the station's defenses were augmented.

The *Defiant's* role in the area was two-fold. Firstly, its cloaking device would allow for reconnaissance and diplomatic missions through the wormhole with reduced threat to personnel. If this failed, the ship markedly bolstered the defenses of the sector as a last resort.

Both roles were tested much sooner than strategists predicted. The first operational mission for the ship and crew

was deep into the Gamma Quadrant to try to contact the Dominion's leaders — the Founders — and convince them that the Federation and its allies were not a threat to them, but that we would defend ourselves if necessary.

The mission was in part achieved, but despite the best hopes of the Diplomatic Corps the success was only in convincing the Dominion that the Federation would fight if necessary. Briefly held in an elaborate simulation, the crew of the *Defiant* were forced to act out a scenario involving possible diplomatic land-grabs by the Dominion and loss of freedom for Bajor.

While the Dominion gleaned a great deal of information about Starfleet and its resolve, this was not a complete loss. The Changling head of Deep Space 9 security, Odo, discovered his race and the Founders were one and the same. This naturally raised questions as to his allegiance, though subsequent tests have proven his loyalty to most at Starfleet Command — with one or two exceptions. Knowing that the Changelings are at the heart of the Dominion has at least shown Starfleet what we are up against, and allowed for some precautions to be taken against their unique abilities — albeit with mixed results.

Further efforts to bolster the defense of the Alpha Quadrant resulted in early warning systems and improved comms relays proved useful in the days to come. Deep Space 9 itself was outfitted with upgraded shield generators, multiple launch photon torpedo batteries, and more powerful phaser arrays.

INFILTRATION AND ESPIONAGE

The Federation has in its archives several examples of shapeshifting species of many different types. These species

are usually not numerous, or are specific to certain areas of space. Those few that do travel the Alpha and Beta Quadrants are for the most part humanoid, and while able to change appearance must remain consistently solid.

One of the gravest threats the Dominion poses is therefore the liquid nature of the Founders. Combined with their long lifespan and years of shapeshifting experience, this allows them to mimic almost any object perfectly; even gaseous clouds and forms many times their initial volume are well within a Changeling's grasp. They are therefore perfect infiltration experts — a fact that allowed them to almost bring the Alpha Quadrant to its knees before open war had even started.

At this time the cold war was seemingly just that. Hesitant trade and exploratory missions resumed on the other side of the wormhole. After an initial display of force, the Dominion seemed to be quiescent. Unbeknownst to the Federation, the Founders had sent agents to infiltrate almost all of their command structures, as well as those of the dominant species in the Alpha and Beta Quadrants.

Increased tensions and paranoia were rife. Federation Ambassador Krajensky was replaced by a Changeling and almost managed to re-ignite the war with the Tzenkethi. While troubling in the extreme, the event led to several steps forward in combating the Changeling threat. Blood screenings, phaser sweeps, and security 'buddying' with teams of no less than two were all implemented after the incident. By far their most damaging action to date was two-fold: the infiltration of the Klingon High Council, and the Romulan covert intelligence agency, the Tal Shiar.

In mid-2371 General Martok was abducted from Qo'noS and replaced with a Changeling. Intelligence suggests that at roughly the same time Colonel Lovok of the Tal Shiar was also replaced. The real Lovok has yet to be found and is considered missing in action. These two substitutions paved the way for the Dominion's invasion of the Alpha Quadrant, though not even the most far reaching of Federation think tanks would have predicted the chain of events which led to it.

FIRST BLOOD

The first real battle of the Dominion War was fought not in the Alpha Quadrant, but on the other side of the wormhole. The combatants were also not the line troops or fleets of any of the leading powers of the Quadrant. In a fitting confrontation for a 'cold' war it was the covert elements of the Cardassians and Romulans that attempted a pre-emptive strike to end the war before it had begun.

The ex-head of the Obsidian Order, Enabran Tain, had been secretly husbanding ships and resources in order to take

on the threat that the Founders posed. This was in direct opposition to Cardassian laws pertaining to the Order not keeping a standing army or combat fleet. It speaks to the power of the organization at the time that this law was flouted and by Tain no less, himself ostensibly retired. In concert with his opposite number in the Tal Shiar he planned to take a fleet of veterans through the wormhole and attack the Great Link, effectively cutting the head off the snake. While loudly condemned by their parent governments, this action was tacitly supported as a way of stopping a costly war before it could start.

As it was, the assault had the exact opposite effect. The ensuing Battle of the Omarion Nebula was a disastrous defeat for the Obsidian Order and the Tal Shiar. Colonel Lovok revealed himself to be a Changeling and the Founders destroyed almost all the allied ships involved (the notable exception being the *U.S.S. Defiant*, which took only cursory part in the battle and retreated after retrieving Federation personnel). In one fell swoop the Dominion had destroyed the Obsidian Order in all but name and crippled Tal Shiar operations for some time to come. The first battle of the Dominion War was a crushing defeat for the forces from the Alpha Quadrant and the repercussions would be even more far-reaching than they seemed.

THE KLINGON-CARDASSIAN WAR

From there the second element of the Founder's plan started to take shape. Any attempt to conquer the Alpha Quadrant would require a solid foothold. Without allies and seriously weakening the major powers of the quadrant even the most concerted attack would have certainly failed. An all-out assault could have bound their enemies together in an alliance that even the military might of the Dominion could not have overcome.

The true power of the Dominion was again shown to be its ability to influence and undermine; to divide, weaken, and conquer. Having already drawn first blood they continued with their long term plans. The excision of the Obsidian Order from Cardassian hierarchy left a power vacuum in the Cardassian state. The rigid constraints that held Cardassia together were twofold; firstly the military forces in the form of the Central Command, and secondly the secret intelligence services of the Obsidian Order. The constant surveillance they maintained had kept the citizenry in line. With this removed, unrest was sure to follow.

At this time the Detapa Council nominally ran the Cardassian state, though in practice they were little more than an empty gesture towards civilian government. Together with a growing dissident movement in the civilian population they overthrew the High Command and created a new government. Whether this was incited by true populists or by Changeling infiltration

THE FIRST BATTLE OF DEEP SPACE 9

Given the underlying threat of the Dominion, Starfleet Intelligence did not suspect that the first Battle of Deep Space 9 would be with our long-term allies, the Klingons. It is said that no man may know where the tides of fortune take us and only a year before it would have been unthinkable for the Federation to fire on Klingon ships to protect a democratic Cardassian Government.

This was the situation that Captain Sisko found himself in in 2372. Initial entreaties to call off the attack fell on deaf ears, with Gowron and General Martok pushing the assault on the station. The captain had already taken the decision to answer the Detapa Council's distress call and harbor them on Deep Space 9, putting him at odds with the Empire. While this was an honest attempt to create a ceasefire and cool tempers, the Klingons saw it as a provocation.

Gowron was in no mood to listen. No doubt encouraged by the Martok Changeling he issued his demands — give up the council or be attacked and have the council taken by force of arms. The ensuing battle was brief, but bloody. Despite warnings, the Klingon fleet threw itself into the fight as only their race can. The station sustained heavy damage and several lives were lost.

However it was the attackers that suffered greater casualties. With the station prepared for possible conflict with the Dominion the usual 'Nor' configuration of Cardassian design had been reinforced and heavily up-gunned. Multiple fire torpedo launchers and enhanced phaser banks had been equipped and fully loaded. The Klingons were unprepared for the ferocity of the defense, and with our Federation reinforcements on the way they were forced to withdraw. Both sides were bloody but unbowed. The only true victors were the Founders.

will never be fully understood. Starfleet Intelligence has deemed it almost too coincidental that a state this close to the wormhole would destabilize so rapidly as if on cue.

What is known is that the shapeshifter in the form of General Martok now came to the fore. Klingons are rarely happy with continuing peace and unrest in sections of the Empire had been brewing for several years. There is no glory in a life without battle or conquest. It would have taken little prompting and even less evidence to mobilize the Klingon Empire for a fight. With the unlikely changes to the Cardassian government on one hand and the desire for honorable battle on the other the Martok Changeling would have found it easy to manipulate Chancellor Gowron into war.

Despite efforts to call off the attack by Federation personnel in the sector and multiple entreaties to the High Council and

Gowron himself there was no changing the Chancellor's mind. Hostilities broke out in early 2372. On stardate 49011, a large Klingon fleet departed from their muster point at Deep Space 9 and invaded the Cardassian Union in force. The Federation and Starfleet did not support the action and condemned the assault.

In a short space of time, years of hard diplomatic wrangling and peaceful cooperation were undone. Relations between our peoples disintegrated rapidly (no doubt exacerbated by the Martok Changeling) to the point where Gowron withdrew his Empire from the Khitomer Accords. The weakened Cardassian Union lost significant territory early on in the war and in a matter of days Cardassia Prime was under threat. The Detapa Council took the advice of their newly minted military advisor Gul Dukat and evacuated.

The Federation found itself between a rock and a hard place. Helping the Klingons in their brutal attacks was against everything that we work towards — peace, coexistence, and cooperation. However, aiding the Cardassians (a people who have shown themselves to be almost as war hungry and belligerent as the Klingon Empire) was equally problematic. Further, the Klingon claims of Founders pulling the strings of the Union could well have been true, and helping the enemies of the Empire would push Starfleet even closer to hostility with the children of Kahless.

Recent history has shown that Captain Sisko (the ranking officer in the area) made the right call. Holding to Federation principles to help those asking for aid, he orchestrated the evacuation of the Detapa Council to Deep Space 9. The aim was also to force the Klingons' hand and bring them to the negotiation table. With the leaders of Cardassia under the nominally neutral protection of the Federation it was hoped that the war could be stopped before it was too costly on either side. For the Empire to attack the Federation and draw them into conflict would be devastating for both sides. Captain Sisko hoped Gowron would realize this and not start a war on two fronts.

Unfortunately the Chancellor would not relent and attacked in what would become known as the First Battle of Deep Space 9. The Klingon fleet was repulsed due to the fortification of the station and the threat of reinforcements. Despite the defeat Gowron was unbowed and promised future reprisals on the Federation.

From this point the war degenerated into a protracted conflict. Both sides were ground down by the constant fighting and the casualty numbers rose to horrific levels. While both militaries were heavily mauled it was the Cardassians that took the worst of the fighting with their infrastructure crippled and much of their territory reduced to little more than rubble. Early warning of the start of the war had allowed them a fighting chance, but the attrition meant they were brought to the edge of total defeat.

THE FEDERATION-KLINGON WAR

The Federation had at that time been allies with the Klingon Empire for almost 80 years since the signing of the Khitomer Accords in 2293. The attack on Deep Space 9 had ended the alliance but not the peace which was to last for a few more months at least. During this time constant entreaties of peace and friendship were sent to the Empire as a diplomatic solution was attempted. The Federation Council appealed to the Klingon Empire to consider the face of larger threats of the Dominion and the Borg, and to remember our long term friendship. Every attempt was rebuffed.

Klingon activity close to Federation space increased. There were even attempts to engineer diplomatic incidents by the Klingon intelligence forces to lessen Federation aid to the Cardassians and justify conflict. In the end the Klingon saber rattling came to a head, and prompted by the Martok Changeling Gowron issued an ultimatum to the Federation. He claimed the Archanis sector as Klingon territory in an openly hostile action that was a veiled declaration of war. The 80 years of peace were shattered in 2373 with the full assault of the Archanis sector by massed Klingon attack wings. Heavy casualties were inflicted across the sector and many ships were lost or badly damaged.

The war continued for several brutal months. For many Klingons peace with the 'weak' Federation has always rankled with their warrior spirits and they saw the conflict as a chance to return to their roots and regain their pride in the Empire. This goes some way to explaining the unusually high number of boarding actions and close assaults that characterized the conflict; many songs and tales of the Klingon fleet tell of glorious combat with Federation crews and ground forces (though as they are once again our allies, these are currently banned in mixed fleet deployments).

As has always been the way with Klingon-Federation diplomacy, a ceasefire was achieved by non-traditional means. The Dominion was the cause, as a Founders' scheme was for the first time inadvertently a benefit of the Alpha Quadrant. Interaction with Founders had given Constable Odo intelligence that Gowron was a Changeling, which explained the overly belligerent posture of the Empire in recent times. Captain Sisko led a small insertion team to Ty'Gokor to expose the Gowron imposter in hopes of halting the war. While the initial approach failed, a double bluff by the Martok Changeling overplayed its hand, and its lack of honor and traditional Klingon traits led to its discovery and death.

With the deception revealed, an uneasy truce and ceasefire was arranged. Lengthy talks ensued; however, there were continuing conflicts between the Empire and Starfleet up until mid-2373. A fleet was even mustered to re-take the Archanis sector in preparation for any breakdown in the talks. Once again it was the Founders who inadvertently welded the

Klingon-Federation Alliance back together by establishing a foothold in the Alpha Quadrant in short order — a massive territorial gain that no one saw coming.

THE DOMINION EXPANDS

By this time the Alpha Quadrant had been locked in a series of costly wars for over three years since the first contact with the Dominion and the destruction of the *U.S.S. Odyssey*. Few of the major power blocks in the quadrant were left unscathed. Worse still a new invasion by the Borg reached all the way to Sector 001, and only the loss of significant fleet assets and the bravery of the crew of the *U.S.S. Enterprise-E* halted their assault.

Closer to the wormhole, the weakening Cardassian forces had been overrun by the Maquis (with the tacit support of the Klingon Empire) and the Badlands and surrounding area were firmly in their hands. Federation oversight had been similarly limited due as its priorities had shifted to other fronts, giving the Maquis almost unimpeded control of much of the Cardassian DMZ.

There was little trust between previous allies, and the Changeling threat meant even the soldier next to you could turn into the enemy at a moment's notice. This was the backdrop that the Dominion chose for its invasion of the Alpha Quadrant.

Mid-way through 2373 our early warning systems in the Gamma Quadrant were triggered then destroyed, heralding the coming of the Dominion. This was backed up by an insertion team looking for survivors of Enabran Tain's ill-fated Romulan-Cardassian assault on the founders. Shortly before contact was lost they sent word of an imminent Jem'Hadar threat. Further investigation by the *U.S.S. Defiant* confirmed the danger, and the Bajoran sector was put on high alert.

The high number of contemporary losses to the fleet and the size of the invasion did not bode well. Starfleet intelligence at the time projected significant territorial losses and very high casualty rates. A fair number of ships in the fleet had been refitted to negate or at least reduce the effectiveness of Jem'Hadar phased polaron beam weaponry, but many still lacked the upgrades. Of those that were available it would take time to muster a defense on the scale that was expected to be necessary to hold off the Dominion. *Galaxy*-class ships were thinly spread, and construction had only just restarted on the *Defiant* class. The newly minted and more heavily armed *Sovereign* and *Akira* classes were coming off the line; however, they were limited to a handful of each class at most.

Taken all in all, the outlook was grim. With heavy hearts Starfleet Command approved a plan to seal the wormhole

for the good of the Federation. Using the graviton emitter array on Deep Space 9, the crew would destabilize the Bajoran entrance to the wormhole, collapsing it without harming the wormhole aliens themselves. The efforts were thwarted by further Changeling sabotage, and the graviton beam instead strengthened the wormhole to the point where it is almost indestructible by conventional means. As a side note, certain sections of Starfleet Engineering and Intelligence sections are still working on a way to destabilize the wormhole as a last resort should the necessity arise in the coming days. However, they report they are still far from any tangible results.

On approximately stardate 50563, a massive fleet of Jem'Hadar ships entered the Alpha Quadrant just as the wormhole was strengthened. Even then the hammer blow did not fall as expected. Through their expert manipulation of the Cardassians themselves, the Klingons, Romulans, and even at times the Federation, the Founders had brought Cardassia to its knees. Instead of simply invading, the Founders found another way; as ever, they seem to value efficiency and lack of waste where possible.

Their first foothold in the Alpha Quadrant was achieved with subtlety rather than the brutal force. Cardassia declared itself a part of the Dominion, with the ever treacherous Gul Dukat at its head. The Jem'Hadar 'reinforced' the Cardassian Union, and Dukat issued one of his now famous pronouncements — that in five days all lost Cardassian holdings would be returned to them and none of their foes would remain within Cardassian territory.

With the Dominion behind him Dukat soon made good on his threats. The Maquis were obliterated — systematically and ruthlessly wiped out to the point where the faction has now all but ceased to exist apart from a few far flung elements. The Klingon forces in Cardassian space were quickly repulsed. The retreating units mustered at Deep Space 9 ready to plunge back into the attack. Thankfully skillful diplomacy intervened, as Captain Sisko and a newly liberated General Martok managed to hold back Gowron's desire for battle until a joint Federation-Klingon force could be assembled to face the Dominion aggression. This became one of the few bright moments of 2373, as it signalled the reinstatement of the Khitomer Accords and the reaffirming of the Federation-Klingon Alliance.

Sensing the need to hold the Dominion at the first hurdle, the Romulan Star Empire contributed unlooked-for forces to the budding fleet around Deep Space 9, seemingly just in time. Long range scans confirmed a massed Dominion-Cardassian fleet heading for the wormhole, ostensibly to retake 'Terok Nor' (the Cardassian designation for Deep Space 9) and shore up their supply lines to the Gamma Quadrant.

This proved to be a further ruse — one of the last remaining before all-out war took hold. Deep Space 9's Chief Medical Officer Dr. Bashir had been replaced by a Changeling infiltrator a few weeks before the arrival of the Dominion forces in the Alpha Quadrant. Evidently he was the one who sabotaged the plan to seal the wormhole.

The Founders seem willing to risk life and limb on very important espionage missions; however, the secondary phase of any conquest then appears to be left to their ground and fleet forces. The early days of the war mark the last confirmed substitution of this kind we have on record. Officers should note that this does not mean there is no more Changeling activity occurring behind our lines, and must be on the lookout at all times for suspicious activity.

The Bashir Changeling attempted to detonate a destructive payload within the Bajoran sun, the effects of which would have been the annihilation of Deep Space 9, Bajor, and the combined fleets that had assembled to face the Dominion. While the plan was thankfully thwarted, it showed that even with help the sector would be ill prepared for a full scale invasion.

THE ORIGINALS

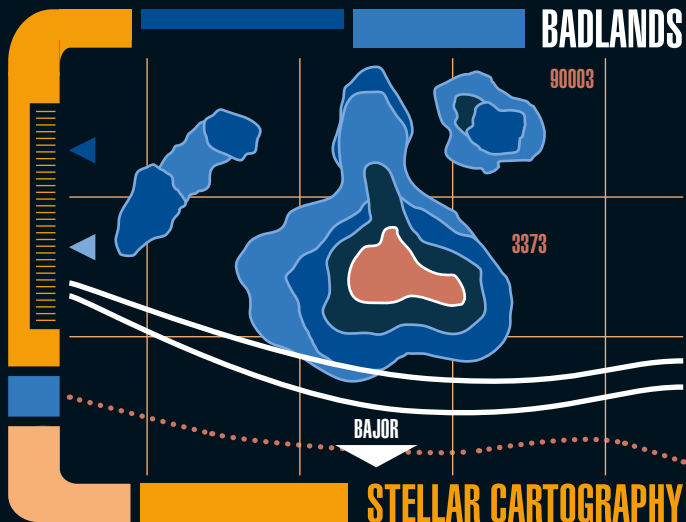
INTERMENT CAMP 371

The Founders are nothing if not efficient. From subtle manipulations to full scale annihilation of worlds, their every action has a set outcome. If anything may yet have a use, it is stored and husbanded if expedient to do so. If not, it is severed like the dead limb of a tree.

The same is true of the kidnapped victims of replacement by Changelings. It appears that where possible those that the Founders imitate are kidnapped and imprisoned, possibly for further information gathering and interrogation.

Thankfully it seems that the Dominion's belief in their own destined supremacy can sometimes be their downfall. A collection of POWs and replaced 'Originals' recently escaped from internment camp 371 — including Commander Worf, Elim Garak, Dr. Bashir and General Martok (the latter two having been replaced by Changelings). The debriefing of their incarceration makes for disturbing reading. While it gives some hope of possible weaknesses in Dominion facilities that could be exploited, it also reinforces the clinical and brutally efficient nature of the Founders.

Further, it seems that the 'Originals' for most other replace crew may have been alive at the time of capture — but it can also be inferred that those who were MIA at the time of replacement should more than likely be reclassified as KIA if not retrieved shortly afterwards. Such is the efficiency of the Dominion.



ROLEPLAYING IN THE COLD WAR

The start of the Dominion War is ripe with opportunities for campaigns and creating Player Characters and NPCs with interesting backgrounds and motivations. This period of the war was really in two parts — behind the scenes action and devastating in-fighting.

Gamemasters can draw inspiration from both parts of this period. The cloak and dagger moments are great settings for stealthy infiltrations of Tal Shiar shipyards, incursions to find survivors of either the Tain expedition or possibly from the wreck of the *U.S.S. Odyssey*. High stakes diplomatic settings where anyone could be a shapeshifter also make great cat and mouse missions to test the teamwork and problem solving of crews.

More militant crews might want to explore the possibilities that that Federation-Klingon war represents for legitimate hostility from the old enemy! Winning allies to the side of the Federation in a tense three- or four-way negotiation, attempting to evacuate a starbase during a Klingon attack and setting a trap for cloaked ships are all possibilities during the conflict with this warrior race.

Always remember that the shadow of the Dominion is ever-present at the time. Gamemasters can sow confusion and add even more depth to adventures with the merest hint of Dominion involvement. It also allows for mixed parties when used with other **Star Trek Adventures** supplements dealing with Klingon Player Characters and the Beta Quadrant; stranded crews forced to work together to survive, or a mix of Players and NPCs held captive by a paranoid Romulan — can you find the Changeling amid the POWs, or were you all originals from the start?

THE SECOND BATTLE OF DEEP SPACE 9

The opening of the Dominion War was marked by the Second Battle of Deep Space 9 in the dying days of 2373. Only a year before the crew of Deep Space 9 had been fighting shoulder to shoulder with Gul Dukat — now he became their greatest threat.

As part of the opening gambit of the Dominion War the new head of the Cardassian government declared that all previous Cardassian holdings would be theirs again. With the backing of the Dominion's fleets in the Alpha Quadrant this was quickly achieved on all fronts apart from one — Bajor and Terok Nor.

Tensions had been building for some time with frequent convoys of Dominion troops coming through the wormhole. Starfleet decided to act. A minefield was proposed to clearly state the intention — while the Federation would not provoke war, it would not shy away from it either. After a brief diplomatic exchange between the two sides it became clear that an attack was inevitable.

In an effort to protect the mine layers and draw off the Dominion, the crew baited Gul Dukat's forces into focusing on the station. Thankfully for the Federation crews it seems that Dukat was more interested in retaking the station than stopping the deployment of the mines, suggesting that once the station was recaptured disarming the mines would be easy. Deep Space 9 took the brunt of the assault from wave after wave of Cardassian and Dominion ships.

Initially the station's defenses held. Upgraded and tested in the first battle for the station, they were even more formidable against the Dominion; the joint fleet took heavy losses over a series of attack runs. However Dukat was well versed in Cardassian defenses and soon exploited the station's weaknesses to turn the tide. Focusing on one specific section of the shields allowed the Dominion to overload a shield grid and force a breach. The station itself would not last long.

Knowing that the minefield was all-important, Captain Sisko assigned the *Defiant* and *I.K.S. Rotarran* to deploy the mines. Despite taking serious damage both ships survived, escaping in the nick of time after activating the mines.

The second battle for Deep Space 9 was lost, but at great cost to both the Dominion fleet and their ability to prosecute the war.



CALM BEFORE THE STORM

This ill preparedness was plain to see for many of the races of the Alpha Quadrant. With the Dominion in the ascendancy and Cardassia becoming stronger day by day many factions signed non-aggression pacts with the Founders. These included the Tholians and the Miradorn, and most troublingly the Romulans, who saw a chance to hedge their bets in the coming conflict.

In the last few weeks before open war the Dominion positioned itself ready to strike. Ships went missing close to the Cardassian border, intercepts talked of large scale troop movements and intelligence reports contained little good news. Jem'Hadar reinforcements moved through the wormhole in large weekly convoys. Unwilling to provoke the Dominion without significant fleet support, Federation observers in the area were seemingly powerless, unable to do little but hold their breath and wait for the attack to come.

Starfleet Command was unwilling to be so passive. They approved a plan by Captain Sisko to mine the entrance to the wormhole with cloaked, self-replicating mines to prevent any further reinforcements for the Dominion and Cardassia. While provocative, this was a reaction to the military build-

up by the Dominion, and was felt to be the only prudent course of action given the impending and seemingly inevitable conflict.

As construction began the Founders' Vorta ambassador Weyoun came to Deep Space 9 to protest the mine field and demand their removal — failure to comply meant war. With no other alternative short of handing control of the Alpha Quadrant to the Dominion, Captain Sisko continued deploying the mines, effectively refusing the Vorta's demands. As of Stardate 50975.2, open war began.

OPEN WAR

A SEASON OF DEFEATS

The shooting war began with a Dominion assault on Deep Space 9. Following up on their threat to attack if the minefield was not decommissioned, they struck mere hours after issuing their demands. Fighting around the wormhole and at the station was fierce with significant damage done to both Deep Space 9, the *U.S.S. Defiant*, and supporting Klingon craft. The sacrifices of many were a high price to pay, but the minefield was completed in time and the crew of Deep Space 9 evacuated with the *Defiant*.

The loss of the station and its strategic proximity to the wormhole and the Cardassian border was a significant blow. Despite this, the actions of Captain Sisko and his crew turned it into a pyrrhic victory for Gul Dukat and the Dominion, as reinforcements from the Gamma Quadrant were effectively cut off for the foreseeable future.

What followed was some of the bloodiest warfare in recent years, eclipsing even the losses of the Borg incursions. In early 2374 allied forces were in near-constant retreat under an onslaught of Dominion attacks. While losses were high on both sides, the ferocity of the Jem'Hadar and their willingness to engage in almost suicidal combat assaults to overwhelm the foe was punishing. Given how quickly the Jem'Hadar are bred and the Vorta are cloned, the few elements holding them back became the speed of ship and ketracel-white production. Worse still, the effectiveness of cloaking technology (one of the few advantages that the allied forces had up to this point) was massively curtailed. Dominion technology allowed for ship to ship cloak penetration at short ranges, undermining many Klingon attack tactics. With larger arrays and triangulation, entire sub-sectors of Klingon vessels were visible to the Jem'Hadar — a major blow to the war effort.

With these advantages on their side the Dominion pushed into Federation space at an alarming rate. In one significant engagement at the time the Seventh Fleet was all but annihilated. The full strength fleet of 112 ships was sent to defend the Tyra system, a strategic and cultural hub all surrounding deployments. After a swift but bloody battle those ships that returned hardly constituted a fleet any more. Over 98 ships had been destroyed or disabled, and those 14 that did return had casualty rates in the high 60 percentiles. The loss was staggering, and a body blow not only to our defenses but also the morale of Starfleet as a whole.

LIGHTS IN THE DARKNESS

Constant losses and setbacks marked this period of the war. If the pattern continued, complete defeat was projected in months rather than years. Combat tactics had to change. With this in mind several hit and run raiding attacks were planned to make the most of dwindling supplies and to raise the spirits of the fleet. Targets such as shipyards and sub-sector HQs were put forward, but the key link in the chain for the Dominion has always been the Jem'Hadar, and their weakness has always been their reliance on ketracel-white. With this in mind a reprisal raid was planned on the main supply depot of the drug located deep within Cardassian space.

At the time the mission details were kept highly covert to keep possible intelligence leaks to a minimum. As of now the war has progressed far enough that Admiral Ross has released some information to the public to raise morale. Officers should note that the further details listed here are not for public consumption as they may raise concerns.

The target was heavily guarded and shielded against all but the most concentrated barrage. Huge fleet actions or individual cloaked ship actions would not help in this instance. Instead, Starfleet played one of our few trump cards in the war so far. The infiltration team would get past the shields by travelling in a Jem'Hadar attack ship.

It is a closely-guarded secret that the Federation had the salvaged ship the year before. The mine of information it provided and the possibilities it afforded in the war effort made it a prime target for Dominion attack. While the enemy knew of the ship's capture, its location was kept secret while experts worked to reverse-engineer its systems. By this point in 2374 it was felt much of what could be learned had been and with the possible destruction of such a key installation as their goal Starfleet Command authorized the use of the ship for the mission.

The mission itself was entrusted to the command crew who had first discovered the ship. Additionally an ex-Obsidian Order agent was tasked to the mission for his knowledge of Cardassian systems — Mr. Garak, who has proved invaluable to the war effort in many ways. While not without its problems the mission was a success and stalled the Dominion advance. This gave the fleet a chance to regroup and took some of the pressure off the main fronts.

What is not commonly broadcast is that in the aftermath of the mission the crew was briefly stranded in a combat situation with a group of Jem'Hadar and their Vorta handler. The outcome of this makes for grim reading, and shows just how far the Jem'Hadar are willing to go to follow orders as well as the ruthlessness with which the Dominion will throw their lives away for any small advantage. For this reason details of the crew's return were not widely circulated.

The next obstacle to turning the tide was the Dominion's anti-cloaking detection systems and long range scanning systems. By this time many Jem'Hadar were equipped with antiproton beam scanners and long range tachyon scanners, negating the benefits of cloaked ships. This gave them an advantage in ship to ship combat, but the larger problem was at a fleet level. The Dominion had an uncanny ability to pinpoint our fleet movements and react, effectively rendering any large or coordinated attacks crippled from the start.

Intelligence discovered that this was for the most part due to long range sensor arrays deployed behind their lines. The lynchpin of these detectors was the largest of these arrays located in the Argolis system. With these in place they could easily determine the whereabouts of our fleet deployments many subsectors away and even pinpoint Klingon raid activity up to two light years away.

In conjunction with Admiral Ross, Captain Sisko (as the newly promoted adjutant) planned to attack and destroy the array. Using the Argolis cluster itself as cover from the array,

the *U.S.S. Defiant*, commanded by Lt. Commander Jadzia Dax, eliminated the threat with surgical precision. The ship itself was in considerable danger throughout, both from the approach and in-systems defenses of the installation. However like many crews at the time and to date, those on the *Defiant* are combat veterans, and completed the mission with minimal casualties.

THE WAR BEHIND THE LINES

It is easy to focus on the various fronts, battles, and specific missions of the war so far and imagine that this is the extent of the war. This is not the case. The war closer to home has a huge effect on the lives of those at the front and it is important for all officers to have an overview of this as well.

In this war more than any other it was clear from the start that civilians would be at risk. As we have seen the Dominion uses two main tactics to attack and conquer — infiltration/destabilization and ruthless and overwhelming force. It is a potent and clearly effective mix that has by most reports allowed them to conquer or annex huge swathes of the Gamma Quadrant. Fear of the Dominion is almost as powerful a weapon as the Jem'hadar and it is a tool that they wield with deadly efficiency.

Each officer here will have at some point have had to undergo blood screenings and Changeling infiltration drills, especially in and around Starfleet installations in Sector 001 and key stations throughout the Federation. These were clearly necessary after the bombing of the Antwerp Conference with the Romulans on Earth on Stardate 49170.5 which pointed to clear Founder infiltration. The threat of the Founders has altered our way of life. Increased security is a high priority for serving officers and it is the duty of all members of Starfleet to be vigilant to the threat.

Vigilance can turn to paranoia very easily. In the quest for protection we can lose sight of what it is to be a citizen of the Federation and the values that we all uphold. Starfleet Command takes a dim view of those who stray too far from these values; indeed, Admiral Leyton was recently chastized and resigned for the overzealous protection procedures that were put into place on Earth.

Likewise we lose ourselves if we resort to the tactics of the Dominion in order to defeat them. Any action to impose military order over our civilian government, or any contact with organizations suggesting that they have the Federation's well-being and protection at heart should be reported at once. These offers may come from inside the Federation or Starfleet itself, or from outside influences with strong ties to the Dominion — such as the Orion Syndicate. The ends rarely if ever justify the means, and organizations or factions of this type within the Alpha Quadrant risk the very values they purport to uphold. Such actions are arguably more dangerous to the Federation's continual survival than the Dominion itself.

COVERT OPERATIONS AND RESISTANCE MOVEMENTS

The loss of several systems to the Dominion early in the war was rapid and devastating. While areas such as the Argolis system and the Badlands were key losses, it was undoubtedly Bajor itself and Deep Space 9 that were the most strategic losses of the war up to this point. Those Federation systems and installations that fell under Dominion rule were rarely lost without a fight (even if at times a costly one) and several planets set up resistance cells to continue the struggle. Information on continuing covert operations and aid to these cells is classified top secret and not included in this briefing.

Officers should however have an idea of the organization and tactics of such resistance cells in case they are called upon to offer aid or go behind enemy lines themselves. It is useful therefore to look at the scratch-resistance created by Colonel Kira Nerys on Deep Space 9 during its time under Dominion occupation. As a Bajoran resistance member during the Cardassian occupation until their departure in 2369 she was ideally placed to instigate a resistance movement on the station.

Bajor had signed a non-aggression pact with the Dominion at the urging of the Federation since there was much to lose and little to gain to the Bajorans attempting open and armed conflict. This meant that Colonel Kira (at the time still a Major) and Constable Odo remained in command positions on the station. Together with civilians and members of the Bajoran militia she created a small resistance cell to pass information to Starfleet and hamper Dominion efforts to bring down the minefield that was blocking the wormhole.

Lesser acts of sabotage and attempts to ferment unrest between the Cardassian and Jem'Hadar forces on the station bore fruit, but it was the intelligence that the cell managed to pass to Starfleet that was invaluable — and averted complete defeat and the conquest of the Alpha Quadrant at the time. Discovering that the Cardassians had found a way to destroy the minefield, they managed to inform Admiral Ross at Starbase 375. Thankfully plans were already in motion to mobilize a force to retake Deep Space 9.

Questions were recently raised about the interactions of Constable Odo with the Female Changeling we know to be in command of Dominion troops in the Alpha Quadrant. However the Colonel vouches for all of her cell members and has refuted any claims of collaboration between any of them and Dominion forces.

FIGHTING BACK

Hit and run victories crippling Dominion long range scanning and ketracel-white distribution were important and gave us the time we needed to take the fight back to the enemy. With this in mind the only question became where the assault should strike, and there was only one viable answer: Deep Space 9.

OPERATION RETURN

THE BREAKTHROUGH

Operation Return was the first major allied offensive of the Dominion War. Planning for the assault was well underway when news came that the minefield was being taken down, forcing the timetable to be moved forward.

The decision was made to attack without the Klingons or the Ninth Fleet — a significant reduction in forces, and one that did not bode well. The attempt had to be made no matter the odds — failure meant the loss of the whole quadrant. The Dominion had mustered a large fleet to patrol the Bajoran sector and moved to intercept the task force before it reached the wormhole.

The two fleets met shortly before the minefield fell. The Dominion fleet held fast, its main aim to delay Starfleet until reinforcements could arrive through the wormhole. Captain Sisko attempted to rile the Cardassians with his lighter attack wings and draw them out of position. The fighting continued for three hours as a stalemate,

with light casualties on both sides. Dukat had seen the tactic and decided to play into it. He opened a hole in the lines to let Sisko through, ready to spring the trap and destroy the Federation forces.

With little option but to take the bait, the Captain ordered all ships through the gap and into close assault range. Many of the Federation's older ships could not withstand the firefight at this range and losses were high. Over two more hours of intense fighting it appeared that the operation would fail and many captains believed a withdrawal was soon to come.

Defeat seemed inevitable until unlooked-for reinforcements arrived. A massed Klingon fleet under General Martok made a flanking attack, opening a real hole in the Dominion lines. Captain Sisko did not forget the main objective. While none of the other ships managed to get through, the *Defiant* was able to make it on to Deep Space 9.

As for the rest of the combatants, the Dominion-Cardassian fleet was sundered and the battle devolved into pockets of intense combat and several boarding actions. Seeing the loss of such numbers and soon afterwards the intervention of the 'Prophets' to negate their reinforcements, the Dominion withdrew its remaining forces to Cardassian space. The allies, battered but unbroken, retook Deep Space 9.

The minefield protecting the Alpha Quadrant from massed Dominion reinforcements was always a stop-gap measure; it was universally understood that it was only a matter of time before a way was found to disable it. With this in mind Starfleet Command aimed to retake the station at the first possible opportunity.

With the breathing space caused by successful raiding tactics a plan could be put into motion. The original plan was to combine elements of the Second, Fifth and Ninth fleets with Klingon support to punch a hole through to the station and prevent the deactivation of the minefield.

The plan necessitated risks on other fronts, most pressingly weakening the Fifth Fleet protecting the approach to Vulcan and possibly opening Earth to attack. It also required the cooperation of the Klingon Chancellor, and Gowron was reticent to commit forces as the Empire's fleets were severely depleted after several years of constant war. Nevertheless it was approved, and the date of the attack set.

While the plan called for the combination of four fleet elements to smash through the Dominion front lines, the timetable had to be brought forward. Intelligence from Colonel Kira's resistance cell on Deep Space 9 revealed that the minefield

would be taken out of commission in three standard days — a day at least before the Ninth Fleet could rendezvous at Starbase 375, and long before the Klingons, who were still unconvinced about the action, could have arrived.

The Fifth and Second Fleets mobilized for Bajoran space scant hours after the message arrived. Given the reduced numbers, the scope of the operation changed. Instead of retaking the station the aim was to destroy the graviton emitters before they could successfully detonate all of the mines. The following fleet action was costly and protracted. Klingon aid helped to swing the victory; however, only the *U.S.S. Defiant* under the command of Captain Sisko reached Deep Space 9.

As it was, the ship arrived too late. Even a simultaneous attack from inside the station of the emitter array was not enough to stop the detonation, which disabled and destroyed all of the mines in one blast. With no other options, Captain Sisko entered the wormhole to slow the oncoming Dominion reinforcements or collapse the passage in on itself if necessary.

Reports are sketchy as to what happened next; however, it is known that Sisko seems to have convinced the wormhole

aliens to stop the reinforcements getting through. What promises were made or bargains were struck have not been confirmed. The captain is adamant that they will not trouble the Federation. He has also stated that it is their personal interest in him as the 'Emissary' that not only stopped the reinforcements but would be affected if the 'Prophets' were to demand any price for their intervention. Starfleet Command remains wary of this response, but we cannot argue with the results.

In the wake of the operation the Dominion was forced to withdraw to Cardassian space. The combination of the Klingon intervention and the arrival of the Ninth Fleet at high warp cemented the battle for the allies, leaving Deep Space 9 with no Dominion fleet protection.

Operation Return was a critical blow to the Founders' plan for conquest. Retaking Deep Space 9 was a strategically huge step towards what we hope will be the end of the war, put the Dominion on the defensive for once, and opened up new avenues of attack for the allies. It also weakened Cardassian command and control elements; Gul Dukat (so often a thorn in the Starfleet's side) was captured. Apparently he had a mental breakdown at the sudden reversal of fortunes experienced by the Dominion, coupled with the death of his daughter in the confusion as the station was retaken.

Dukat escaped custody after the *U.S.S. Honshu* was destroyed delivering him for trial at Starbase 621. While he was debriefed beforehand, doctors believe his mental health was still fragile and that in such a state he would be little continuing threat to the allies. While he surfaced again briefly during the Battle of Chin'Toka, and again on Empok Nor, he

remains at large and his whereabouts are currently unknown. Concerted efforts have been made to apprehend Dukat, but more resources cannot be diverted to the investigation until the war is won.

THE BIG THREE

From 2372-2374 the Klingon Empire and Starfleet took punishing losses, even before the shooting war started with the Dominion. The third major power of the home quadrants has always been the Romulan Star Empire and since the devastation caused by the joint Tal Shiar/Obsidian Order attack in 2371 they had remained stubbornly neutral. This was not unexpected given the Romulan tendency towards isolationism and self-interest.

The Romulans offered aid at times, especially before the annexation of Cardassia by the Dominion and possible opportunities for very specific trade and information exchange at the Antwerp Conference. This may seem uncharacteristic for the race, but they can be counted on to always serve the Empire and all of these actions were designed to be of long term benefit to its existence and aims.

The Romulans were well placed to do well no matter who won the war with the Dominion. Federation (and even Klingon) diplomats had made it very clear that if the Dominion won the war the Star Empire would be next on their list to conquer. The Founders were not to be trusted and their ruthlessness knew no bounds. The Romulans did not see it like that at the time — or chose to ignore the signs. Dominion threats were enforced, true, but they had yet to break their word with any faction or race that they had a non-aggression pact with. Short of a few minor incursions to attack Federation or Klingon targets they had acted in good faith.

ONGOING CAMPAIGNS AND INVOLVMENT IN THE SHOOTING WAR

The Dominion War offers a massive amount of possibilities for Players to get involved — both long term veterans from previous campaigns and raw recruits. The war affected the whole of the Federation, from Sector 001 to the most distant fringes and farthest colonies Starfleet has ever reached. This means that events before, during, and after the war can all be incorporated into ongoing campaigns or be a springboard for new linked games.

Given how central Deep Space 9 was to the war, many of the opportunities to have players get involved in the war center around the station and Bajor. All the key engagements around the wormhole have underlying interactions key to success — can you activate the mines with the *U.S.S. Defiant* in time? Are your Players ancillary members of Colonel Kira's resistance cell? Are

you involved in getting Morn's message to Captain Sisko before Operation Return? Or does your team prepare the way for Commander Worf and General Martok to knock out key Dominion installations?

Gamemasters can also use events to drive plot points in their own campaigns. The exchange of control on Deep Space 9 can change the balance of power mid-campaign or even mid-game, changing previous allies to mortal enemies. A lack of reinforcements through the wormhole changes how an away mission will play out, just as the loss of the Argolis system or the Badlands can trap Player Characters behind enemy lines and bring a new twist to your **Star Trek Adventures** games.

Federation warnings proved to be true in late 2374. A damaged — albeit genuine (and impossible to fake) — optolythic data rod was recovered from Cardassia containing a recording of a high level Dominion meeting. In it, plans were discussed for the invasion of Romulus by Jem'Hadar forces. Recovery of the rod was achieved by the work of Senator Vreenak who was in Dominion space on a diplomatic mission at the time, and whose shuttle was destroyed shortly after. Tal Shiar investigators concluded that the Dominion had the Senator killed as they discovered he had the rod and the information about the invasion.

The Dominion protested their innocence, but the evidence was all there. On stardate 51721.3 the Romulans entered the war on the side of the allies. This was exceptional timing on their part as the war was again beginning to turn in the Dominion's favor. Betazed fell not long before this, allowing for enemy incursions into key Federation systems. Further, casualties were mounting week on week and at a punishing rate. We are hopeful that Romulan support will allow the allies to make major gains against the Dominion.

GOING ON THE OFFENSIVE

The Romulan Star Empire is heavily militaristic, as all officers will know. Their considerable might was added to the allies' arsenal and options for offensives that would have seemed foolhardy were now viable. With years of combat experience and an intimate knowledge of the Cardassian border, Captain Sisko was the first choice for joint operations planning. While some wrangling of allies was necessary, specific and joint attacks on strategic targets were agreed.

Planning began for an assault into Cardassian territory that would hamper Dominion war efforts and disrupt supply lines to several fronts. Many possible systems were cut from the list; Torg'Q was suggested for its proximity to Cardassia Prime; Ventani was put forward due to its significance to the Cardassian people. Both were rejected as either not significant enough or too well defended. In the end the Chin'Toka system was chosen as the target as it put the allies in striking distance of vital Dominion bases and contained valuable Dominion assets in its own right. Chin'Toka has the added benefit of being on the supply line to Betazed, which at that time was still in Dominion hands despite three full-scale actions by the Second Fleet.

The assault on Chin'Toka took place late last year. It involved the first documented use of fortified weapons platform by the Dominion, but despite heavy losses the system was captured and ground forces deployed to hold the main planets.

THE WORMHOLE FLUCTUATIONS

The year 2374 ended on a bittersweet note for the Federation and her allies. Significant ground was gained and with the addition of the Romulans to the alliance the war had swung in our favor. Simultaneous with the battle of Chin'Toka, Gul Dukat resurfaced on Deep Space 9 with a Pah-wraith, a

THE BATTLE OF CHIN'TOKA

Operation Return did not bring about complete victory for the allies. Indeed, it put off defeat at the hands of a massive armada, but did little to stop the Dominion forces already in the Alpha Quadrant. Despite continued hit and run attacks and harrying assaults on key Dominion installations, they continued to grow in strength.

Only as the Romulans entered the war was there any chance of a serious and concerted offensive. The Chin'Toka system was chosen for the first attack. Intelligence suggested that the lines were thinnest there due to the war spreading to three fronts. Starfleet command has also found there to be several strategic bases in the system, not least of which is the AR-558 relay station (which continues to yield valuable intelligence data despite the high cost of holding it). Chin'Toka was to be the first stepping stone in a push towards the core of Cardassia itself.

The system was not as lightly protected as first thought. The Cardassians had prepared the system with a new defense grid, made of heavy duty weapons platforms with regenerative force fields. Initial reports found them to be offline, and the attack continued. However as the fleet moved in-system the platforms activated, causing crippling damage and destroying many capital ships. In conjunction with ferocious close assault and suicide attacks by the Jem'Hadar, the allied fleet took serious losses.

At the tipping point of the battle, quick thinking by the crew of the *Defiant* destroyed the power generators for the platforms. The allies soon had the upper hand but the casualties and destruction were devastating. Ground assaults began soon after. It was a great victory for the allies — the celebrations on the capture of the system were short lived. So far Starfleet has been unable to capitalize on this victory, and it has not been the decisive first thrust that was needed.

non-corporeal entity seemingly at odds with the wormhole aliens. He then interacted with a Bajoran Orb and somehow attacked the Bajoran entrance to the wormhole, sealing it closed and killing Lt. Commander Jadzia Dax in the process.

The loss of this exemplary officer was keenly felt in both the Starfleet and the Klingon hierarchy, where the commander had been a prominent part of General Martok's house (by marriage). However it was the damage to the wormhole that sent shockwaves through Bajoran society. The Bajorans believe the wormhole aliens are 'Prophets' and that the wormhole itself is their 'Celestial Temple'; closing the 'Temple Gates' was a blow to Bajoran morale. The Federation of course decries this action and sees it as yet another in a long list of genocidal and cultural crimes laid against Dukat — though some more cynical Federation strategists suggested that he may have inadvertently aided



the war effort by semi-permanently cutting the Dominion forces in the Alpha Quadrant off from their larger resources in the Gamma Quadrant.

The physical loss of Lt. Commander Dax was exacerbated by a leave of absence taken by Captain Sisko at the time. Whatever his connection to the wormhole aliens, it has affected him deeply. This left the command crew of Deep Space 9 struggling with local Bajoran issues, territory disputes with the Romulans and facing down the Dominion while severely under-crewed.

Luckily the absence was fairly brief. Three months later Captain Sisko returned after discovering another Bajoran orb that allowed the wormhole to reopen. There are still questions remaining about this leave of absence. Starfleet Intelligence is also concerned about the rise of the Pah-wraith cult on Bajor and any repercussions the captain's actions may have on the war to come. However in the meantime the outcome seems positive, with the captain's return bringing renewed vigor to our Bajoran allies and his experience and leadership to the matter at hand — the invasion of Cardassia.

CURRENT STATE OF THE WAR

ALLIES, ENEMIES, AND OTHERS

The fortunes of war have turned again this year. New factions have sided with the Dominion just as the allies seemed to have the advantage. However this may afford us the advantage of a weakened Cardassia in the coming months — something that the Federation is keen to exploit if at all possible. All Starfleet officers should be open to any opportunities that may aid the war effort; discovering new allies, finding new technologies, or seeking a diplomatic, peaceful resolution to the conflict. What follows should equip officers with the current state of the war for the major powers involved.

THE DOMINION AND THE BREEN

The most significant turn of events for the Dominion has been the newly minted alliance with the Breen Confederacy. This does not bode well for the continuing war effort, and while news of this alliance is only now breaking it may signal a significant setback in our plans for the continued prosecution of the war.

PREPARE FOR WAR

COMMANDER WILLIAM RIKER,
U.S.S. ENTERPRISE-E

Today was the day where I had to cancel all requests for shore leave. We are on our way to begin a major diplomatic tour of new Federation member races this week, and after that we are patrolling near the Cardassian border in order to 'show the flag' of the Federation's most powerful ship to date. Still, I could hear it in the Captain's voice when he gave me the order from Starfleet. "Number One, this is the moment where our peaceful exploration is put on hold and we must give ourselves over to the grim visage of war." If anyone else was in charge of our ship, I would think we would suffer a huge hit to our morale. But not with the Captain in charge. He'll see us through. He always sees us through.

PERSONAL LOG

Starfleet Intelligence had hoped that reportedly low levels of production and dwindling supplies of ketracel-white would force the Dominion onto the back foot. Unable to properly supply their Jem'Hadar and cut off from reinforcement from the Gamma Quadrant they would soon become unable to effectively present a threat to the combined forces of the allies.

With the Breen now a part of the Dominion, the shape of the war has again changed. It has opened a second front for potential Dominion attacks and added a powerful ally to the flagging Dominion cause. Given this sudden and recent change, we have yet to have physical armed conflict with the Breen and their extreme isolation means that we have little to no concrete information on their military status. Information from our allies is similarly lackluster, though from the little intelligence we have it seems that they possess strong offensive capabilities and tough ground troops.

It is reasonable to assume this is the case or else the Founders would not have entered into such an alliance with them. Their striking reach and abilities have not been ascertained and all sectors are on alert in case of possible attack.

'True' Dominion forces have thankfully received a series of defeats in recent months and appear to be suffering from the attacks by our now combined Alpha/Beta Quadrant forces. This does not mean they are defeated yet. The Jem'Hadar remain a formidable combat force, and hostilities continue on all fronts — not least of which in the Chin'Toka system, where raids and attacks are continual. Starfleet Engineers are racing to reverse engineer the communications array on AR-558 while under constant

CREATING CHARACTERS DURING AND AFTER THE DOMINION WAR

Creating characters during and after the Dominion War can lend real drama and intrigue to Players' experiences and raise the stakes during campaigns. Reporting for Duty (Chapter 5 of the *Star Trek Adventures* core rulebook) deals with creating characters, and using the framework provided Players can decide on custom backgrounds to fit the Dominion War in any way they choose. However the below suggestions for limitations can provide a starting guide to playing as Starfleet officers during this blood-soaked chapter of the Federation's history:

- **SPECIES:** Since the Dominion War is set after *Star Trek: The Next Generation* Era, all species are available for play, but Bajoran, Trill, and Betazoid species are particularly prevalent.
- **ENVIRONMENT AND UPBRINGING:** While the events of *Star Trek: The Next Generation* and *Star Trek: Deep Space Nine* are spaced over too few years to affect the origin of a child, the upbringing of younger characters created after the war would be. At the time trade was reduced and many isolated colonies destroyed. Similarly, contemporary starships were built for war and not families. None of these upbringings should be used.
- **CAREER:** All three types of officer (Young Officer, Experienced Officer, and Veteran Officer) are valid choices; however, Veteran Officers are much more few and far between given the attrition and Young Officers are more prevalent as Starfleet attempts to bolster its ranks. It is unlikely that Player groups will have more than one Veteran Officer; one or two should be Experienced Officers while the rest of the group should consist of Young Officers.
- **CAREER EVENTS:** The war footing of the Federation during the Dominion War makes certain events much more likely. While all those listed are still valid, the following career events can help Players roleplay more fully as war veterans; Ship Destroyed, Death of a Friend, Required to Take Command, Serious Injury, Conflict with a Hostile Culture, New Battle Strategy, and Solved an Engineering Crisis.
- **VALUES:** Starfleet was founded on peaceful exploration; however, officers have had to shift focus for the war effort. Values for combat veterans can either play into this or stand against it; examples might include 'Always shoot first in dangerous situations', 'Never leave a crewmate behind', 'Driven to avenge fallen comrades', or 'Uphold the values of the Federation no matter the cost'.

2375: THE END OF THE DOMINION WAR

Gamemaster Note: *Most of the content in this book brings the **Star Trek Adventures** timeline up to the beginning of 2375, the final year of the Dominion War. The following information summarizes what occurs during the remainder of 2375, in case you wish to run missions or campaigns that span to the end of the war.*

THE HEADLONG RUSH TO THE END

The Founders leading the Dominion grow distrustful of their Alpha Quadrant cohorts and engage in secret treaty talks with the Breen Confederacy. The Breen are a previously reclusive species that engaged in piracy and slavery throughout the Alpha Quadrant and had never been faced in numbers on the field of battle. The Breen join the Dominion on more favorable terms than the Cardassians had received. The Breen forces present a major threat to the Federation and Klingons as they possess ships with biotechnology and energy dampening weapons capable of overloading and shutting down starships. The Breen launch a successful raid on Earth that shakes the Federation to its core and they also destroy alliance forces at the Second Battle of Chin'toka.

Fortunately for the Federation alliance, a lone Klingon vessel discovers a means to resist the Breen's energy dampening weaponry. For a time, the Klingon Empire stands as the lone force capable of defending the ever-shifting border. Thousands of Klingon vessels are destroyed due to Chancellor Gowron's decision to engage in bold but ultimately futile attacks on Dominion forces. This leads to Starfleet's Commander Worf to challenge Gowron to a duel which leads to Gowron's death. Worf declines the honor of being appointed the next chancellor and passes leadership of the Empire on to General Martok. Martok opts for a defensive strategy that will allow the Federation and Romulan fleets time to adapt their systems to resist the Breen's weaponry.

The war rages on as alliance ground forces fight hard against the Dominion. Cardassian ground forces are shifted from fighting behind the Jem'Hadar to fighting on the front lines, which leads to enormous and gruesome casualties for the Cardassian Union. This decision pushes Legate Damar to encourage Cardassians to rebel against the Dominion. Tired of seeing his people suffer, and after seeing the Breen replace his people's position in the Dominion, Damar turns to the Federation for aid in setting up a successful resistance network. The Cardassian resistance soon exposes and helps destroy key Dominion shipyards. Their actions force the Dominion into a costly two-front war.

The Dominion leadership is further thrown into crisis when it discovers that Section 31, the rogue Federation counter intelligence agency, infected Odo with a virus that he unknowingly transmitted to his people. The Female Founder's behavior becomes more erratic and cruel once she discovers she is dying. She wants only for the Dominion to be the victors and cares nothing for her supposed allies.

She orders the execution of Vorta scientists and abandons key Cardassian installations despite the expected casualties.

During the war, the Orion Syndicate is discovered assisting the Dominion by trading supplies and rare components. Federation Intelligence increases their activities towards the Syndicate, and the alliance works together to bring parts of the Syndicate to ground.

The Dominion War culminates in late 2375 at the Battle of Cardassia, where the Alpha Quadrant's alliance defeats Dominion forces in a massive space battle near Cardassia Prime. A series of events leads the Founders to order a complete surrender of their forces, although not before they are able to institute brutal purges against Cardassian civilians in retaliation for the Cardassians' betrayal.

The Treaty of Bajor sees a formal end to the fighting as representatives of the Dominion and the recently separated Cardassian Union sign a treaty of unconditional surrender on board Deep Space 9. The treaty stipulates that the Dominion will withdraw back into the Gamma Quadrant and dismantle their war machine, while the Cardassians are to likewise dismantle their military. A curious stipulation in the treaty states that a member of the Federation, the Changeling known as Odo, will return to the Founders' homeworld to deliver a cure to his dying people.

POST-WAR STATUS

The Federation breathes a sigh of relief at the end of the war but sets upon the heavy task of rebuilding their territories and governing those acquired from the Cardassians. Planets such as Bajor and Betazed had been badly hurt by Dominion occupation and their defenses need to be rebuilt. The Federation is also responsible for overseeing the Bajoran wormhole and for sending ships through to ensure the Dominion honors their part of the treaty.

After years of war with the Federation, the Cardassians, and then against the Dominion as part of the alliance, the Klingon Empire needs time to rest and rebuild. They had expended most of their resources on constructing their fleets and now look inward to tend to the empire's needs. The new chancellor, Martok, had not intended to be named leader of the Klingon Empire but takes to his duties with solemn purpose and humility. Assisted by Commander Worf, who is named Federation ambassador to the Klingon Empire, Martok returns to Qo'noS to settle into his new role.

The Romulan Star Empire had been on the winning side of the war but is in turmoil. Their once-great fleet is in ruins and the Tal Shiar are still recovering from their losses in

the Gamma Quadrant. In this uncertain time, a Human commander known as Shin'zon rises to power. Having won great fame and glory during the Dominion War, he stages a coup against the Romulan Empire that kills the praetor and decimates the Romulan Senate.

The Cardassian Union may never fully recover from the effects of the war. The purges that the Dominion carries out on Cardassia Prime lead to the deaths of over 800 million civilians and military personnel and destroys several major cities. The Cardassian fleet, once a dreaded enemy for the allies, is devastated during the Battle of Cardassia and, under treaty stipulations, is forced to reduce itself in size. The territories the Union captured during the war are returned to their respective owners, leaving the Cardassians with little more than their home system and a few neighboring star systems. A new civilian government comes to power, but with most of its major infrastructure destroyed, Cardassia will spend decades recovering economically and spiritually from a defeat greater than any they had previously known.

Other major changes occur throughout the Alpha Quadrant. Grand Nagus Zek retires from his position and is replaced by Rom, a Ferengi engineer who fought for the Federation during the war. Species such as the Miradorn and Tholians, who did not fight during the war but had non-aggression pacts with the Dominion, are forced to make trade negotiations to regain trust and favor with the other Alpha Quadrant polities.

Bajor stands independent and free after the war, and resumes its negotiations to enter the Federation. A strange incident occurs just after the end of the war that results in the apparent loss of Captain Benjamin Sisko. Strange rumors will persist that Sisko fought former Gul Dukat in a battle with strange entities known as the Pah-wraiths and perished after defeating both Dukat and the Pah-wraiths. After weeks of searching, he is listed as missing in action at the request of his wife and Commander Kira, who will comment only that they will see Sisko again...

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EXTERIOR HULL PLATE RELEASE

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M/ARA EJECTION

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EXTERIOR PORT PLATE RELEASE

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ANTIMATTER POD EJECTION

and protracted attack by Jem'Hadar units and a full scale assault on the system is expected in the near future. Officers posted to the area are to be on their guard at all times; with the addition of the Breen to their forces, the Dominion may attack the system any day now.

THE CARDASSIAN UNION

The Cardassians are by all accounts suffering from Gul Dukat's hubris. Reports indicate that they are being bled dry by the Dominion and have become second-class citizens in their own systems. Entire orders (the equivalent of a division) of the Cardassian military have been used as seeming cannon fodder. Several sectors of Cardassian planets and installations appear to have been ceded to the Breen. Illness and starvation are reported to be rife.

In all, Cardassia seems to have become the lowest rung in the Dominion hierarchy almost overnight. Intelligence reports suggest that this may be to the allies' advantage as the Cardassian people could be ripe for resistance and revolt. If this could be achieved, it could mean a rapid end to the war and give the Dominion and the Breen nowhere left to turn. Officers should be on the lookout for any reports of leaders or ranking officials wanting to defect and contact Starfleet Command immediately with any information that could lead to such defections.

THE KLINGON EMPIRE

The Klingons have been more and more active this year, both in their support of Federation assaults and in their own attacks on Dominion targets. Cooperation between command structures has been key. The personal bonds between Admiral Ross, Captain Sisko, his strategic operations officer Lt. Commander Worf, and General Martok have paid dividends. Tensions and wounds on both sides caused by the Federation-Klingon War have been defused in the face of the Dominion and the working relationship in fleet HQ is reported to be very strong and productive.

Indeed, Klingon forces have excelled themselves this year. Despite taking heavy losses, they have supported the continued defense of the Chin'Toka system, raided the Dominion outpost on Trelka V, and kept watchful patrol routes in many sectors including the Badlands and keeping tabs on Xepolite activities. They have also destroyed several high value Dominion fleet targets such as the Monac IV shipyards (though it required several attempts and great loss of life to achieve).

The only realistic threat to Klingon-Federation relations would be from internal politicking within the Empire or Federation. Intelligence reports suggest that factions in the High Council attribute much of the success and glory of the war so far to General Martok and not to Gowron, the Chancellor. Martok is humble (as much as a Klingon can be) in this regard and appears to have no political agenda, so for now at least it seems unlikely that Gowron would feel threatened. This does not mean all is quiet; dealings

THE STRANGE SHIP

PERSONAL LOG, CAPTAIN CHARLIE REYNOLDS, U.S.S. CENTAUR

"This has been a trying day. We lost three crewmen today after barely escaping a Dominion attack wing along the Cardassian border. We were following the erratic flight path of a Dominion attack ship that was on a course for a resupply depot deep in Cardassian space. I swear, the Jem'Hadar crewing this ship must have been suffering from a white shortage or were dealing with intensive damage to their navigation system because I've never seen an attack ship flying as erratically as this one. We almost had

them when we had to reverse course to evade a fresh attack wing making its way across the border. Something about the way this ship flew seemed familiar, but it does not matter now. We made our way back to our lines, and hopefully we can resupply soon. It just burns me up inside to think of how we were forced to retreat again when we had a raider so squarely in our sights.

with the Klingons can (and have) swung wildly from blood brother to mortal enemies and back again in the space of a few years, and may again.

THE ROMULAN STAR EMPIRE

The Romulans are much harder to read. While ostensibly partners in our efforts to rid the Alpha Quadrant of the Dominion threat they are as insular as ever. Their command and control systems have not gelled as easily with the alliance as the Klingons have and there have been minor disagreements and tensions between the Star Empire's representatives and our own.

One of the few positives of the war has been the increased access that we have had to the Romulan homeland. Several conferences and trade talks have slightly thawed the many years of simmering hostility between our two peoples. The Federation Diplomatic Corps is hopeful that after the war is over this increase in communication and openness might turn into a better relationship.

Increased contact between us has not been without incident. It is no slander to say that the Romulans are a secretive and naturally mistrustful people and that they excel at espionage and surveillance. This leads to a great deal of internal politicking and in-fighting. Officers are

strongly advised to avoid any situation that may adversely affect the Federation's burgeoning relationship with the Empire. At the first sign of any entrapment or plot they should contact the ranking officer on the scene or signal for help from Starfleet Command.

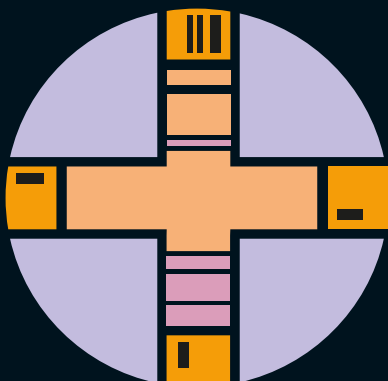
Despite their less-than-open ways the Romulan contribution to the war effort has been considerable. Their military is veteran and disciplined; as efficient as the Klingons are brazen. Their intelligence gathering (the little that they have shared) has given us new insights into Dominion strategies and deployments. The addition of their warbirds to the fleet has opened new fronts and offensive opportunities for the alliance and their Reman shock troopers have shown their worth time and again (albeit with high casualty rates on both sides).

THE FERengi ALLIANCE

The Ferengi remain unpredictable. The Grand Nagus has been approached on several occasions about a mutually beneficial partnership but with limited success. If traditional Ferengi values are at work it is likely that the war is good for business and the Ferengi are profiting from both sides. Unconfirmed reports suggest that it may have been a Ferengi negotiator that introduced the Dominion to the Son'a splinter group that had been synthesizing ketracel-white on Devos II.

What is known is that the Grand Nagus has seemed more favorable to the alliance than the Dominion. Despite having opened trade with the Dominion he realizes that their brand of domination is not good for business. Without diversity there is no difference, and without difference there is no deficit — no surplus and no shortage. Without these, there's no supply or demand. Simply put, in the long term the Dominion is bad for profit.

From this reasoning Starfleet Intelligence believes that we can expect tacit support from the Nagus, but that it won't come easily. Or cheaply.



CHAPTER
03.00

SPECIES OF THE GAMMA QUADRANT



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03.10 NEW LIFEPAATH OPTIONS

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SPECIES OF THE GAMMA QUADRANT

NEW LIFEPATH OPTIONS

ARGRATHI

THE NEXT GENERATION ERA ONLY

The Argrathi consider themselves to have the most civilized and orderly culture in the Gamma Quadrant. Decades ago they eliminated their penal system by developing a series of easy to understand laws and by changing the punishment for most crimes from imprisonment to having false memories implanted in the offender's mind so that they can serve out their sentence instantaneously but feel like they have been in prison for years. The Argrathi consider their society to be an orderly one, and this has freed them to pursue other interests such as literature and developing defensive technology. The Argrathi see upholding the law as one of the most sacred things they can do in their life, and Argrathi police officers frequently cooperate with other planets to maintain peace across the Gamma Quadrant. The only time they will refuse to follow a law is if it conflicts with the Argrathi's established laws, which they view as sacrosanct and superior to all other legal systems.

EXAMPLE VALUE: *The Law is Blind But Also Fair*

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

■ **TRAIT:** Argrathi. The Argrathi are blunt and direct, with an emphasis on seeing that punishments are carried out quickly and that the Argrathi legal system knows best. Although some might claim that mistakes are made, the Argrathi's desire to promote peace and justice has led to them being seen as one of the more reasonable races in the Gamma Quadrant. The Argrathi hope that one day all other cultures, including the Dominion, will acknowledge the superiority of their legal system. Until that day, they will follow the rules as best they can and work to insure law and order across the quadrant.

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

ABSOLUTE CONVICTION

REQUIREMENT: Argrathi, or Gamemaster's permission.

The Argrathi come from a culture where crime has been systematically eliminated and therefore they view themselves as the true arbiters of justice across the Gamma Quadrant. They view criminals with disdain, and they live to show others the true greatness of their beliefs. An Argrathi gains +1 to all rolls when dealing with someone they know to be a criminal or who engages in criminal behavior.

MIND GAMES

REQUIREMENT: Argrathi.

The Argrathi's memory technology is used in more ways than just their penal system. From education to entertainment, the average Argrathi is exposed to the effects of this technology at a very young age and learns how to tell when their memory has been altered or when they are under the effect of mind-altering abilities or powers. An Argrathi receives a +1 bonus to all rolls when attempting to resist these effects or uncover whether they have been affected at all.

SAMPLE NAMES:

Masculine names: Ee'char, V'gda Ruu

Feminine names: K'Par Rinn, M'kethi Enu

Gender-neutral names: N'Mi Char, S'Geda Yuu

MIXED-HERITAGE CHARACTERS

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

Gamemaster Note: Players interested in playing mixed-heritage characters of any of the species presented in this sourcebook should discuss options with you, as these species may not be available as mixed-heritage candidates in campaigns set prior to 2369, when the Bajoran wormhole was discovered and travel between the Alpha and Gamma Quadrants became feasible.

NON-STARFLEET, UNUSUAL, OR UNIQUE CHARACTERS

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

For example, Salome desires to play a female Skrreean botanist. They work with their Gamemaster and fellow Players to determine that their character, Ari, encountered a Starfleet away team during the Dominion War and helped them out of a medical crisis. Ari, curious about her newfound allies and with no ties holding her back, joined the crew and contributed her talents by taking on the duties of a science officer, even though she is not a Starfleet officer (though the option remains for her to enlist in Starfleet or to apply to the Academy at some point later in the campaign).

There is no mechanical difference to a non-traditional species or non-Starfleet Player Character for the purposes of game play. The Player of the new character should follow each of the lifepath steps as written in the **Star Trek Adventures** core rulebook, and simply adjust the flavor text of their character's lifepath to best fit their character's background and desired capabilities.

To continue the example above, Salome selects Starship for Ari's Environment and Agriculture for Ari's Upbringing. They change the concept of 'Starfleet Academy' to 'Schooling' and takes the benefits of the Sciences track without referring to it as the Sciences track. They select the benefits of the Young Officer Career as an equivalent to Ari's early stages of professional development, and select two Career Events (and their associated benefits) as detailed in the core rulebook, taking 2. Death of a Friend, and 3. Lauded by Another Culture, and adjusting the flavor text to account for Ari's non-Federation background. Ari is given a Starfleet combadge and posted as a civilian scientist aboard the Players' new Luna-class starship, the U.S.S. Hyperion.

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

ADDITIONAL LIFEPATH OPTIONS

STEP ONE: SPECIES

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

Gamemaster Note: Players interested in playing characters of any of these species should discuss options with you, as these species should generally not be available as playable species in Starfleet campaigns set prior to 2376 and the end of hostilities with the Dominion.

STEP TWO: ENVIRONMENT

The Argrathi and Wadi are established civilizations within the Gamma Quadrant; they most likely come from a Homeworld or Busy Colony Environment. A Changeling Player Character might have come from the Founders' Homeworld, though more likely they awoke or were found on a Frontier Colony or Starship / Starbase. The Dosi and Karemma are far-ranging traders, and so may hail from any of the Environments. Similarly, the Lurians and Rakhari are spread throughout the Gamma Quadrant, so any of the Environments may suit Player Characters from those species. The Draï and Tosk are generally reclusive and only travel for the Hunt; to that end, Player Characters from either species are almost certainly from their respective Homeworld. The Paradans are the Gamma Quadrant species most likely to travel to the Alpha Quadrant early and often, so any Environment would work. The Skrreea are a species without a home, though some may still remember their Homeworld prior to their exodus; many may know nothing more than the Starship Environment carrying their people across the Gamma Quadrant in search of a new home. The Son'a are the lone Alpha Quadrant species presented in this sourcebook, and they most likely hail from the Son'a Homeworld or a Frontier Colony controlled by their people.

CHANGELINGS

THE NEXT GENERATION ERA ONLY

To the people of the Gamma Quadrant, the Founders of the Dominion are shadowed in myth and legend. Few realize that the mythical Changelings from the quadrant's distant history were in fact the same species that rules over all of the Dominion. To the people of the Alpha Quadrant, the Changelings are a grave threat and one that is very difficult to counter. They are an entire species composed of a morphogenic substance that allows them to not only take on the appearance of what they are trying to mimic but the physical qualities as well. The simplest of them can assume the forms of rocks, trees, and even simple animals like hawks and reptiles. The more experienced Changelings are able to change their forms to completely appear like the species they are mimicking, whether it is a Starfleet officer working in a top secret space station or as a shower of light that floats gently through a room. Some Changelings have even discovered

the secret of interstellar travel by taking on the form of organisms that are able to enter subspace at will. Unlike other shapeshifting species throughout the Galaxy, Changelings are unique in that they can shift their molecules around and literally turn into the rocks around them, making it difficult for them to be located by all but the most intensive scans.

Changelings are not unstoppable, however. Sensors can be calibrated to try to find their bioreadings and all Changelings find low-intensity phaser sweeps to be unbearable. A Changeling can also not hold the same form indefinitely and must periodically rest in a gelatinous shape or their cell structure starts to decay into dark, brittle flakes.

EXAMPLE VALUE: *The Founders Are the Will of the Dominion*

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

■ **TRAIT:** Changeling. A Changeling is naturally a gelatinous orange-brown fluid, which can adopt the form and structure of any solid object, including other living creatures and diffuse substances like fog. While they cannot become energy, a Changeling's ability to assume other forms is limited more by skill and experience than by physical capacity: it is theorized that they transfer mass to and from subspace in order to change size and density. Many Changelings find themselves persecuted by "solids" for their shapeshifting ability, and often crave a sense of order and justice in the universe, with a rigid attitude at odds with their fluid forms.

■ **TALENTS:** The character receives access to the following talents. All Changeling characters must take the Morphogenic Matrix talent during character creation

PLAYING CHANGELINGS

A Changeling has the potential to be a very powerful character in *Star Trek Adventures* if the Gamemaster does not take care to make sure the Player is following consistent rules. Although there are several examples of Changelings fooling ship scanners and being able to travel through space on their own, the limits to what an individual Changeling can do is left to the Gamemaster. A Changeling that was discovered outside of the Dominion has likely never encountered the Great Link and will not know how to transform into a space-dwelling organism, while a Changeling attempting to fool sophisticated sensor sweeps may not be able to fool them for very long if they have not been taught how to mask their physical appearance properly.

There is also the xenophobia most races feel towards the Changelings, especially in light of the Dominion War. The knowledge of who the Founders are has spread throughout the Alpha and Beta Quadrants, and all governments have instituted measures on how to test for Changeling infiltrators. Even on places such as Deep Space Nine they will still encounter distrust and outright hatred outside of the station's command staff.

At a certain point in their lives all Changelings begin to feel the call of the Great Link and will attempt to travel towards it at all costs. The Great Link is the shared bond all Changelings possess when they are joined and allows for an instantaneous and instinctual sharing of thought and desire. Changelings do not often possess names outside of the Great Link, since they become one being when they merge with each other. When Changelings travel abroad they prefer to be called by their title if they are within the Dominion or whatever name they are given by other races.

MORPHOGENIC MATRIX

REQUIREMENT: Changeling.

The character may spend 1 Momentum as a Minor Action once per Turn to assume a different form, gaining an additional Trait to reflect whatever form they have chosen, though they cannot yet mimic an individual, and they must return to a liquid state for a few hours of rest every 16 hours. While in an alternate form, it is next to impossible (Difficulty 5) to discern the Changeling's true nature, without separating some part of the Changeling's substance. The character also has a Resistance of 4.

MORPHOGENIC MASTERY

REQUIREMENT: Changeling.

The Changeling may, when assuming an alternate form, assume the form of a specific individual, mimicking their appearance and personality sufficiently that even close friends may be unable to discern the truth. Further, the Changeling no longer needs to revert to a liquid state in order to rest.

SAMPLE NAMES:

Masculine names: Odo, Holak

Feminine names: Lall, Chiree

THE NEXT GENERATION ERA ONLY

The Dosi may appear comical from a distance with their brightly painted faces and numerous markings along their skin, but they are not a race that appreciates mockery. Equally adept at being warriors as well as merchants, the Dosi are an imposing sight across trading outposts along the Gamma Quadrant. Their aggressive negotiating tactics combined with their need to not appear foolish leads to many races taking great steps not to offend them. The Dosi's alliance with the Dominion has insured that the Dosi can roam as they please across the Gamma Quadrant as long as they do not interfere with the Dominion's business and continue to earn them a profit. Contrary to the belief that they must only appreciate war and profit, the Dosi are excellent artists and vintners, and tulaberry wine has become an important trade good between the Alpha and Gamma Quadrants.

EXAMPLE VALUE: *I Have Already Proven Myself The Victor*

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

■ **TRAIT:** Dosi. The Dosi are a conundrum to outsiders, but their culture has lasted over a thousand years. Each Dosi paints their skin in brilliant swirling patterns of stripes and dots to denote battles they have won or great accomplishments they have achieved. The Dosi do not do things subtly, and when they walk into a room they wish to make sure that everyone has noticed that they have arrived. They consider everything to be a test of their skill, and when it comes to trade negotiations they approach each business deal with the same meticulous planning one might focus towards winning a war.

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

STRENGTH AND CUNNING

REQUIREMENT: Dosi, or Gamemaster's permission.

While they are a warrior culture, the Dosi do not teach their children to solve every matter with only one aspect of their being. In order to thrive in Dosi culture, they must utilize every skill and asset they possess and must combine them in ways they never thought possible. A Dosi may use their Fitness Attribute in situations where they must use Insight, and their Presence Attribute when they need to use their Reason.

GLORIOUS NOTORIETY

REQUIREMENT: Dosi, or Gamemaster's permission.

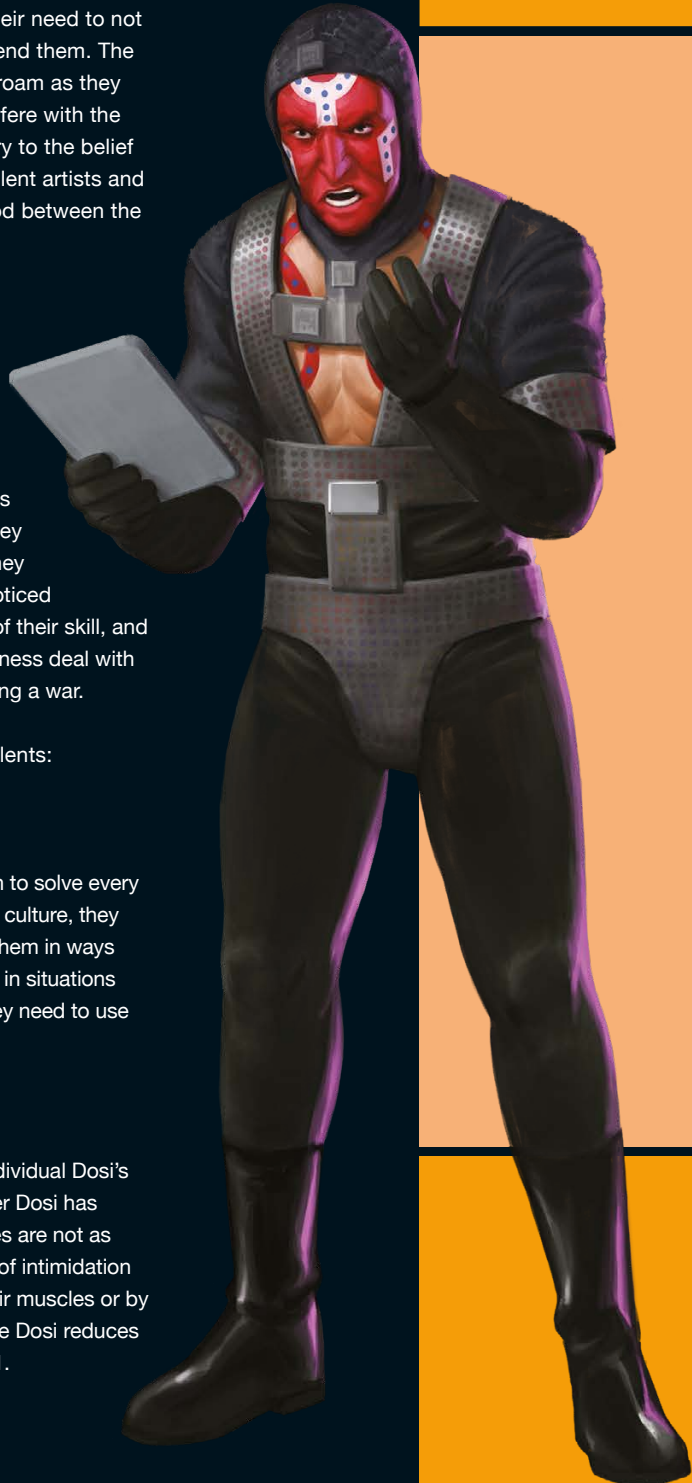
The Dosi's culture has adapted itself to being able to look at an individual Dosi's skin and being able to read their accomplishments before the other Dosi has even had a chance to open their mouth. The Dosi know other races are not as civilized as theirs and therefore they know how to radiate a sense of intimidation and respect to those who are around them, whether by flexing their muscles or by adding implied threats as they attempt to negotiate their deals. The Dosi reduces the Difficulty of all checks involving negotiations or diplomacy by 1.

SAMPLE NAMES:

Masculine names: Inglatu, Mofala

Feminine names: Seketch, Zyree

Gender-neutral names: Ballu, Vish



DRAI

THE NEXT GENERATION ERA ONLY

A reclusive race that prefers to spend their time out exploring the universe in pursuit of their prey, the Draï are known as the Hunters to the majority of the Gamma Quadrant. Unlike other races under the control of the Dominion, the Hunters are free to roam where they please and are given significant leeway into how they manage their own affairs. Masters in the field of cloning, the Draï are responsible for the creation of the perfect prey and the perfect soldiers. It is through their genetic mastery that they created the Tosk, which proves to be the most challenging form of prey for them to stalk, and they have created the Jem'Hadar, who have proven to be the domineering fist of the Dominion for centuries. Proud, vain, and focused solely on their own affairs, the Draï pursue the Hunt as the grandest thing they can do with their lives. While success is publicly shared so too is failure, and it is not uncommon for failed Hunters to find their names spread throughout the quadrant as shameful examples for how others are to do better.

EXAMPLE VALUE: *There Are No Challenges Like The Hunt*

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Draï. The Draï care only for the Hunt and each one will wear the finest hunting gear that they can buy. Even their day to day clothing is focused more towards being fit for survival, with hidden pouches and miniaturized survival equipment being commonly found on Draï at all times. While they are on the Hunt they will often not change clothes and will spend every waking hour pursuing their prey. When they are not hunting, the Draï dedicate themselves towards maintaining peak physical fitness and train to keep their eyes and reflexes sharp.
- **TALENTS:** The character receives access to the following talents:

GENETIC MASTERY

REQUIREMENT: Draï, or Gamemaster's permission. Research into the field of genetics has become the cornerstone of the Draï's technology. Some families have begun experimenting on their own children in order to produce the most powerful heirs and offspring possible. The character must choose one attribute to be the focus of Genetic Mastery. Once an attribute is assigned to Genetic Mastery, the character reduces the Difficulty of all Tasks that involve that attribute by 1.

BORN STALKER

REQUIREMENT: Draï.

The Draï consider the Hunt to be the most important thing they will ever do in their lives, and their entire culture revolves around it. Whether it is pursuing the Tosk or other prey, the Draï have structured the very way they teach their children to view the world to be from the mind-set of a hunter stalking their prey. This helps the Draï in every walk of life as they are able to approach each task with precision and careful attention rather than blindly rushing into things. Once per scene the Draï may ignore their Complications when determining the Difficulty for a Task.

SAMPLE NAMES:

Masculine names: Gilga, Horu

Feminine names: Sekma, Isett

Gender-neutral names: Netyr, Coziss

KAREMMA

THE NEXT GENERATION ERA ONLY

Honesty and integrity are cornerstones of the Karemma way of life. The unofficial merchant caste of the Dominion, the Karemma have been tasked by the Founders with regulating trade across the Gamma Quadrant. Unlike the Ferengi, who always attempt to leverage the rules to provide an unfair advantage with who they are dealing with, the Karemma prefer to deal openly and honestly. That is not to say they are naïve, and all Karemma must study hard in order to obtain high positions in the Karemma corporatocracy. Their shrewd business senses and honesty have given them a fair amount of trust by the Founders who allow them to maintain the economic workings of the Dominion. If the Karemma have a fault it is that their pursuit of honesty can often force them to enter into contracts against their will. No Karemma would be willing to dishonor themselves or their family by engaging in dishonesty, though the Karemma will always pursue strongly worded deals that benefit themselves.

EXAMPLE VALUE: *I See Your True Worth*

- **ATTRIBUTES:** +1 Control, +1 Reason, +1 Presence
- **TRAIT:** Karemma. The Karemmas' tall appearance and bird-like nature causes them to stand out in a crowd, but most Karemma would prefer to be seen rather than ignored. From an early age they are taught the delicate art of appraising what they see around them, and the Karemma are able to tell an object's true worth in a few moments of inspection. This often leads them to inadvertently offend their hosts when a Karemma, who is truly curious about the worth of objects around them, moves about the bridge of the ship and declaring how much each individual's possessions are worth.

- **TALENTS:** The character receives access to the following talents:

MY HONOR IS MY SHIELD

REQUIREMENT: Karemma, or Gamemaster permission.

While it can be difficult to maintain a sterling reputation and in doing so lead to hardship and loss, there are times when pursuing a higher path can reap great benefits for the individual. It is the difficult road, but one that will ultimately lead towards fulfilling the needs of the many rather than the selfish desires of the one. As long as the character has behaved honourably throughout the scene, they may use their Presence Attribute for any declared Attacks. The character is also assumed to pass any challenges involving impugning their character in front of witnesses.

INSTANT APPRAISAL

REQUIREMENT: Karemma.

A tricorder can tell someone what an object is composed of in only a few seconds but it is rumoured that the Karemma can do it in only one. Drawing upon past experience, the Karemma is able to instinctively identify the materials that make up an object that they interact with physically. In the event of dealing with unknown or exotic substances, they are able to identify familiar patterns within the material that can point the characters in the right direction while performing the Scientific Method and reduce the difficulty by 1.

SAMPLE NAMES:

Masculine names: Hanok, Ornithar

Feminine names: Nethys, Zarestra

Gender-neutral names: Bulko, Yebesh

LURIANS

THE NEXT GENERATION ERA ONLY

A race as well known for their fierce martial skills as they are for their artistic endeavors, the Lurians are a power whose homeworld is near the Wormhole. Though their world is controlled by the Royal Family of Luria, they are a frequent sight at outposts and trading posts across the quadrant, and their skill as navigators and warriors makes them prized members of any crew. With multiple hearts and two stomachs they require large quantities of food and their religious custom dictates that attendees at a Lurian funeral should bring plenty of food and liquor to see the dead through their journey into the afterlife. Though some Lurians have become involved in criminal endeavors such as the Orion Syndicate, they prefer to make their own way across the quadrant, and it is not uncommon to see lone Lurians happily plying their way through space on another great adventure.

EXAMPLE VALUE: *Belly Full of Song and Heart Full of Glory*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Presence

- **TRAIT:** Lurian. Lurians are a passionate people, and never do anything by half measure. Whether it is by devoting themselves to the arts or by trying to become the greatest pilots in the quadrant, the Lurians live with their emotions on their sleeves despite their normally impassive facial features. Lurians are always great thinkers and dreamers, and even though they may appear quiet their minds are often on important matters and on formulating plans for their futures. The Dominion War is of great interest on the Lurians' homeworld, where their people swing from obsession with how the war will play out for their people to mild annoyance that the war is all that off worlders will talk about.

- **TALENTS:** The character receives access to the following talents:

INTO THE BREACH

REQUIREMENT: Lurian, or Gamemaster's permission.

Life is not worth living to a Lurian if there is not some risk involved. Always willing to dare greater than others, the Lurian finds that the real thrill lurks just beyond the edge of danger and that is what they should strive for even if their comrades do not. The character gains an additional point of Momentum if they succeed at a task that requires extreme acts of bravery to overcome.

RESISTANT ANATOMY

REQUIREMENT: Lurian, or Gamemaster's permission.

The Lurians are known for having one of the hardest constitutions in the quadrant. Capable of taking a knife to one of their hearts and keep on fighting, the Lurians have evolved a musculature and cardiovascular system that rivals that of the Klingons. When mortally wounded or suffering under a Condition that affects their physiology, a Lurian can choose to ignore the effect for the remainder of the scene, after which they collapse from exhaustion and are incapacitated for a scene.

SAMPLE NAMES:

Masculine names: Morn, Lork

Feminine names: Eltessa, Zyrionda

Gender-neutral names: Gresh, Slurr

PARADANS

THE NEXT GENERATION ERA ONLY

The Paradans are one of the few Gamma Quadrant races near the wormhole who have not been absorbed into the Dominion, and possess a thorough understanding of cloning techniques. Known for their reptilian appearance and their obnoxious odor, the Paradans are a resourceful species whose ability to create cloned replicants has helped them wage covert wars with their neighbors for centuries. These replicants are so exact that they will often pass undetected

through bioscanners and many do not know they are replicants until their cellular structure begins to decay after they have successfully completed or failed their mission. The Paradans come from a curious culture that inspires many to leave their homeworld and travel to the Alpha Quadrant to see what it has in store for them. With their superior medical knowledge and natural ruggedness they are not afraid to travel even into dangerous warzones if only to satisfy their intense curiosity.

EXAMPLE VALUE: I Am Original and That Gives Me Strength

- **ATTRIBUTES:** +1 Fitness, +1 Insight, +1 Presence
- **TRAIT:** Paradan. Paradans rely upon their olfactory glands to help determine the mood of whomever they are speaking with, and they possess potent scent glands around their bodies that release potent odors. The Paradans are also physically imposing, and are able to survive comfortably in hot environments.
- **TALENTS:** The character receives access to the following talents:

REPLICATING PAST SUCCESS

REQUIREMENT: Paradan, or Gamemaster permission. When encountering scientific tasks that they have already successfully completed for this scene, the character may spend a point of Momentum to replicate the dice result from the previous challenge.

DISTRACTING SENSES

REQUIREMENT: Paradan. Paradans are infamous throughout the Gamma Quadrant for their pervasive odors, but some of them have been able to channel this portion of their physiology and use it as a weapon. A Paradan may spend their turn focusing on emitting obnoxious pheromones around them and increase the Difficulty towards attacking them in hand to hand combat by 1.

SAMPLE NAMES:

Masculine names: Coutu, Sebeksy

Feminine names: Quetzla, Maceda

Gender-neutral names: Zeill, Shatu

RAKHARI

THE NEXT GENERATION ERA ONLY

The Rakhari people are as resilient and stoic as their planet which has had the misfortune of seeing dozens of conflicts throughout its history. The Rakhari had just completed their twelfth of what the Terrans might call a "World War" when their current government came into being and declared the majority of crimes on their planet to be punishable by death.

This tense atmosphere has led to the Rakhari to finally know peace for the first time in centuries although there is still a strong dissident movement slowly accumulating power on the planet. As more and more Rakhari take to the stars to escape their government, they are starting to become a common sight along the edges of Dominion space.

EXAMPLE VALUE: I Make The Rules And You Obey Them

- **ATTRIBUTES:** +1 Daring, +1 Insight, +1 Reason
- **TRAIT:** Rakhari. The Rakhari live under a strict set of laws known as the Canon. These laws were put in place over a century ago to insure strict obedience to the state but in recent years the control of the Rakhari government has lessened, allowing many Rakhari to begin to think for themselves. Though some still carry themselves in a rough and cautious manner, a growing portion of the population is starting to dream of a different kind of life and demonstrations are becoming more common as these firebrands seek to exact change upon their society. The Rakhari are primarily driven by their families, and whether it is their biological families or adopted ones they will do anything to insure the safety and survival of the group.
- **TALENTS:** The character receives access to the following talents:

THE TRUTH OF THE MATTER

REQUIREMENT: Rakhari, or Gamemaster's permission. The Rakhari culture is peppered with thousands of stories and legends that are shared by the Rakhari with their children as they grow up. This has led to the Rakhari being capable storytellers, and a skilled Rakhari knows how to incorporate small snippets of the truth into any web of lies he starts to weave. The Rakhari gains a free point of Momentum when they successfully convince another sentient being of a lie.

DISCIPLINED MIND

REQUIREMENT: Rakhari, or Gamemaster's permission. The brutal laws that the Rakhari government has passed over the years has kept the population under control but led to most Rakhari being too afraid to share their intimate thoughts in public. This has led to several Rakhari becoming particularly adept at not only shielding their emotions while around others but also being able to discern the true feelings of those they communicate with. The Rakhari is able to reduce any psychic damage they may suffer by 1 and they gain a free reroll on one die in their pool when attempting to determine lies.

SAMPLE NAMES:

Masculine names: Croden, Malar

Feminine names: Yareth, Etheran

Gender-neutral names: Nichil, Heldix

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PROTEIN SYNTHESIS

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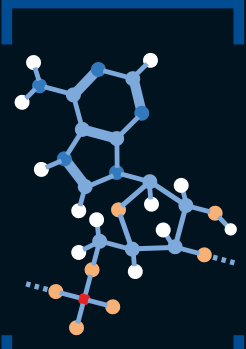
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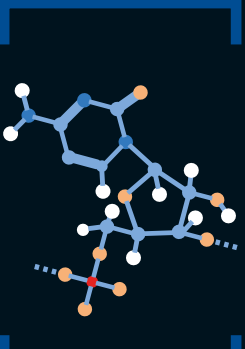
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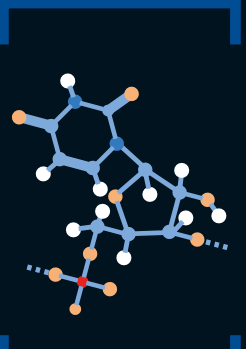
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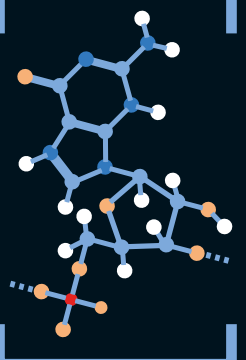
CYTIDINE MONOPHOSPHATE
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URIDINE MONOPHOSPHATE
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GUANOSINE MONOPHOSPHATE
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SKREEAA

THE NEXT GENERATION ERA ONLY

The Skreeaans are a people who have been oppressed for centuries and have been forced to suffer the inhumane indignity of exploitation and foreign rule. Conquered by the T-Rogorans, their culture was reduced to a servile state until the Dominion conquered the T-Rogorans in turn. Now the Skreeaans have scattered around the Gamma Quadrant with a few having managed to escape through the anomaly into the Alpha Quadrant. In exchange for a planet to colonize, several Skreeaans have brought their enduring work ethic and physical strength to help the Federation, with a few Skreeaans joining Starfleet. The Skreeaans are known for their tough, abrasive skin and their durable muscle tissue thanks to the higher than normal gravity of their former home world. Most Skreeaans are deeply religious and dream of finding Kentanna, a paradise world that the Skreeaans believe exists somewhere in the Galaxy and is a reward for their enduring untold hardships throughout their history.

EXAMPLE VALUE: *The Tide Always Breaks Upon The Shore And The Shore Endures*

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Skreeaan. A Skreeaan's skin sheds routinely, causing them to leave behind skin flakes. Skreeaan females are also generally taller than males and it is

not uncommon for a Skreeaan woman to have multiple husbands. Their language uses a unique syntax that takes time for some universal translators to develop a translation matrix.

- **TALENTS:** The character receives access to the following talents:

AGRICULTURAL SPECIALIST
REQUIREMENT: Skreeaan, or Gamemaster permission.
 When tasked with dealing with matters that relate to a planet's biosphere or agriculture, a Skreeaan may always use their Insight or Control attributes, depending on which is higher.

STRENGTH THROUGH STRUGGLE
REQUIREMENT: Skreeaan, or Gamemaster's permission.
 Though some believe it is the Skreeaan's history of being conquered that has made them expert laborers the truth is they are a tough and hardy people eager to throw off the reins of oppression. The fact that they are physically gifted when it comes to labor only means they are able to succeed easily where others struggle. When they succeed at performing a physically arduous Task they gain one bonus Momentum. This bonus Momentum cannot be saved into the group pool.

SAMPLE NAMES:
Masculine names: Kelcho, Tumak
Feminine names: Haneek, Kachaya
Gender-neutral names: Kolden, Hartik

SON'A

THE NEXT GENERATION ERA ONLY

The Son'a are a new addition to the Dominion's ranks of allies but important to their war in the Alpha Quadrant. The Son'a are unique in that they are an off-shoot of the Ba'ku, a race of beings hailing from a planet in the sector of space known as the Briar Patch. They are a race of conquerors who had subjugated several neighboring systems into their small but powerful empire, and they were not afraid to employ weaponry such as isolytic subspace weapons which were so deadly they tore holes in subspace to release devastating waves of energy. Their use of slave labor and illegal genetic tampering meant that the Federation could not initiate trade with them although a rogue Starfleet Admiral was caught offering the Son'a assistance with a plot to drain their homeworld of its metaphasic radiation. Although some Son'a returned to their homeworld to try to start over, a large number of their race refused to give up their wealth and territory and allied themselves with the Dominion during the war. Although they make up a small portion of the Dominion's armed forces, the Son'a fight ravenously against the Federation because they see them as having ruined their chance at immortality. Some Son'a refuse to join in their race's vendetta against the Federation, and instead travel as traders of illicit goods.

EXAMPLE VALUE: *We Do What We Must*

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

■ **TRAIT:** Son'a. The Son'a were once similar to humans in appearance but centuries of exile from their homeworld has led them to experiment upon themselves to stay alive. Most Son'a must spend several hours each day undergoing beautification treatments and extensive genetic modifications in order to stay alive. Most Son'a can be described as possessing a stretched appearance to their faces, while others develop painful lesions along their body. Son'a children, who are almost never permitted to leave their homeworld, are similar in appearance to the Ba'ku but possess pale skin.

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

AT ALL COSTS

REQUIREMENT: Son'a, or Gamemaster's permission.

Though a small power in the Alpha Quadrant, the Son'a have not become one of the dominant powers in the Briar Patch by engaging only in half measures or pulling their punches. When a Son'a declares their attack action, they may add an additional point of Momentum as long as they are not dealing Non-lethal damage.

PARTICLE ENGINEERING

REQUIREMENT: Son'a.

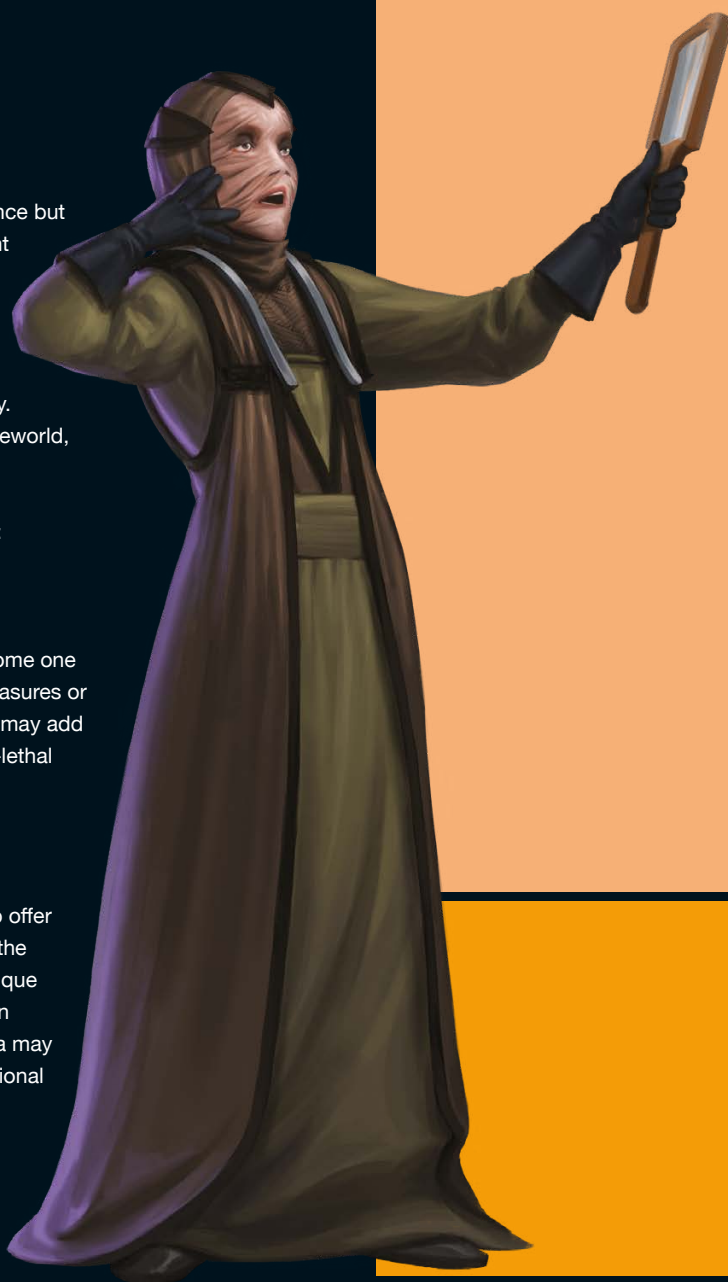
The Son'a are hedonists who embrace all the pleasures that life has to offer but that does not mean they are not well educated. A large portion of the Son'a's scientific research is dedicated towards understanding the unique particles that cling to the atmosphere of their former homeworld. When dealing with subatomic particles and the effects of radiation, the Son'a may ignore the effects of any Condition for the scene and may roll an additional d20 when attempting to understand the nature of these effects.

SAMPLE NAMES:

Masculine names: Ru'afo, Soboi

Feminine names: Var'esheshka, Tu'la

Gender-neutral names: Wy'nalido, Vesh



TOSK

THE NEXT GENERATION ERA ONLY

The Tosk are a created race where their genome was meticulously screened, developed, and created by the race known as the Draï. Tosk are created with one purpose in mind: to serve as prey for the Draï's Hunts. The Draï consider the Hunt to be the most important task they can ever dedicate themselves to but as a race they bored themselves on stalking lesser forms of life. This led to the creation of the Tosk, a reptilian survivor that is born with all the knowledge they need to provide a meaningful Hunt for the Hunters. They only need 17 minutes of sleep per day and their bodies can survive off simple protein chains for weeks if need be. Although the Draï like to insure that every Tosk is tracked down and captured it is not unheard of for a Tosk to go rogue from the Hunt and seek shelter among the Hunters' enemies. These Tosk are considered outcasts among their own kind, and the Draï will do anything to bring these rogue creatures back to their homeworld where they can suffer the most horrible death of all: being kept alive, on display for the masses in a zoo where their shame is plain for all to see. The Tosk who do go rogue value their freedom too much to accept this fate willingly and will do anything to remain free.

EXAMPLE VALUE: *I Am Tosk.*

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

■ **TRAIT:** Tosk. The Tosk are almost completely identical as their genome is often replicated from the same source material. Although some might differ due to the preferences of a Hunter's requests, each Tosk is strong, resourceful, and cunning. When a Tosk enters a room they instinctively size up the many ways to escape as well as anything that could help them in a fight. Though the Tosk are often peaceful and do not wish to inflict harm on others, they have inborn feral instincts that allow them to fight ferociously when the need calls for it. A Tosk is often issued a simple suit that helps their memetic abilities as well as providing storage compartments for the protein mixes they are issued as a food supply. If a Tosk holds still, they can initiate their Shroud in the same manner as a Jem'Hadar soldier.

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

SURVIVOR'S LUCK

REQUIREMENT: Tosk, or Gamemaster's permission.

For the Draï, the greatest hunts always come when their prey manages to continually outwit them and the Tosk are cunning adversaries. Some are given extra stores of information when they are created while others are able to pick up survival techniques as they try to escape from the Hunters. The Tosk adds 1 bonus Momentum to the pool for each adversary they are trying to escape in the scene to a maximum of 3.

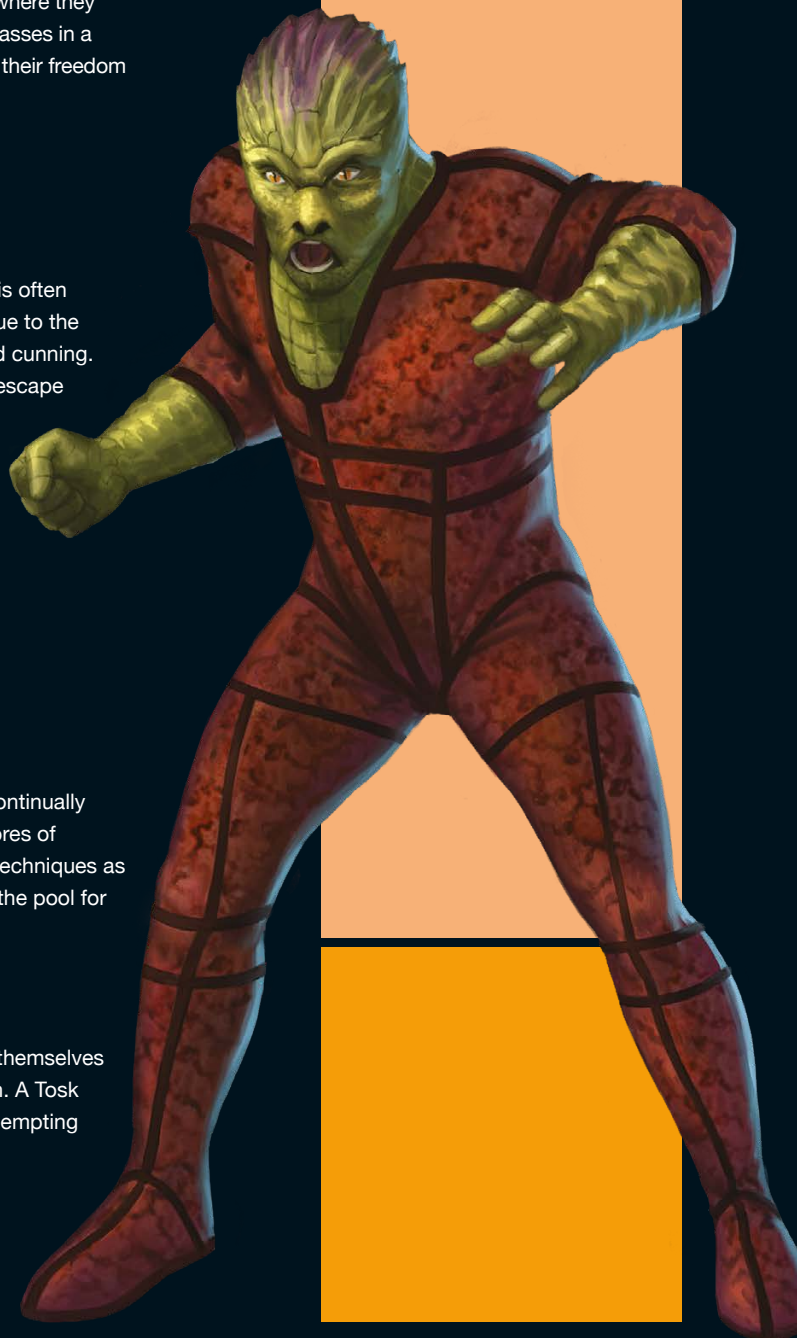
LAST BREATH

REQUIREMENT: Tosk, or Gamemaster's permission.

The Tosk are designed to keep running no matter what, and refuse to allow themselves to be captured because they start to feel the effects of fatigue or exhaustion. A Tosk with this talent gains a free point of Momentum to their next action when attempting to escape while they are under the effects of a Complication.

SAMPLE NAMES:

Tosk possess no gender and often refer to themselves by their species name. Some rogues have been known to take on names that exemplify their physical skills, such as Cunning One or Everfree.



THE NEXT GENERATION ERA ONLY

The first species to formally introduce itself to the Alpha Quadrant and begin trade negotiations, the Wadi are a people obsessed with life and on mastering the many games it offers. They are a whimsical people, prone to bouts of rhyming and singing while at the same time demonstrating their technological superiority and intellectual mastery of multiple disciplines. Though they have yet to be absorbed by the Dominion, they are not considered a threat to its expansion, as they prefer to spend their days mastering pursuits that bring them pleasure then any kind of formal military endeavors. That does not mean they are not a significant power in the Gamma Quadrant, as their ships possess the ability to manipulate matter, covertly transport subjects without being detected, and develop complex holographic fields. Despite their achievements, they are viewed with distrust by other species who view their flighty and esoteric ways as a method of hiding their ruthlessly competitive intentions.

EXAMPLE VALUE: *Allamaraine!, Shall We Play Again?*

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

■ **TRAIT:** Wadi. The Wadi are mysterious, but at the same time very outgoing as a species. Prone to wearing bright colors and brilliant tattoos on their bodies, they attract attention but are experts at deflecting any real scrutiny. The Wadi are also competitive and when they feel they have been cheated, they must avenge their honor not only by crushing their opponents at whatever game or task they are at but they must teach them a lesson. Their obsession with the game of Allamaraine is used to teach both the innocent and the guilty of what it is like to cross a Wadi.

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

COME WITH ME

REQUIREMENT: Wadi, or Gamemaster's permission

Life can be difficult if you are competitive, and sometimes people can get angry over perceived slights very quickly. By staying jovial and attempting to lighten the mood, you are better able to reduce sources of conflict and bring people over to your side. You can reroll one die when attempting to use social skills to alter someone's feelings regarding something you have done this scene.

LIFE IS A GAME

REQUIREMENT: Wadi

Life is meant to be enjoyed, and the more risk one puts into their life the sweeter the victory. A Wadi has a distinct ability to sense patterns when it comes to solving tasks, and the more involved they are with something the more competitive they get and the quicker they are at solving puzzles. When attempting to solve a task or a riddle that involves them becoming competitive they gain an additional point of Momentum.

SAMPLE NAMES:

Masculine names: Falow, Miranath

Feminine names: Shou'lu, Ecardra

Gender-neutral names: Kalyn, Peven



CHAPTER 04.00

STARSHIPS OF THE GAMMA QUADRANT

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04.10	DOMINION STARSHIPS	078
04.20	STARSHIPS OF THE DOMINION WAR	084

STARSHIPS OF THE GAMMA QUADRANT

DOMINION STARSHIPS

"I AM FIRST OMET'IKLAN, AND I AM DEAD. AS OF THIS MOMENT, WE ARE ALL DEAD. WE GO INTO BATTLE TO RECLAIM OUR LIVES. THIS WE DO GLADLY, FOR WE ARE JEM'HADAR. REMEMBER, VICTORY IS LIFE."

— FIRST OMET'IKLAN

JEM'HADAR BATTLESHIP

OVERVIEW: Only seen after the Dominion War was already underway, the Jem'Hadar battleship changed Starfleet tactics almost overnight with its sheer scale. The vessel consists of a single wedge-shaped hull with two wing-like pylons that supported warp nacelles and weapons systems. At over a kilometer in length, this class of vessel is only slightly smaller than a Romulan *D'Deridex*-class Warbird and has far more weaponry.

CAPABILITIES: A Jem'Hadar battleship is designed to intimidate and destroy, with little importance given to other capabilities. The vessel's weapon systems consist of polaron beam arrays located on the forward and aft portions of its warp nacelles as well as polaron cannons mounted in turrets along its ventral and dorsal midline to protect it against all angles of attack. Additionally, photon torpedo launchers are mounted together in groups of three, with three mounts

on its extreme forward sections, and two mounts on the aft located close by to the exterior impulse drive ports. The turreted polaron cannons and photon torpedo bundles each have redundant power systems consisting of paired fusion reactors and matter/anti-matter fuel cells allowing their use even if main power is lost. These same secondary power systems provide extra power to sublight propulsion and structural integrity while not being used for the weapons themselves. This class of vessel is exceedingly difficult to damage as it has a dense network of shield emitters augmented by internal shield emitters around vital sections of the starship as well as physical bulkheads that seal during combat situations. At the core of the hull is a flag bridge, nested inside another layer of emergency shielding and bulkheads. This offensive and defensive focus comes at the cost of speed and maneuverability with the battleship only attaining a cruising speed of Warp 4.7 and an estimated maximum of Warp 7. At sublight velocities, heading

INTERCEPTED TRANSMISSION

SHORTLY BEFORE DOMINION ATTACK ON EARTH AND THE DESTRUCTION OF JUPITER STATION

Hey, Lori. I know you are still on that long vacation on Risa but I wanted to let you know that I discovered what everyone except for you and me knew to be a fact: the same beings that created the Jem'Hadar also created the species encountered on Deep Space Nine 6 years ago. I know the head researcher wanted us to be thorough, but come on, it was in front of them the whole time! Reptilian, bred for physical skill, and developed to be the ultimate survivors. Of course they were cousins. The genetic scans of Tosk scales left in the holding cells on Deep Space Nine share an almost 97.8% match with the Jem'Hadar.

I also managed to confirm our other theory since you've been gone. The liquid nutrient sample that Dr. Bashir took from Tosk was a very narrow match to ketracel white, but without the addictive qualities. I think if we could get access to more of the stuff we could finally have a breakthrough in synthesizing a cure for the Jem'Hadar's addiction. I already know what Starfleet Command would say about it, but when you get back lets work up a draft proposal to them to see what they might say.

Dr. Nias Lil,
Starfleet Genetic Research Facility, Jupiter Station



adjustments are performed by standard fusion impulse RCS systems to give the needed thrust for this vessel's mass to move. As a flagship, the Battleship is rarely deployed alone and only when it is assumed the risk of attack are low. Normally it is escorted by at least one battle cruiser and numerous attack ships.

TRAITS: Dominion Warship, Flagship

SYSTEMS

COMMS	09	ENGINES	07	STRUCTURE	13
COMPUTERS	08	SENSORS	10	WEAPONS	12

DEPARTMENTS

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

POWER: 7 **SCALE:** 6
SHIELDS: 16 **RESISTANCE:** 6

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Phased Polaron Beam Cannon (Energy, Close Range, 11▲, Piercing 2)
- Phased Polaron Beam Array (Energy, Medium Range, 9▲, Area or Spread, Piercing 2)
- Photon Torpedo Arrays (Torpedo, Long Range, 6▲, High Yield, Area or Spread)
- Tractor Beam (Strength 5)

TALENTS:

- Improved Power Systems
- Rapid Fire Torpedo Launcher

KAREMMA CRUISER

OVERVIEW: The Karemma are members of the Dominion, and before they joined they had a moderately sized multi-system trade empire. The Dominion continued to use the Karemma fleet as merchants and traders to augment their internal supply lines. The Karemma Cruiser is the most common of the Karemma trading vessels and utilizes technology from many species from the Dominion's territory to improve its performance.

CAPABILITIES: The Cruiser consists of three separate sections, the forward crew section, the middle cargo and fabrication section, and the aft propulsion section. Each of

these sections is separated from the others by thick bulkheads that are kept deployed, as there is little reason for the crew to leave the forward habitation section. In an emergency, this vessel can split each of its sections away, saving the crew and cargo from a warp core breach, or only saving the crew from a dangerous leak in the cargo section. Further, the cargo section consists of independent pods with individual access ports on the exterior of the vessel, allowing a single pod or section to be jettisoned or accessed from the outside. The forward most cargo doors are actually a dual purpose cargo deck / shuttle bay that contains dozens of medium and heavy shuttles to use in moving goods to and from the vessel. The Cruiser uses the same warp propulsion technology as Jem'Hadar starships, but at a lower power threshold, meaning this ship's cruising speed is slower than comparable Federation starships of the same mass. Unlike Federation cargo transports, the Cruiser is outfitted with two phased polaron arrays along the outer edge of the warp nacelles, and a single forward-facing photon torpedo launcher. This armament is intended for defensive purposes, but also gives the Dominion extra starships to use in defense or patrol inside its territory when needed. The Karemma themselves have installed improved sensor systems and modified the torpedo launcher to fire modified deep space probes as their planetary government felt that these vessels could assist in exploration to open new markets that have yet to be absorbed by the Dominion. These vessels can be found at the center of large Dominion fleet formations acting as fleet tenders and supply vessels.

TRAITS: Dominion Warship, Cargo Carrier

SYSTEMS

COMMS 06	ENGINES 07	STRUCTURE 09
COMPUTERS 06	SENSORS 08	WEAPONS 06

DEPARTMENTS

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

POWER: 7 **SCALE:** 4
SHIELDS: 11 **RESISTANCE:** 4

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Phased Polaron Beam Array (Energy, Medium Range, 6 ▲, Area or Spread, Piercing 2)
- Photon Torpedo Arrays (Torpedo, Long Range, 5 ▲, High Yield, Area or Spread)
- Tractor Beam (Strength 3)

TALENTS:

- Improved Hull Integrity

VORTA EXPLORER

OVERVIEW: The duties of the Dominion are split between the Jem'Hadar and the Vorta, both acting on behalf of the Founders. As the Jem'Hadar focus on the military aspects of interstellar relations, the Vorta focus on diplomacy and exploration, with a primary ship to perform both duties. The Vorta Explorer is around the same mass and size as Starfleet vessels of similar mission profiles, but the similarities end there.

CAPABILITIES: Outwardly, the Vorta Explorer resembles smaller Jem'Hadar warships with a single wedge-shaped primary hull where the majority of the crew performs their duties. The vessel also has two blade-like warp nacelles, but the hull continues from the fore and aft of the nacelles, connecting to the ends of the primary hull, encircling the vessel. This ring serves as the mount for high-energy equipment such as the multi-function deflector array, the warp coils in the nacelles, primary shield grid emitters, and two long phased polaron arrays. At the aft of the ring there are a series of dozens of small fusion impulse reactors that would normally only be powerful enough for shuttlecraft, but when used together provide adequate thrust and incredible redundancy. Primary power generation for the warp drive and weapon systems is by two matter/anti-matter reactors located at the base of each nacelle pylon, and provides enough energy to allow the Explorer to achieve speeds in excess of Warp 8.7. While there is a forward-mounted photon torpedo launcher on the primary hull, this system is often only loaded with probes, the weapons only loaded when the officers of the Explorer expect danger. The interior of the vessel contains large open spaces with plant species from across the Dominion grown under artificial sunlight. This serves three purposes: it assists in life support systems, it provides food for the crew, and it provides a pleasant environment for visiting dignitaries from worlds new to the Dominion. These vessels are common in the Gamma Quadrant, but have yet to be deployed through the Bajoran wormhole to be used in the Alpha or Beta Quadrants.

TRAITS: Dominion Warship, Explorer

SYSTEMS

COMMS 08	ENGINES 07	STRUCTURE 09
COMPUTERS 08	SENSORS 09	WEAPONS 07

DEPARTMENTS

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

POWER: 7 **SCALE:** 3
SHIELDS: 12 **RESISTANCE:** 3

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Phased Polaron Beam Array (Energy, Medium Range, 4 ▲, Area or Spread, Piercing 2)
- Photon Torpedo Launcher (Torpedo, Long Range, 4 ▲, High Yield)

TALENTS:

- Diplomatic Suites
- Redundant Systems (Propulsion)

SON'A FLAGSHIP

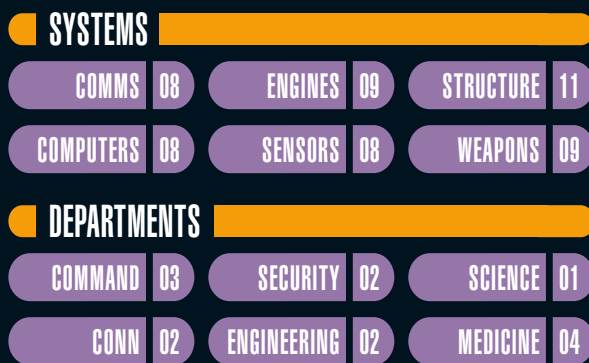
OVERVIEW: The Son'a Flagship follows a different design philosophy than most militaries when it comes to designing a command vessel. The Flagship is moderately sized for a command vessel with a length of over one thousand feet, just slightly shorter than an *Intrepid*-class starship, but has a greater volume due to its single teardrop-shaped hull. Internally, its crew and equipment are far from what is expected from a Starfleet vessel with a similar mission profile.

CAPABILITIES: The outer edges of the vessel consist of a semi-integral warp nacelle that connects via two separate reinforced pylons to the primary hull. Along the leading edge of these nacelles are dual-purpose deflector emitters and

Bussard collectors designed to sweep atoms and molecules away from the vessel in the dense gases of the Briar Patch, but to also scoop useful hydrogen and deuterium. These powerful deflector/scoops allow the Flagship to push through dense nebulae without needing to slow down, but also resulting in obvious trails of disturbed space along its flight path. The vessel's crew consists of primarily Son'a, but also of various species kept as slave labor. This means that the vessel has far more crew than a similar Federation starship, but the vast majority are undertrained or may not even be able to speak the Son'a language without technological assistance. Keeping slaves isn't the only immoral thing on board a Son'a Flagship as the vessel is equipped with an isolytic wave array, in addition to phaser arrays and photon torpedo systems. The isolytic array is a subspace weapon capable of tearing holes in subspace and distorting space-time in the area. The use of this weapon is banned under the Second Khitomer Accords as the subspace tears it creates can persist for years, prevent faster-than-light travel within dozens of light-hours, and jam subspace communications. The high rank of the Son'a officers serving on a Flagship means that the medical facilities are state-of-the-art and well maintained, unlike many other areas serviced by slaves, due to the Son'as' need to repair genetic damage caused by their repeated manipulation of their DNA to prolong their lives.

TRAITS: Son'a Warship, Command Ship





POWER: 9 **SCALE:** 4
SHIELDS: 13 **RESISTANCE:** 4

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Phaser Array (Energy, Medium, 6 ▲, Area or Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5 ▲, High Yield)
- Isolytic Array (Energy, Medium, 6 ▲, Area or Spread, Vicious 2)

TALENTS:

- Command Ship
- Advanced Sick Bay

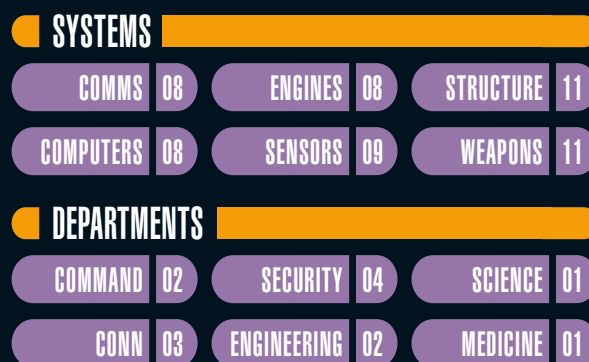
SON'A BATTLECRUISER

OVERVIEW: The Battlecruiser class is a new design from the Son'a Command, and is in response to Starfleet's deployment of the *Sovereign*-class. Like all Son'a vessels, it consists of a single hull, but with this vessel it is stretched out into a long arc with additional angular hull sections on the dorsal and forward areas. The Battlecruiser is massive, with a length in excess of a *Sovereign*-class and a width of over a kilometer, and requires nearly fifteen hundred trained crew. This crew requirement means that the Son'a Command is only able to deploy these vessels to areas of strategic importance.

CAPABILITIES: The most advanced warp coils available to the Son'a have been used in the small nacelles on the outer edges of the arc-like hull in order to generate a subspace field necessary to travel faster than light, giving it a cruising speed of Warp 7.5 and a maximum speed in excess of Warp 9. Like the Command ship class, the Battlecruiser also has dual-purpose deflector/Bussard ramscoops installed on the leading edge of the arc, the rear most of these devices feeding directly into a gravimetric multistage fusion impulse drive. This unique impulse design gives the Battlecruiser exceptional thrust and maneuverability when inside volumes of space with significant hydrogen gas such as nebulae. Defense systems are slightly less advanced than what Starfleet currently uses, but the vessel's weapon systems are a step above those of the Son'a Command vessel.

Like its smaller sister class, the Battlecruiser has photon torpedo launchers (forward and rear mounted) and phaser arrays covering all angles of attack, but a more advanced isolytic weapon array allows for rapid pulses of energy to be emitted. Unlike the Command class, the Battlecruiser doesn't rely on slave labor to be a significant portion of its crew, as the equipment on board requires technical expertise and training. As the Son'a Command does have personnel issues, this means that mercenary forces are often employed as both security forces and as an enlisted work force when applicable on board.

TRAITS: Son'a Warship



POWER: 8 **SCALE:** 6
SHIELDS: 15 **RESISTANCE:** 6

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Phaser Array (Energy, Medium, 10 ▲, Area or Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 7 ▲, High Yield)
- Isolytic Array (Energy, Medium, 10 ▲, Area or Spread, Vicious 2)

TALENTS:

- Improved Impulse Drive
- Ablative Armor
- Ramscoop Enhancement

DOMINION DISPATCH VESSEL

OVERVIEW: Based on the Jem'Hadar attack ship, the Dispatch vessel was brought into service in the mid-24th century to act as a courier ship, bringing vital messages when they were too sensitive to transmit via subspace or personnel that were desperately needed. This class has only been seen a few times on the Bajor side of the wormhole, but is more commonly seen on the Dominion side acting as scouts and interceptors for Dominion patrols.

CAPABILITIES: The Dispatch vessel closely resembles the Attack Ship it was based on, but does have external differences that marks it out as its own class. Along the ventral side of the rear hull there are two additional

structures that resemble the outboard warp nacelles. These are warp field enhancers that contain secondary warp coils that enhance the subspace field generated by the primary coils, allowing the Dispatch vessel to maintain high warp speeds for a longer time. At the aft of each of these repeaters are additional impulse drive units to give the vessel even more maneuverability and acceleration at sublight speeds. The greatest changes to this class from the Attack Ship is in its offensive and defensive load out, necessitated by the energy requirements of the vessel's improved propulsion systems. A high power tractor beam has replaced the forward mounted disruptor cannon, designed to hold starships much larger than the Dispatch vessel in place. Additionally, two forward mounted polaron cannons replace the polaron beam arrays, reducing the weapon systems power draw. The addition of the extra surface area of the warp field repeaters put a strain on the shield emitters, and overall shield strength is slightly lower than its sister class. Two areas that once stored power capacitors for the polaron arrays are replaced with a highly shielded cargo bay for valuable cargo and guest quarters when it is being used as a transport for dignitaries or other VIPs.

TRAITS: Dominion Warship

SYSTEMS

COMMS	07	ENGINES	09	STRUCTURE	07
COMPUTERS	07	SENSORS	09	WEAPONS	08

DEPARTMENTS

COMMAND	01	SECURITY	03	SCIENCE	01
CONN	04	ENGINEERING	03	MEDICINE	01

POWER: 9 **SCALE:** 3
SHIELDS: 10 **RESISTANCE:** 3

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Phased Polaron Beam Cannons (Energy, Close Range, 8▲, Piercing 2)
- Photon Torpedo (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Improved Warp Drive
- Improved Impulse Power
- High Power Tractor Beam (Strength already calculated in Tractor Beam Strength)

ISOLYTIC WEAPONS

Used by the Son'a, isolytic weapons use directed energy and phased matter (like a phaser system), but focus the energy onto the fabric of space-time in order to produce a subspace tear. The tear is usually short-lived, on the order of micro-seconds, but while it exists it produces a rapid expansion of space-time in its vicinity, tearing molecules apart before a wave front of energy directly emanating from subspace ensures a target's destruction. If not properly calibrated, purposely miscalibrated, or if the isolytic weapon interacts with an unknown type of shielding, the subspace tear can exist for seconds or even longer. The following game effects occur with the use of an isolytic weapon:

- In any scene where a ship-mounted isolytic weapon is used, no vessel may enter warp speed as space-time is rippling like a boulder thrown into a small pond. Additionally, no subspace communications function.
- If a Complication is rolled during the use of the weapon, the Gamemaster may immediately spend Threat. For each Threat spent, the damage of the weapon is increased by 1, but a subspace tear forms. If 1 Threat is spent, this tear lasts until the end of the scene. If 2 is spent, the tear lasts for the rest of the adventure. If 3 or more are spent, the tear lasts indefinitely with the scale of the subspace disruption being left to the Gamemaster and also a good way of introducing a new adventure. An isolytic weapon may not be used again in the disrupted area until the tear is repaired.

DISTRESS BEACON SIGNAL

SUBCOMMANDER ENTARU SU, IRS ROHARRAN

"—peat, this is the *IRS Roharran*, broadcasting on all frequencies. We have managed to aim our communication antenna towards the Wormhole with the hope that some ship will receive our communications. This is the *IRS Roharran*. We have survivors from the joint assault on the Founders' homeworld. We managed to escape but now we are marooned on an asteroid in the Atreides Cluster and we think Jem'Hadar warships are on their way. It does not matter that we may die, only that the entire Alpha Quadrant listens to what I have to say: their fleet is massive, and the Jem'Hadar are coming. Our attack plan was compromised by a Founder posing as a..."

[End Transmission.]

RECOVERED BY SECTION 31

STARSHIPS OF THE GAMMA QUADRANT

STARSHIPS OF THE DOMINION WAR

"WE WILL FIGHT, AND WE WILL KEEP ON FIGHTING, UNTIL WE CAN'T FIGHT ANYMORE!"

— CAPTAIN BENJAMIN SIKO

U.S.S. GALAXY (GALAXY CLASS) NCC-70637

OVERVIEW: The first of the *Galaxy*-class, *U.S.S. Galaxy* was the most technologically advanced and complicated ship ever designed at the time of its launch in 2356. In the nearly two decades since its launch, *Galaxy* has seen rapid technological developments in the Federation and extensive redesigns of almost every major system based on data from other *Galaxy*-class vessels in service. As the first of her class, *U.S.S. Galaxy* was made to be easily updated and upgraded, meaning that when it arrives at the center of a fleet, it is one of the most capable heavy cruisers in service.

CAPABILITIES: *U.S.S. Galaxy*'s propulsion systems have seen multiple improvements since its launch, including an upgrade of its warp core and warp coils, increasing its top speed by 5%. Main engineering has installed additional magnetic buffers around the antimatter injectors and improved emergency shielding directly around the warp core to reduce the likelihood of a warp core breach seen in other *Galaxy*-class vessels when receiving extensive structural damage. Small improvements were made by additional subspace field generators placed around the vessel's three computer cores, allowing faster processing of data. The largest change occurred during the vessel's

first full refit at Utopia Planitia Ship Yards in 2366. During this refit a 'flag bridge' was installed on deck 9, forward of stellar cartography. This flag bridge was a scaled-down main bridge that contained improved communications stations to allow flag officers to coordinate fleet maneuvers with dozens of other starships. It also contained a large 'tactical holodeck' open to the bridge where flag officers could see battles playing out in three dimensions, and compact emergency stations that could duplicate the functions of the main bridge in case it was rendered inoperable and the saucer was already separated from the drive section and the battle bridge. This flag bridge necessitated the installation of a powerful subspace transceiver that had bandwidth enough to keep data flowing from dozens of starships and could punch through subspace interference generated by natural causes or hostile intent. An additional secondary subspace transceiver was installed along the midline of the drive section's spine as a backup to take over if the primary was destroyed. These upgrades have made *U.S.S. Galaxy* a welcome sight to Starfleet flotillas prior to engagements with the Dominion and its allies.

TRAITS: Federation Starship, Flagship, Prototype

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

POWER: 10

SCALE: 6

SHIELDS: 17

RESISTANCE: 7

CREW: Exceptional (Attribute 11, Discipline 4)

NOTABLE SHIPS

The Starfleet and allied vessels presented in this chapter represent older spaceframes and the typical equipment load used for all of their class during the Dominion War, vessels that stand out due to their service, or prototype vessels that do not see large-scale production until after the war but are still seen in action. Many of these vessels have seen years (if not nearly a century) of service and can serve as plot points for adventures, a character's background and prior service, or as a "guardian angel" arriving in the nick of time to assist the Players in their time of need.

ATTACKS:

- Phaser Array (Energy, Medium Range, 8 ▲, Area or Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5 ▲, High Yield)
- Tractor Beam (Strength 5)

TALENTS:

- Command Ship
- Saucer Separation
- Modular Laboratories
- Redundant Systems (Communications)
- Advanced Shields
- Improved Hull Integrity

U.S.S. PROMETHEUS (PROMETHEUS CLASS) NX-74913

OVERVIEW: *Prometheus* is a drastic step away from conventional Starfleet designs in many ways, and a direct response to the beginning of hostilities with the Dominion and increasing Borg activity in Federation space. The vessel is a tactical combat vessel, similar to the *Defiant*-class, but also able to operate independently in deep space for extended periods. The extended development program for *Prometheus* and complicated equipment vital to its operation led to delays in its launch. With U.S.S. *Prometheus* now in

service, it is hoped the Beta Antares Ship Yards will produce the first block of vessels before the end of 2375.

CAPABILITIES: The *Prometheus*-class is one of redundancies made specifically to allow the vessel to operate during its unique 'multi-vector assault mode'. During this operation the vessel is able to split into three separate and fully independent vessels, a command section and two combat sections. Both combat sections are equipped with two warp nacelles and a full sized warp core, while the command section has a single small nacelle and micro-warp reactor capable of maintaining an already existing warp field or propelling itself independently at low warp speeds. When acting as a single vessel, the four primary nacelles alternate use like a *Constellation*-class vessel, and the small command nacelle acts as a warp field stabilizer, allowing a top speed of Warp 9.99 for over 12 hours. The vessel has shield emitters designed to fully cover each independent section, and while a single vessel the shield emitters located inside the vessel act as enhancements to the structural integrity field. Other defensive systems include ablative armor plating and regenerative shielding which operates more effectively as a single vessel, using the power from the internal shield generators. Each section is outfitted with type X phaser arrays and photon torpedo launchers, and even when some



MULTI-VECTOR ASSAULT MODE

Multi-Vector Assault Mode (MVAM) is a strategy based on overwhelming an opponent's defensive capabilities with smaller vessels, but during normal operations having the benefits of having a larger vessel and redundant systems.

Like the Saucer Separation Talent, a vessel with MVAM has the same Systems, Departments, Talents, and weapons, but their Power is divided by 3 (round down) and the scale of each section is one lower than the overall ship. Recalculate anything derived from Scale. The command section only has a small warp

nacelle that is able to keep the section at warp if it is already there, or only propel it at very slow FTL velocities. Separating is a **Control + Conn** Task with a Difficulty of 2 (due to automation) and assisted by the ship's **Structure + Engineering**. Reconnecting each piece is the same Task, also Difficulty of 2 and must be performed twice. If either of the reconnection tasks fails, the ship is not reconnected. Separation and reconnection cannot be done if the Structure of any section has been Damaged or Disabled.

of these systems are unavailable when operating outside of multi-vector assault mode, the amount of firepower available to *Prometheus* far outweighs other Starfleet designs. The redundant equipment needed for independent operations in each section means that space is at a premium inside the vessel and crew comforts are similar to a *Defiant*-class starship. To aid the small medical staff, holo-emitters are placed in every important location on the vessel to allow the EMH Mark II to assist with combat injuries.

TRAITS: Federation Starship, Prototype

SYSTEMS

COMMS	08	ENGINES	12	STRUCTURE	11
COMPUTERS	09	SENSORS	09	WEAPONS	14

DEPARTMENTS

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

POWER: 12

SCALE: 4

SHIELDS: 20

RESISTANCE: 4

CREW: Exceptional (Attribute 11, Discipline 4)

ATTACKS:

- Phaser Array (Energy, Medium Range, 8 ▲, Area or Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 7 ▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Multi-Vector Assault Mode
- Advanced Shields
- Ablative Armor
- Redundant Systems (Propulsion)

U.S.S. SUTHERLAND (NEBULA CLASS) NCC-72015

OVERVIEW: Recently assigned to Ninth Fleet to support operations along the Cardassian border and the Bajoran wormhole, *U.S.S. Sutherland* has become a common sight docked at Deep Space Nine. Before her current assignment, Sutherland had spent four months at the San Francisco Fleet yards undergoing refit. The dozens of skirmishes it has been a part of since its arrival in the Bajor Sector have given its crew more combat experience than most other vessels in Ninth Fleet and has given this vessel the reputation of being combat hardened. The crew deals with the stress of combat by having started many traditions on board including a Polynesian style-luau the officers hold prior to deployment for combat, and rumors of engineering personnel having constructed stills to produce actual alcohol rather than the accepted replicated synthehol.

CAPABILITIES: During the refit of *Sutherland* in 2371, engineering teams focused on improving the vessel's structural integrity and warp core safeguards, most of which were due to data on the performance and failures from both *Galaxy* and *Nebula*-class starships over the previous decade. In addition to emergency shielding around the vessel's warp core and anti-matter containment bottles, an extra thirty centimeters of ablative armor was installed along the linkages between the main hull of *Sutherland* and its mission pod. This addition, while small overall, allows *Sutherland* to take direct hits to those critical junctions and not have the pod severed. This extra bulk in the pod linkage structures does add 15% to the time required to swap out one mission pod for another, but as *Sutherland* has been almost exclusively assigned to patrol and combat duties, this added time hasn't been an issue. The stress of combat duties have given rise to the crew changing many areas of the vessel to resemble a tropical paradise. The vessel's Ten-Forward crew area is expanded and filled with sand and lit by a holographic sky. The botanical gardens is a veritable tropical rain forest with colorful birds and other avian species. The crew have also modified the cetacean research labs to be a coral reef, filled with life and able to be observed

from the outside hallways or with diving suits. This South Pacific motif extends along the corridors with palm trees and other tropical plants from multiple worlds sitting in pots and illuminated by artificial sunlight.

TRAITS: Federation Starship, Relaxing Atmosphere

SYSTEMS

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

DEPARTMENTS

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

POWER: 10 **SCALE:** 5
SHIELDS: 20 **RESISTANCE:** 5
CREW: Exceptional (Attribute 11, Discipline 4)

ATTACKS:

- Phaser Array (Energy, Medium Range, 9 ▲, Area or Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 7 ▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Fast Targeting Systems
- Rapid-Fire Torpedo Launcher
- Saucer Separation
- Rugged Design
- Advanced Shields

U.S.S. LAKOTA (EXCELSIOR CLASS) NCC-42768

OVERVIEW: While the bugs were worked out of the *Excelsior*-class by 2290, significant revisions to the space frame continued to be made until late in that decade. The first vessel with the improved spaceframe to launch was *Enterprise-B*, and about half of *Excelsior*-class vessels built would conform to these specs, including *U.S.S. Lakota* when it launched in 2328. *Lakota* would act as a heavy interceptor for Admiral Leyton during his attempted coup, but *Lakota*'s crew would turn against the Admiral once his plans became clear. Currently *Lakota* is assigned to Ninth Fleet performing patrols or acting as a heavy bodyguard for smaller starships.

CAPABILITIES: Visually *Lakota* has external differences that betray large changes to internal systems. Four extra multi-stage fusion reactors power two additional large impulse drives on the aft of the primary hull. These reactors not only provide blinding acceleration at sub-light speeds for *Lakota*, but also assist in powering its improved weapon systems and the secondary structural integrity fields the acceleration

necessitates. The secondary hull is modified from the original *Excelsior*-class by the addition of two protruding 'Catalina' extensions for additional internal volume. This was due to the addition of extra targeting arrays, planetary sensors, and the larger areas needed for the storage of quantum torpedo magazines. Two small sets of warp field stabilizers are in the wings that assist the vessel in maintaining high warp velocities for longer periods. These small repeaters also have the ability to take over warp field generation for short periods if there is damage to the primary coils in the nacelles. Over the decades of service, the systems of the *Lakota* (and all *Excelsior*-class vessels) have been updated with new technology quickly. The duotronic computer cores, almost out of date when the class first launched, are now more efficient isolinear cores giving the vessel a larger amount of data processing power for her sensors. The warp coils are now smaller and more efficient models, and while not as fast as the newer *Intrepid*-class vessels, *Lakota* and other vessels like her are still faster than the majority of starships in active service. *Lakota* is scheduled for another refit at the Andorian Imperial Fleet Yards in late 2375 for a refurbishment of her main structural members.

TRAITS: Federation Starship, Long Serving

SYSTEMS

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

DEPARTMENTS

COMMAND	03	SECURITY	03	SCIENCE	01
CONN	02	ENGINEERING	04	MEDICINE	02

POWER: 11 **SCALE:** 5
SHIELDS: 12 **RESISTANCE:** 5

CREW: Exceptional (Attribute 11, Discipline 4)

ATTACKS:

- Phaser Banks (Energy, Medium Range, 8 ▲, Versatile 2)
- Quantum Torpedoes (Torpedo, Long Range, 8 ▲, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Improved Impulse Drive
- Improved Warp Drive
- Secondary Reactors
- Redundant System (Propulsion)
- Quantum Torpedoes

U.S.S. VALIANT (DEFIANT CLASS) NCC-74210

OVERVIEW: Continuing the tradition of *Defiant*-class vessels breaking with the traditions of Starfleet, *U.S.S. Valiant* is a fully combat ready starship assigned to Starfleet Academy's "Red Squadron". Red Squadron consists of the top cadets, representing fewer than fifty total students out of thousands at each Academy location across the Federation. Starfleet Command felt that if a cadet's skill level was high enough to graduate early from their course work, it would benefit the Academy and Starfleet overall to assign them to a fully operational starship while continuing leadership classes and studies of strategy. *Valiant* is assigned seven officers with the rest of the small crew consisting of members of Red Squadron. Currently *Valiant* splits its time between the Sol system and a number of locations that Starfleet Command feels would benefit the experience of Red Squadron.

CAPABILITIES: Like all *Defiant*-class vessels, *Valiant* is armed with a significant amount of weaponry that includes quantum torpedoes. How *Valiant* differs is the multiple safety measures that prevent the accidental discharge of these weapons. These including code phrase arming measures that only the commanding officer can give, a further manual safety on the command chair on the bridge, and detachable EPS conduits that power the weapon systems. The same detachable EPS conduit modules are used on every system on the vessel, allowing the officers to drill the cadets on how to repair simulated damage to ship power systems or how to reroute the complex power feeds through new junctions to keep systems running when there would be no time for repairs. During one training exercise in late 2372, a drive unit of a stored quantum torpedo accidentally engaged due to a fault in the new weapon's on-board computer system. The resulting explosion tore a hole five meters across and severed all primary power conduits from the core to the warp coils. The accident killed ten cadets and two officers, but even with the extensive damage *Valiant* only lost primary power to warp propulsion for a minute and a half as the remaining crew routed power through secondary conduits and even built a fully functional primary distribution node from spare test conduit sections used for training. The *Valiant* experiment has proved to be successful with Red Squadron cadets graduating the Academy with as much experience in starship operations as officers actively serving for a year in the field.

TRAITS: Federation Starship, Tough Little Ship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	08
COMPUTERS	09	SENSORS	09	WEAPONS	13

DEPARTMENTS

COMMAND	01	SECURITY	04	SCIENCE	02
CONN	03	ENGINEERING	04	MEDICINE	02

POWER: 10 **SCALE:** 3
SHIELDS: 12 **RESISTANCE:** 3

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Phaser Array (Energy, Medium Range, 7 ▲, Area or Spread, Versatile 2)
- Phaser Cannons (Energy, Close Range, 9 ▲, Versatile 2)
- Quantum Torpedoes (Torpedo, Long Range, 8 ▲, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Ablative Armor
- Quantum Torpedoes
- Backup EPS Conduits

U.S.S. MAJESTIC (MIRANDA CLASS) NCC-31060

OVERVIEW: The *Miranda*-class was slowly being replaced by *Nebula*-class vessels in the 2360s, but after the Battle of Wolf 359, Starfleet began a crash refit and reactivation program for the aging vessels. *U.S.S. Majestic* was the first to leave the Proxima Centauri Fleet Drydock facilities utilizing the newly designed modular equipment pallets designed specifically for *Miranda*-class vessels. Refitting the large numbers of *Miranda*-class starships available to Starfleet will ensure that newer spaceframes can be re-assigned to more critical areas of space.

CAPABILITIES: *Majestic* still closely resembles how it looked when it first launched in 2310 with the exception of the tell-tale blue glow from the advanced warp coil cooling system seen through the nacelle grilling. Internally *Majestic* has been fully refit with every system in the spaceframe replaced with modern equivalents. This has reduced the crew requirements from nearly 380 in the late 23rd century to needing only 35-50 officers and crew currently due to automation and a reduced focus on survey duties. The smaller crew size has resulted in a smaller life support system and fewer required quarters. The saved space this provides has been repurposed for a multitude of functions including improved sensors on the port and starboard of the hull that allow for interferometric analysis of data, and a second isolinear computer core located between the two shuttle bays. There are also secondary bulkheads and emergency internal shield generators to improve the vessel's overall survivability in a combat situation, and larger fusion reactors in the impulse drive giving the vessel improved acceleration and maneuverability at sub-light speeds. *U.S.S. Majestic* is also the first *Miranda* to deploy with *Danube*-class runabouts (*Shimanto* and *Rio Tinto*), one in each shuttlebay, in addition to a standard load of Type-8 and 9 shuttles. This experiment is intended to test the suitability of the refit *Miranda*-class to act as an escort carrier for runabouts or attack fighters during the war. Regardless of the outcome, Starfleet Command feels the addition of runabouts increases the spaceframes' ability to provide quick and accurate reconnaissance 'in force.'

TRAITS: Federation Starship, Long Serving

SYSTEMS

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

DEPARTMENTS

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

POWER: 10 **SCALE:** 4
SHIELDS: 12 **RESISTANCE:** 4

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Phaser Banks (Energy, Medium Range, 7 ▲, Area or Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5 ▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Extensive Shuttlebays (Two *Danube*-class Runabouts)
- Rugged Design
- Improved Damage Control
- High Resolution Sensors

K'T'INGA REFIT MODEL 2366

OVERVIEW: Originally designed and constructed in the mid-23rd century, the D7 and later *K't'Inga*-class battlecruisers were the most visible aspect of the Klingon Empire for decades. While still as numerous, the *K't'Inga*-class began to fall out of favor in the 2330s as front-line vessels for the Klingon Defense Force and the naval forces of the Great Houses as larger and more powerful starship classes were designed and constructed. As most of the constructed hulls not destroyed in combat were still serving in active roles in the KDF, a refit package was designed for the *K't'Inga*-class to bring it to technological parity with other vessels being constructed across the Empire and beyond.

CAPABILITIES: The cramped quarters and strained life support systems of the D7s of the 23rd century have disappeared with a complete re-engineering of the living spaces and a reduction in crew numbers to less than half of the original requirements due to the installation of labor-saving technologies. These improvements include auto-loading torpedo mechanisms, self-targeting disruptor cannons, and phaser banks tied directly to the main computer that use a combination of sensor data and feedback from the vessel's deflector array to target enemy vessels. The reduction of vessel mass has allowed the installation of extra duranium plates over vital areas of the starship on the exterior of the hull

including the command section, main engineering, and the fusion reactors powering the impulse drive. The current refit package pushes the *K't'Inga*-class to the uppermost limits of its spaceframe, and with many of these vessels seeing over a century of service the KDF foresees technological development finally pushing the class into retirement.

TRAITS: Klingon Battlecruiser, Long Serving

SYSTEMS

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

DEPARTMENTS

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

POWER: 10 **SCALE:** 4
SHIELDS: 13 **RESISTANCE:** 4

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

- Disruptor Cannons (Energy, Range Close, 9 ▲, Vicious 1)
- Phaser Banks (Energy, Range Medium, 8 ▲, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 6 ▲, High Yield)
- Tractor Beam (Strength 3)

D'DERIDEX REFIT

OVERVIEW: The *D'Deridex*-class warbird has been in service to the Romulan Empire since the mid-2340s without a major overhaul of ship systems. The Borg incursion into Federation space in 2367 gave the Romulan Guard ample reason to begin a staged refit program, taking out of service only a small fraction of the class so as to not overly weaken the border security of the Empire. The refit program is projected to complete all currently in-service *D'Deridex*-class warbirds by 2369.

CAPABILITIES: The upgrades the Guard wished to focus on were specifically tailored to make the *D'Deridex* more capable against a Borg Cube, including harmonic oscillators along the leading edges of the hull that help focus and modulate the disruptor systems, making them less able to be adapted to by the Borg. Defensive systems were also improved upon to help prevent wide-spread boarding actions from any hostile entity including micro-shield generators paired with sub-space scramblers able to isolate sections of the ship and prevent all but the strongest transporter systems from gaining a pattern lock, and secondary structural integrity field generators positioned at key locations across the vessel.

TRAITS: Romulan Warbird

SYSTEMS

COMMS 09

ENGINES 10

STRUCTURE 12

COMPUTERS 10

SENSORS 10

WEAPONS 10

DEPARTMENTS

COMMAND 02

SECURITY 03

SCIENCE 02

CONN 02

ENGINEERING 03

MEDICINE 02

POWER: 10

SCALE: 6

SHIELDS: 15

RESISTANCE: 6

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Disruptor Banks (Energy, Range Medium, 10 ▲, Vicious 1)
- Plasma Torpedoes (Torpedo, Range Long, 6 ▲, Persistent 8, Calibration)
- Tractor Beam (Strength 5)

TALENTS:

- Cloaking Device

TALENTS:

- Cloaking Device
- Rugged
- Rapid-Fire Torpedo Launcher

FRANKENSTEIN FLEET

After the Battle of Wolf 359 in 2367, Starfleet began a program that would provide the fleet with large numbers of new starships in case of continued Borg incursions. The Starfleet Reactivation Plan of 2367 began to activate and refit starships in dozens of boneyards across the Federation. Many of these vessels were initially *Miranda* and *Excelsior* class starships that would go into shipyards for full refit before deploying to the fleet, but with the increasing hostilities with the Dominion, the Plan of 2367 became more popularly known as the 'Frankenstein Fleet'.

Starships that were mothballed because of severe damage to subsystems previously considered too extensive to be repaired were recovered. Subsystems from different classes of starships were installed and combined together to make a functioning vessel. Each of these vessels were unique, ranging from an *Oberth*-class vessel with a single *Constitution*-class warp nacelle as its secondary hull (U.S.S. *Tereshkova*) to the secondary hull of an *Ambassador*-class starship with the forward section of an unfinished *Intrepid*-class (U.S.S. *Contemplation*).

FRANKENSTEIN RULES

When constructing a Frankenstein Fleet starship, the first step is to choose a base class. The base class should be for a vessel designed and constructed before the 2360s, as the newest starship classes have yet to be mothballed. This base class is the primary piece of the new starship, and the systems and departments are used for the vessel. Of the Talents from the base class, choose one Talent that will no longer be used for the vessel.

Example: A Gamemaster wishes to have a Frankenstein Fleet vessel assist their Players' vessel in a mission they have written. They choose the venerable *Constitution*-class starship as the base class. Looking at the Talents, the Gamemaster determines that the new vessel won't be as adaptable for scientific purposes and chooses to lose the *Modular Laboratories* Talent. The Gamemaster records the base Systems and Departments for the *Constitution*-class.

Next, a secondary class is determined. This can be from any class of Federation vessel, including classes designed during and after the 2360s as shipyards across the Federation may have spare pieces or systems for newer starships that could easily replace the missing systems from the base class. Choose one Talent from the secondary class to replace the Talent lost from the base class.

Example: The Gamemaster feels that *Utopia Planitia Ship Yards* had an excess of warp nacelles and warp cores for the new *Intrepid*-class starship in stock, so will choose that as a secondary class, replacing the blown out warp systems from the old *Constitution*-class with state of the art systems. They choose *Improved Warp Drive* as the Talent from the *Intrepid*-class.

All Frankenstein Fleet vessels are designed to be able to use different systems together than may not normally work, so all of these vessels have the *Technical Test-Bed Mission Profile* (pg. 251 core rulebook). A Talent from this Mission Profile is chosen normally. Weapon systems are from the base class. Refits (pg. 252 core rulebook) are also completed as normal. The starship gains the Trait "Frankenstein." Finally, as these starships are not formally designed vessels going through years of revision, the normal maximum number of Talents is reduced for these vessels to Scale -1.

Example: With the *Technical Test-Bed Mission Profile*, the Gamemaster chooses *Improved Power Systems* to represent the high-energy warp core of the *Intrepid*-class being used on the older *Constitution*-class hull. As the *Constitution*-class was built in 2243, the Gamemaster sees that they can provide 12 refits to the vessel. Finally, they add a single additional Talent, *Improved Impulse Drive*, giving the vessel 3 Talents (Scale-1) and making the vessel highly maneuverable.

CHAPTER 05.00

ENCOUNTERS AND ADVERSARIES



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05.10	EXPLORING THE GAMMA QUADRANT	092
05.20	THE FRONT LINE	101

ENCOUNTERS AND ADVERSARIES

EXPLORING THE GAMMA QUADRANT

"HOW ABOUT YOU? ARE YOU AN EXPLORER, OR A SCIENTIST?"
"I AM TOSK."

— EXCHANGE BETWEEN CHIEF O'BRIEN AND A TOSK

The wormhole. The Celestial Temple. The anomaly. No matter what name the bridge between the Alpha and Gamma Quadrants goes by, it is perhaps one of the greatest scientific discoveries of the century. Discovered by Federation explorers on the edge of the Bajoran system, it became more than just a doorway to a new realm of exploration and scientific discovery. Through the wormhole the first immediate contact between the Alpha and Gamma Quadrants took place, and soon this led to one of the most fundamentally altering events in Federation history: the discovery of the Dominion.

The Dominion is perhaps the greatest threat that the Federation has to face at the moment. Although the threats to their borders from the Klingon and Romulan Empires must be monitored and the Borg threaten to one day make their way towards Earth again, the Dominion represents a clear and present danger. Indeed, it is a threat as large as the entirety of the Alpha Quadrant itself, and when the Dominion decided to reveal itself to the Federation it did so with precision, overwhelming brutality, and a blatant display of power. It was through this that they let the Alpha Quadrant know that they had been watching them from afar and that they were coming.

Now the wormhole lies in the direct path between these two powers. Where once they were separated by thousands of light years, the Federation and the Dominion were on a crash course for confrontation. Their conflict would see a level of warfare that made the brief conflict with the Klingons seem tame, and the Federation was forced to break several of its own laws and philosophies as it struggled to deal with the overwhelming threat of the Dominion. But now the tides have turned. Where once was a bleak glance into the future of the Alpha Quadrant, the alliance of the Federation, the Klingons, and the Romulans threatens to restore peace and bring an end to the conflict. But the Dominion still has a few cards left to play, and their new alliance with the Breen have given them the strength to once again take the fight to the Alpha Quadrant. Only time

will tell who will come out on top as both powers gear up for one final fight which will see one power rise to rule the Alpha Quadrant.

THE BAJORAN WORMHOLE

To say that discovering the Bajoran wormhole radically changed life in the Galaxy is an understatement. A truly unique marvel, the wormhole is the only stable long distance wormhole of its type to be encountered in the quadrant. It possesses the ability to transport vessels over 70,000 light years in a matter of minutes. The mouth of the wormhole is also stable, and opens when a vessel emits a subspace signal close to the entry point near its mouth. This causes the wormhole entrance to manifest in a swirling pattern of brilliant blue light in normal space, and it remains open long enough for a ship to enter. It is the only known permanent shortcut into the Gamma Quadrant, although there are scattered reports of smaller wormholes that were discovered to have unfixed exit points across the Galaxy. The wormhole near Barzan is rumored to be able to randomly manifest exit points across both the Gamma and Delta Quadrants, but to date the only known living explorers to have traversed it were a pair of Ferengi traders who were lost when their ship could not return.

The inside of the wormhole is full of swirls of energy and bright white lights known as verteron nodes. These nodes generate verteron particles, which are a kind of self-sustaining particle that are very difficult to maintain outside of the wormhole. These particles help stabilize the wormhole and keep it from collapsing inward on itself. If the wormhole were to collapse inwards on itself, no one knows what would happen to those ships stranded inside. It is believed by many of the Federation's scientists that their ships would be destroyed instantly, while others believe that another fate may await them because of the wormhole's only known denizens and the only species known to live inside

of a wormhole. This species' real name is unknown, but according to the Bajorans they are an ancient race of beings known as the Prophets.

The Prophets are a race of non-linear beings who live in the wormhole. They do not have corporeal forms that we know of except when they wish to inhabit the body of someone from our level of existence. They are non-linear, which means that they do not follow the same progression of time that we do. Instead, they appear to possess the ability to stand outside of the time stream and manipulate events as they so choose, which includes the ability to send beings back in time as well as being able to tell future events.

For a race as powerful as the Prophets appear to be, their interests are based solely around the wormhole and the Bajorans. To the Bajorans the wormhole is known as the Celestial Temple and features prominently in both their religious texts and in their works of art. It appears throughout Bajoran mythology as a serene and beautiful temple where the Prophets labor to insure peace and prosperity for the Bajoran people. Despite the Bajorans' brief venture into space travel before the Cardassian Occupation, they never discovered access to the wormhole and it sat quietly at the edge of the solar system. There are small incidents throughout Bajoran history where the wormhole has appeared briefly, but it was not until a small Federation runabout discovered a means to open the wormhole that an encounter with the Prophets occurred.

No one knows why the Prophets favor the Bajorans outside of a religious mindset. Despite the worship heaped upon them by the Bajorans themselves, the Prophets have not taken an active interest in Bajor for centuries and were ominously quiet when the Cardassians invaded and conquered their people. At the same time the Prophets are very interested in events that play out on Bajor and have sent out the mysterious artifacts known as the Orbs of the Prophets to Bajor sometime in their prehistory. These Orbs each possess a different power, accessible only by those that open the sacred chests the Orbs are stored in and gazing within. Starfleet has been unable to determine what is able to cause these Orbs to have their effects, but from reports gathered from the Cardassians, the Federation, and numerous others across the quadrant, it is clear that these objects are equal parts myth and real.

Though there have been many peddlers of fake Orbs over the years, the following have been confirmed by Starfleet Intelligence:

- **The Orb of Contemplation:** This Orb is often beseeched by pilgrims and travellers who are hoping to acquire the Prophets blessing upon whatever task or path they have decided to follow.
- **The Orb of Wisdom:** Its effects are unknown, save for it has been consulted by spiritual leaders to provide

LAST STAND

SHIP'S FINAL LOG, CAPTAIN TENNISON, U.S.S. CROCKETT

We have managed to avoid the bulk of the Cardassian 3rd fleet, but now we are trapped in the center of this asteroid field. The *Crockett* has suffered intensive damage to her superstructure and is barely holding together. For a *Galaxy* class, we put her through her paces and held the line as long as possible. I've transferred the bulk of non-essential personnel from all six remaining vessels to the saucer section and we plan on disengaging so the *Montreal* can tow it out of the belt while we make a last stand. We're going to lose, but they are going to know they've been in a fight that even their shapeless masters won't forget.

them with insight into deeply troubling matters requiring intense contemplation. It was returned to the Bajorans by Grand Nagus Zek for a substantial cost.

- **The Orb of Prophecy and Change:** This Orb has influenced Bajoran society the most. Exposure to the Orb induces a deeply contemplative effect upon the user, and allows them to be able to predict future events through a series of prophecies and symbols that appear during a walking dream state.
- **The Orb of Time:** A power Orb that the Department of Temporal Investigations would love to retrieve from Bajor, this Orb allows the user to travel to the period in time they long for the most. It was involved in the Space Station K-7 Incident above Sherman's Planet.

There are more Orbs rumored to either be in the possession of the Cardassians or kept in highly fortified vaults on Bajor, but considering how much each Orb costs on the open market, both factions do their best to keep their existence hidden. The return of Bajoran cultural artifacts is one of the major diplomatic resolutions sought by Federation ambassadors in their attempt to bring a permanent, long standing peace between Cardassia and Bajor.

To date, no one has seen a Prophet in their original form. Some have claimed to have encountered bright lights manifesting on board Deep Space 9, though these onlookers claim that the Prophets need a host body in order to do anything in our reality. Incident reports taken from Captain Benjamin Sisko reveal that the Prophets often reveal themselves as figures from an individual's life, with each Prophet manifesting as a friend, loved one, or even enemy whose tone changes upon how they view the individual. No one can be sure what form the Prophets actually possess, only that they have seemed to have evolved beyond the need for corporeal forms.



THE GAMMA QUADRANT

The Gamma Quadrant proved too tempting a discovery for the Federation to leave alone. Though it has been full of new species to greet and untold scientific discoveries the Gamma Quadrant has proven itself to be a dangerous place for unwary explorers. In addition to the Dominion the Gamma Quadrant is home to planets caught in subspace rifts, moons where those trapped there are caught in an endless cycle of death and life, and strange species whose cultures are either hostile to explorers or who pose themselves to be threats to the Federation. Even before the discovery of the Dominion it was not uncommon for ships to disappear in the Gamma Quadrant, though now Starfleet Command believes some of these ships may have been unwitting victims of Dominion raiding parties.

The Gamma Quadrant features much of the same stellar phenomena native to the Alpha Quadrant. On the opposite side of the wormhole lies empty space that is near several solar systems, but the Gamma Quadrant is fairly densely packed with planets. What makes the Gamma Quadrant different from the Alpha and Beta Quadrants is how much of an effect the Dominion has had on the politics of the region.

Expanding out across thousands of light years, the Dominion holds absolute sway over their core systems. Through a series of slow but ruthless expansions, they have managed to stay the dominant power of the quadrant for over a thousand years. When a race develops the potential for warp travel, they are either warned by their neighbors of the oncoming threat of the Dominion or are immediately conquered in turn. The Dominion will often have Changeling infiltrators in place on these worlds in order to help facilitate their absorption into the Dominion or to direct the development of these worlds.

Currently, there does not appear to be a power that is on par with the Dominion. Starfleet Intelligence believes that the Dominion's expansion into the Delta Quadrant may be curbed by the threat of the Borg in that sector of the Galaxy, but since the Dominion itself can take years to cross in its entirety, it is difficult to work out how much territory they actually control. It is possible that some systems obey the Dominion's laws but pay it no more than lip service while other systems are thoroughly dominated by Jem'Hadar peace keepers and Vorta minders. Since the discovery of the Anomaly, as they refer to the wormhole, they have begun to take aggressive steps towards expanding into the Alpha Quadrant.

ENCOUNTER SEEDS

ENEMY MINE

An unknown force has reconstructed the self-replicating minefield around the wormhole and it is growing at an exponential rate. Though it has been months since the Dominion has dared to send any ships through, this new mine field has created no end of problems to ships traveling to and from the station as sensors are seemingly unable to reveal the size and scope of this new mine field. With the mines proving resistant to the methods developed by Gul Damar and his scientists, the Federation must discover a means to neutralize the mine field before their constant replication threatens to overwhelm the system.

The Player Characters are tasked with trying to neutralize the new minefield and to discover who it was that created it. This minefield does not seem to follow the same layout as the previous one, and while it is possible to develop a means to neutralize it, it reveals a greater threat to the Player Characters ship as it means that someone possesses the ability to create self-replicating mine fields. The Players may have to negotiate with the field's original creators to determine who else might have had a hand in creating it, and they may be forced to locate a Cardassian ship that may possess snippets of the research the Dominion was putting into dismantling the field.

IMPLORING THE PROPHETS

The mouth to the wormhole is constantly opening and closing, and strange lights seem to emerge from within. Music is being broadcast along subspace channels and the Bajorans are taking it as a sign that an important prophecy is about to pass. All across the quadrant doomsday cults led by mad Bajorans seek to stoke the fires of unrest while preaching that the Dominion War will end in a planet being razed and in the Emissary's true purpose being revealed. The matter is only made more complicated with the arrival of the Pah Wraith cult, which has led its followers into attacking their rivals brutally and relentlessly.

Player Characters will be given the mission of investigating the wormhole and discovering what is causing the strange music from being emitted within. It could be as simple as a freighter becoming lost within the wormhole and the music is part of its distress call to the Alpha Quadrant, or perhaps the Prophets themselves are trying to reach out to anyone listening to enter the Celestial Temple and hear what they have to say. A more tactical solution would be to try to resolve the problems with the cults either diplomatically or through force, although the latter may receive condemnation from Starfleet for breaking the Federation Bill of Rights.

INTERSTELLAR INCIDENT

The right to enter the wormhole has always been a hotly contested issue among the powers of the Alpha Quadrant. Many believe that the wormhole should be declared off

limits to all but the major powers such as the Klingons, the Romulans, and the Federation. Other powers like the Tholians, the Gorn Hegemony, and the Metrons believe that it should be declared neutral space and that no power has the right to restrict or monitor travel through it. This all comes to a head when a Ferengi merchant vessel seeking to resume contact with their trading partners, the Karemma, tries to head through the wormhole and sees its warp core go critical shortly before entering.

This event is perfect for trying to get the Player Characters more involved with interstellar politics. The Player Characters may be intimately familiar with the Federation, but now they must attempt to negotiate not just the proper diplomatic channels and rules that are found in a diplomatic conference of this size but in also dealing with the many underhanded and sneaky ways that the ambassadors attempt to gain leverage over each other. As the Dominion War wages in the background, the Player Characters may be forced to use devious means to attempt to accomplish their goal, while others may struggle to stay true to the spirit of peaceful negotiation.

DISSENTION IN THE DOMINION

As the Players' ship explores the Gamma Quadrant, they encounter an emergency signal from a nearby asteroid belt that hints at a lost Bajoran colony vessel in the Gamma Quadrant. Upon arriving at the crash site they are surprised to find a Karemma merchant vessel waiting for them. Inside is Kal'choko, a Dominion dissident who has with her representatives of several other Dominion client races who are seeking allies in their fight against Dominion oppression.

They are hoping that the Federation can offer some assistance in starting a guerrilla movement deep behind the Dominion's territory. Coming with this are the ethical consequences of helping to destabilize a belligerent power on the verge of war with the Alpha Quadrant as well as the fact that these races may not be trustworthy. When the computers on the Players' vessel become sabotaged it is revealed that a Changeling may be on board the Karemma's vessel, but whether they are taking action against the Dominion dissidents or helping them win over the ship's trust is unclear.

WE ARE TOSK

When the first Tosk encountered by the Federation was helped to cross back into the Gamma Quadrant, it was believed that no more Tosk would be allowed to cross into the Alpha Quadrant under risk of breaking the rules of the great Hunt. When a Dominion vessel crosses into the Alpha Quadrant leaking radiation and showing signs of recent battle, it is a great surprise to find that there are five Tosk onboard.

These Tosk claim that they were rushed out of their incubators by an incident at their cloning facility and have not received their full allotment of memories and as such, did not

FOOD FOR THOUGHT

INTERVIEW WITH JOCOMO VIRR,
A SANKER FOOD STALL MERCHANT,
COURTESY OF JAKE SISCO AND THE FEDERATION NEWS SERVICE

What, do I think the war is good for business? Is that what you want me to say? I'll be blunt, my profits are up, but there's something missing from it all. I used to love serving my Fengarian noodles to my customers as they would walk up and down the promenade, but since the war? And during the occupation when the Dominion walked these halls? Things are bad. Very, very bad. I used to watch Starfleet crews come by and delight about the spiciness of my noodles. Now they sit around, barely chewing my food, and when they're done they hand the dishes back and go on their way like they expect to die a few steps down the hall. I don't like this. It's not about my pride in my cooking, which is way better than that Klingon restaurant or that sloop at Quark's! No, I want to see my customers happy, and the fact they are unhappy is very, very worrying to me.

gain an absolute loyalty to the Draí and the rules of the Hunt. They want sanctuary in the Alpha Quadrant, but their ship is immediately pursued by a Hunter attack craft that opens fire on everything in sight. Can the Player Characters find a way to help these refugees or will they have to send them back home to avoid total war?

THE ORB OF VICTORY

The celebratory mood across Bajor that another Orb has been discovered is lessened by the revelation that it was discovered to be in the hands of the Dominion. Rumored to have been placed aboard Enabran Tain's flagship, the Orb of Victory is now on board a Jem'Hadar flagship making its way across the Alpha Quadrant, burning everything in its path. The ship seems to be prepared for any trap or strategy devised against it, and the ship always emerges victorious even when outnumbered.

The Player Characters will have to find a way to infiltrate the ship and reclaim the lost Orb. This is a difficult task as the Jem'Hadar Battleship is almost always surrounded by a fleet of warships except when it goes in for repairs at the shipyards at Crassius Minor. Though Starfleet doubts the truth behind the Orb's properties, reclaiming it from the Dominion would be a huge morale victory for the Alpha Quadrant and the Player Characters will have to use all their skill and cunning to find a way to get their hands on the Bajoran artefact before the Dominion uses it in their assault on Qo'Nos.

JEM'HADAR FOURTH ECLECK'TIKAN (ALPHA) [MINOR NPC]

Rarely seen, these Jem'Hadar are specially trained combat medics created by the Vorta. As they rarely need medics to keep the Jem'Hadar forces healthy, their focus is more on keeping enemy prisoners of war alive until they can be interrogated later. Their skills are brutal but effective, and they are able to keep a prisoner alive if in tremendous pain.

TRAIT: Jem'Hadar

ATTRIBUTES

CONTROL 09

FITNESS 09

PRESENCE 08

DARING 08

INSIGHT 07

REASON 07

DISCIPLINES

COMMAND 01

SECURITY 02

SCIENCE —

CONN 01

ENGINEERING —

MEDICINE 02

STRESS: 11

RESISTANCE: 2 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4 ▲, Knockdown, Size 1H, Non-lethal)
- Escalation Kar'takin (Melee, 5 ▲, Vicious 1, Size 2H)
- Blade (Melee, 5 ▲, Vicious 1, Size 1H)
- Plasma Rifle (Ranged, 6 ▲, Vicious 1, Size 2H, Accurate, Debilitating)

SPECIAL RULES:

- **Immune to Fear**
- **Immune to Pain**
- **Brute Force:** Jem'hadar add the Vicious 1 effect to their Unarmed Strike, and remove the Non-lethal Quality.
- **The Shroud:** A Jem'hadar may spend 2 threat as a Minor Action to become virtually invisible, increasing the Difficulty of all Tasks to observe, locate, or target the Jem'hadar by three. This effect ends when the Jem'hadar make an attack, or takes a Minor Action to end the effect. The Jem'Hadar loses this ability when deprived of ketracel-white.
- **Victory is Life:** Whenever a Jem'Hadar First or one of its subordinates inflicts an Injury or achieves an objective, add 1 to Threat.

FIRST OMET'IKLAN [MAJOR NPC]

Omet'iklan was First of a unit of Jem'Hadar who were tasked with hunting down a rogue band of traitor Jem'Hadar who had hoped to use an Iconian gateway to lead a rebellion against the Dominion. Although distrustful of the Federation, he fought alongside them until they had defeated the rogues and destroyed the gateway. After killing the Vorta in charge of his unit, Omet'iklan swore that he would hunt down any remaining rogues on the planet until he died a glorious death. Rumors of a Jem'Hadar matching Omet'iklan's description have been circulating across the Gamma Quadrant, but how the Jem'Hadar managed to escape the planet or survive Jem'Hadar pursuit squads is unclear. What is known is that he is a cunning and skilled tactician who is willing to fight to the death even if all he has left are his two hands and his Kar'takin.

TRAIT: Jem'Hadar

VALUES:

- We Are Now Dead; We Go Into Battle To Reclaim Our Lives
- Loyalty to the Founders, Now and Always
- All Traitors Must Be Accounted For

ATTRIBUTES

CONTROL 10 FITNESS 12 PRESENCE 09

DARING 11 INSIGHT 09 REASON 08

DISCIPLINES

COMMAND 04 SECURITY 02 SCIENCE —

CONN 03 ENGINEERING 02 MEDICINE 02

FOCUSES: Endurance, Hand to Hand Combat, Interrogation, Leadership, Ranged Weapons, Small Craft Piloting

STRESS: 15

RESISTANCE: 2 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4 ▲, Knockdown, Size 1H, Non-lethal)
- Escalation Kar'takin (Melee, 5 ▲, Vicious 1, Size 2H)
- Blade (Melee, 5 ▲, Vicious 1, Size 1H)
- Plasma Rifle (Ranged, 7 ▲, Vicious 1, Size 2H, Accurate, Debilitating)

SPECIAL RULES:

- **Immune to Fear**
- **Immune to Pain**
- **The Shroud:** A Jem'hadar may spend 2 threat as a Minor Action to become virtually invisible, increasing the Difficulty of all Tasks to observe, locate, or target the Jem'hadar by

three. This effect ends when the Jem'hadar make an attack, or takes a Minor Action to end the effect. The Jem'Hadar loses this ability when deprived of ketracel-white.

- **Brute Force:** Jem'hadar add the Vicious 1 effect to their Unarmed Strike, and remove the Non-lethal Quality.
- **Victory is Life:** Whenever a Jem'Hadar First or one of its subordinates inflicts an Injury or achieves an objective, add 1 to Threat.
- **For That, They Will Die:** Omet'iklan may add the Vicious 1 effect to their Blade or Plasma Rifle attacks.

VORTA SCIENTIST [NOTABLE NPC]

Where the Draai are the clone masters of the Dominion, the Vorta have been elevated to be the overseers of almost all technological development for the Dominion. Well equipped with the resources and technical knowledge of the Dominion and all races conquered by them, the Vorta are responsible for maintaining much of the Dominion's fleet from the engineering on their warships to developing replicators and environmental stabilizers. A Vorta Scientist possesses the same bodyguards a Vorta leader does but for an entirely different purpose: should the scientist be in danger of being captured, the Jem'Hadar will shoot them first before allowing them to self-destruct.

TRAIT: Vorta

ATTRIBUTES

CONTROL 09 FITNESS 08 PRESENCE 09

DARING 07 INSIGHT 10 REASON 11

DISCIPLINES

COMMAND 02 SECURITY 01 SCIENCE 03

CONN — ENGINEERING 01 MEDICINE 02

STRESS: 9

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2 ▲, Knockdown, Size 1H, Non-lethal)

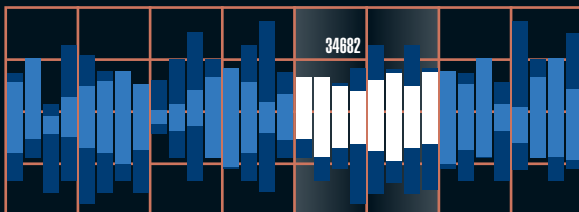
SPECIAL RULES:

- **In the Name of the Founders:** When using the Direct or Assist Task to command other servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.
- **Knowledge of a Thousand Species:** The Vorta Scientist may reroll one d20 when attempting an Engineering or Science action.
- **Termination Implant:** If a Vorta is captured, they may commit suicide by triggering a termination implant. This requires a Minor Action, and kills the Vorta immediately.

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VORTA DIPLOMAT [NOTABLE NPC]

The Dominion has thrived not just by use of the sword, but knowing when to rattle their sabers to get things done. The Vorta are despised by most races that encounter them yet they are always welcome where they go due to their charming personalities and ability to effectively read the emotions of those they are talking with. While the Jem'Hadar are extremely effective soldiers capable of crushing civilizations beneath their boots, the Vorta cripple them from within and then convince the conquered species they are better off serving at the whim of the Founders.

TRAIT: Vorta

VALUES:

- I Live To Serve The Founders
- The Dominion Philosophy Is Superior

ATTRIBUTES

CONTROL 10	FITNESS 07	PRESENCE 10
DARING 08	INSIGHT 09	REASON 10

DISCIPLINES

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

FOCUSES: Diplomacy, Intimidation, Negotiation

STRESS: 9 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3 ▲, Knockdown, Size 1H, Non-lethal)

SPECIAL RULES:

- **In the Name of the Founders:** When using the Direct or Assist Task to command other servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.
- **Voice of the Founders:** The Vorta Diplomat may reroll one d20 when attempting an Command or Conn action.
- **Termination Implant:** If a Vorta is captured, they may commit suicide by triggering a termination implant. This requires a Minor Action, and kills the Vorta immediately.

WEI'YEIR, VORTA STRATEGIST [MAJOR NPC]

The Vorta Strategist is responsible for observing other species and learning their weaknesses. This means that from time to time they must go undercover with those species who are unfamiliar with the Dominion and their ways. The Strategist does their best to spread misinformation about the Dominion and to emphasize their more frightening aspects in order to destabilize the civilization before the Dominion can begin their invasion in earnest. In order to aid in their survival, the Strategist is gifted with telekinetic powers to help them survive. Not every Vorta clone survives integration with these psychic powers and it is rumored they do not last long, but while they live they are fearsome opponents.

TRAITS: Vorta

VALUES:

- Learn All We Can Until The Fighting Begins
- Fear Is As Effective As A Warship

ATTRIBUTES

CONTROL 09	FITNESS 11	PRESENCE 11
DARING 08	INSIGHT 10	REASON 10

DISCIPLINES

COMMAND 04	SECURITY 03	SCIENCE 03
CONN 02	ENGINEERING 03	MEDICINE 01

FOCUSES: Diplomacy, Infiltration, Intimidation, Negotiation, Politics, Propaganda

STRESS: 14 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4 ▲, Knockdown, Size 1H, Non-lethal)
- Telekinetic Push (Ranged, 5 ▲, Knockdown, Lethal)

SPECIAL RULES:

- **In the Name of the Founders:** When using the Direct or Assist Task to command other servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.
- **Telekinetic Mastery:** The Vorta Strategist may reroll one d20 when attempting to manipulate an object or person with telekinesis.
- **Fear Through Facts and Falsehoods:** The Vorta Strategist gains an additional d20 when attempting to use Presence.
- **Termination Implant:** If a Vorta is captured, they may commit suicide by triggering a termination implant. This requires a Minor Action, and kills the Vorta immediately.

CLONEMASTER [NOTABLE NPC]

The Draai are responsible for maintaining the Dominion's cloning laboratories alongside the Vorta. Their technological superiority in the field of cloning allows them to custom tailor the Vorta to the Dominion's specifications, and they are also responsible for maintaining these hidden laboratories in order to make sure the Dominion has a steady stream of Jem'Hadar and Vorta for their war with the Alpha Quadrant.

TRAITS: Draai

ATTRIBUTES

CONTROL 09

FITNESS 08

PRESENCE 09

DARING 09

INSIGHT 09

REASON 10

DISCIPLINES

COMMAND 01

SECURITY 01

SCIENCE 03

CONN —

ENGINEERING 02

MEDICINE 02

FOCUSES: Biology, Cloning Technologies

STRESS: 9

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲, Knockdown, Size 1H, Non-lethal)
- Blade (Melee, 5▲, Vicious 1, Size 1H)
- Hunting Rifle (Ranged, 6▲, Vicious 1, Size 2H, Accurate, Debilitating)

SPECIAL RULES:

- **Superior Transporters:** A Clonemaster may spend 2 points of Threat to break through any effect that blocks Transporters.
- **Biological Duplication:** A Clonemaster may reroll all dice in their pool when using Science or Medicine.

HUNTER LEADER [NOTABLE NPC]

Though the Dominion War has limited their ability to engage in the sacrosanct duties of the Hunt, the Draai still manage to find time to pursue Tosk that "escape" from Dominion cloning facilities in Cardassian territory. The Vorta have little choice but to allow the Hunters the ability to pursue these Tosk for fear that they will end up in Federation hands and reveal some secret to Dominion cloning technology. There are very few Draai ships in the Alpha Quadrant currently but the Hunters view escaping detection by the Federation and their allies as an exotic thrill that the Hunt has been missing for some time.



TRAITS: Draï

VALUES:

- The Hunt Is Everything
- We Shall Succeed At All Costs

ATTRIBUTES

CONTROL	07	FITNESS	11	PRESENCE	10
DARING	09	INSIGHT	08	REASON	09

DISCIPLINES

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

FOCUSES: Energy Weapons, Melee Combat, Tracking

STRESS: 14

RESISTANCE: 2

ATTACKS:

- Unarmed Strike (Melee, 4 ▲, Knockdown, Size 1H, Non-lethal)
- Blade (Melee, 5 ▲, Vicious 1, Size 1H)
- Hunting Rifle (Ranged, 6 ▲, Vicious 1, Size 2H, Accurate, Debilitating)

SPECIAL RULES:

- **Sophisticated Scanners:** A Hunter may spend 1 point of Threat to see through any effect that camouflages or shields an object or individual from being detected visually as long as they are within eyesight.
- **Superior Transporters:** A Hunter may spend 2 points of Threat to break through any effect that blocks Transporters.
- **A Hunter's Senses:** A Hunter may reroll all dice in their pool relating to tracking an opponent.

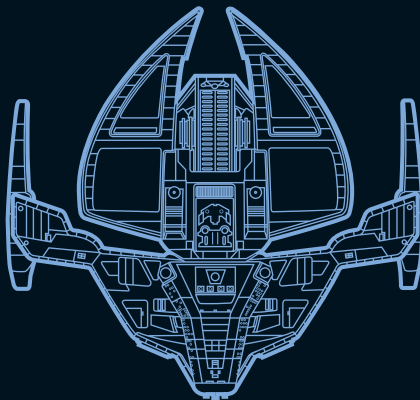
TARGET ESCAPE VESSEL DETECTED

JEM'HADAR FIGHTER

298356-32857
34276239-238962
359862-0020
128-3844

17-2880

21-5540



414-3829

KELL, DOMINION ASSASSIN [MAJOR NPC]

The Dominion is not above using any means at their disposal to win this war, and they are not above seeing their enemies as beasts to be slaughtered if that means they can use every resource at their disposal. The Draï normally consider their hunt to be deeply spiritual but there are the occasional Draï who are content to “step down” from hunting Tosk and begin hunting other species for sport.

TRAITS: Draï

VALUES:

- Cold-Blooded Killer
- They Are Insignificant In The Eyes Of The Dominion

ATTRIBUTES

CONTROL	10	FITNESS	12	PRESENCE	08
DARING	10	INSIGHT	09	REASON	10

DISCIPLINES

COMMAND	03	SECURITY	04	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	01

FOCUSES: Espionage, Infiltration, Sabotage, Security Systems, Stealth, Tracking

STRESS: 16

RESISTANCE: 2

ATTACKS:

- Unarmed Strike (Melee, 5 ▲, Knockdown, Size 1H, Non-lethal)
- Blade (Melee, 5 ▲, Vicious 1, Size 1H)
- Hunting Rifle (Ranged, 6 ▲, Vicious 1, Size 2H, Accurate, Debilitating)
- Interphasic Ammunition: (Ranged, 4 ▲, Vicious 2, Size 2H, Accurate, Debilitating)

SPECIAL RULES:

- **Sophisticated Scanners:** An Assassin may spend 1 point of Threat to see through any effect that camouflages or shields an object or individual from being detected visually as long as they are within eyesight.
- **Superior Transporters:** An Assassin may spend 2 points of Threat to break through any effect that blocks Transporters.
- **From The Shadows:** An Assassin may roll an additional die when attempting to avoid detection
- **Aim Small, Miss Small:** The Assassin may spend a turn aiming at their target. Their next attack may ignore all cover their target may possess.

ENCOUNTERS AND ADVERSARIES

THE FRONT LINE

"LOOK, KID, I DON'T KNOW WHAT'S GOING TO HAPPEN TO YOU OUT THERE. ALL I CAN TELL YOU IS THAT...
YOU'VE GOT TO PLAY THE CARDS LIFE DEALS YOU. SOMETIMES YOU WIN, SOMETIMES YOU LOSE. BUT AT LEAST YOU'RE IN THE GAME."

— VIC FONTAINE

THE DOMINION WAR

A conflict between two sections of the Galaxy. A war fought on thousands of planets between billions of combatants. A fundamental shift of power in the Galaxy as two of the greatest powers of their age go to war with each other. It is a conflict with surprising alliances, devastating betrayals, and one born of not only a desire to prove the superiority of one philosophy over the other but to see who will lay claim to the fate of the Galaxy.

The Dominion War is perhaps the most devastating conflict fought in the 24th century, with the devastation and chaos brought by it eclipsing any war fought between powers in the Alpha and Beta Quadrants. Even the Federation-Klingon wars did not leave so much devastation in their wake, and at its peak the war saw the betrayal of the Alpha Quadrant by the Cardassians, an attack on Federation Headquarters on Earth, and the occupation of several key Federation member planets such as Betazed. The quadrant saw hundreds of thousands of vessels engage in combat across the Galaxy, and it is not uncommon to find burnt wrecks of vessels drifting across solar systems as the victors scramble to pull surviving members of their alliance from the wreckage.

The war is more than just soldiers fighting on distant battlefields. From just before the war begins to its current state with the entry of the Breen into the conflict, the Dominion War affected the growth and development of three quadrants of the Galaxy well before the fighting actually started. From covert maneuvers of exploration across Dominion borders to the destruction of all outposts on the Gamma side of the wormhole, the war changed how the Federation began to operate. From the creation of new classes of battleship to the use of covert operatives to engage in operations both against the Dominion and the Romulans, the war will have much more lasting repercussions than the millions dead. The winners of the conflict will have to

struggle through so much damage inflicted upon the core of their societies, and the losers will see a fundamental shift to everything they know.

PLAYING DURING THE DOMINION WAR

The Dominion War is one of the most intriguing periods for a story to be played as it is one of brutal conflict and where several empires are engaged in a brutal war to the death. It offers a lot of opportunities for characters of all kinds to find a role in how to shape the conflict. A diplomatic character may find themselves struggling to keep their allies happy while seeking a way to bring new ones into the fold, while an engineer may struggle to counter the latest Dominion bio weapon while working overtime to repair the intensive damage their ship has suffered. Commanders will have to make bold decisions that could determine life or death for their friends and crew, while tactical officers will find no end of targets for their weapons.

Even unaligned characters will be drawn into the conflict. Characters with no ties to either side will find Dominion patrols halting their vessels and demanding to board. Trading will become more difficult as the Federation commandeers vessels to help in refugee efforts, and boisterous Klingon warriors will roam the promenade seeking a fight with anyone who crosses their path so they can hope to forget the egregious defeat the Jem'Hadar inflicted upon them. The Dominion may attempt to capture the characters or possibly seek to use them, and those with loyalties to the Orion Syndicate will find themselves torn between helping the Dominion and helping to preserve their power in the Alpha Quadrant.

If there is something to keep in mind while running a story during the Dominion War it is that the war is more brutal than any other conflict that the Federation has faced. It is an opportunity for glorious heroics and tragic defeats. The war can see the Cardassians driven out of a sector for the



remainder of a war or see Deep Space 9 constantly on the defensive against Dominion attacks. There is no single key to victory and even if a lasting victory is achieved, no one knows when the next conflict will start up again.

As brutal as the war is, it should not be used as an opportunity to continually inflict devastating punishment upon the Players. A game where characters are constantly defeated or where Players continually retreat before the Dominion will not be fun for very long. While no game session should be easy, it is easy to forget that the game is meant to provide fun for the Players and the Dominion War has the chance of being unintentionally cruel. There should always be a gleam of hope at the end of each session and the characters should see a light at the end of the tunnel or they may become disenchanted and lose interest in the game.

GAME TYPES DURING THE DOMINION WAR

When some think about the Dominion War, they think of fleets of starships fighting in space. They think of gallant Federation officers facing off against Jem'Hadar on remote planets, and they think of the space around Deep Space

9 surrounded by Cardassian and Dominion vessels as it valiantly stands to keep the Alpha Quadrant free. These styles of game are perfectly fine examples of what to run for your Players. Players more interested in running their ship and engaging in combat will find plenty of opportunities for them to test their mettle against Breen pilots and Jem'Hadar attack ships. The Dominion War offers much more than just space combat and can offer something new to every gaming group.

THE STELLAR CAMPAIGN

The Dominion War offers opportunities for ships to be flown across the Alpha Quadrant. A routine patrol ship may now find itself on the Cardassian border, while a science vessel may be retasked to try to solve an outbreak of a biogenic weapon on a Cardassian moon. Players may see their characters thrown to the forefront of a military campaign where they must follow orders and attempt to defeat the Dominion at all costs.

In this style of story, the characters will be forced to work within Starfleet's military structure over the course of the adventure. The characters will be present at briefings and

debriefings where they will have to talk with higher ranking NPCs and receive orders on how to proceed. While it may seem like they may not have very much control over the story, Players will get the opportunity to come up with their own solutions to the mission as well as come up with ways to discuss strategy and tactics with Starfleet officers. Although they may be of lower rank, their input into a strategy can mean the difference between life and death and they will be the ones figuring out how to follow through with their orders as best they can.

The Stellar Campaign model is more than just playing out a war game across the stars. The Dominion is vast, seemingly overwhelming threat to struggle against, but the Dominion can be at the forefront of your campaign or the dreaded menace looming in the background. A Betazoid character may find themselves mourning over the conquest of their homeworld while trading phaser fire with Breen soldiers, or a Talaxian may receive letters from home informing them of how their third wife's second husband was killed on the Cardassian front. The conflict inflicts a heavy toll upon those involved in it, although Players may receive good news along with the bad. They may learn that their best friend's vessel was recovered by the Klingons and that they are alive, or that the 9th Fleet held the line at Segustus Minor. Although the war is grim, there is always hope for victory.

STORIES IN A STELLAR CAMPAIGN

- The trade routes between Vulcan and Andoria have been cut, but the attackers are described as being mercenary ships equipped with cloaking devices. Rumors have spread across the Federation that these ships may be former members of the House of Duras, but the Klingons deny having any involvement in these raids. Tracking down where these ships are coming from and finding their hidden base are paramount in restoring the sorely needed supply lines.
- The Dormakeen, a race of warriors who have been distant members of the Federation until now, send a request for aid to the Federation when their world has been invaded by the Dominion. The Dormakeen possess a culture very much dedicated to war but they find their soldiers afflicted with a sudden lethargy that prevents them from fighting. The characters will need to find a way to mount a successful defense of their homeworld while Starfleet Medical will struggle to find a cure for this sickness.
- The Cardassians have managed to make landfall on the Moons of Pythia, but the crew discover that they have sent in the 99th Order, which is comprised of penal troops and those forced to fight through special rigs attached to their bodies. The 99th Order will fight viciously but occasionally their soldiers will beg for mercy before being shocked to death by these rigs. The

characters will have to decide on whether they will keep fighting until the 99th are wiped out or if they can find a way to free these slave troops.

INTRIGUE AND CONSPIRACIES

War is not just fought with weapons. It is fought economically, it is fought politically, and almost as important as the rest it is often fought covertly and in the shadows. The Federation was forced to rely upon its own secret intelligence taskforce, Section 31, while the best of Federation Intelligence, the remains of the Tal Shiar, and other intelligence agencies did their best to gain information on the Dominion and stop the spread of Changeling infiltrators across the quadrant. The Federation was also forced to infiltrate the Orion Syndicate to try to stop Dominion plots to assassinate their allies while trying to support Cardassian resistance movements against the Dominion. Although the stars may glitter with exchanges of phaser fire and photon torpedoes detonating on the hulls of ships, the shadows occasionally light up with agents assassinating their targets with disruptors while stealing encrypted data pads from their bodies.

From before the war begins to the heaviest fighting of the conflict, espionage lays the groundwork for the battles to come. The Federation gave their best assets and the authorized use of a cloaking device to Captain Sisko so he could explore the Gamma Quadrant and gain information on the Dominion. Captain Sisko and Odo worked with the Federation to try to develop countermeasures for Changeling infiltrators. Chief O'Brien was tasked with infiltrating the Orion Syndicate while Doctor Bashir was given orders from Section 31 to spy on a Romulan conference. The list goes on, as the importance of spying on their enemy and rooting out double agents grows in importance throughout the war.

Campaigns that center around spying will also involve the Players being forced to make dubious moral choices at times. Although some sessions will involve their characters stopping a Changeling infiltrator from poisoning the water supply of a colony, others may involve making harder choices in order to win the war. The characters may learn how to decrypt the latest Obsidian Order security protocol but if they reveal they know that a fleet of warships is on its way to wipe out a colony, then the Obsidian Order will change the protocol and they will be back to square one. A Federation agent may be forced to free a Gorn prisoner from a Klingon prison despite the fact he's a known criminal across the Empire if it means that they can get the information that the Gorn has on a secret ketracel-white facility.

A DISGUSTINGLY RUTHLESS BUT NECESSARY MAN

We met with the client today. He claimed he could supply us with the phaser weaponry and parts for our older *Miranda* and *Excelsior* class vessels for a decent price. I hate dealing with this man, who I will never understand why we were unable to bring him in before. He's a human, so you would imagine he would want to help the Federation win the war? No! He was more interested in insuring our credit

transfer would go through then in helping his people fight the Dominion. I know about the incident with Palamar and on DS9 a few years back, but part of me wonders if we would be better off or worse off if his ship was destroyed by Jem'Hadar raiders. Don't worry, I won't sanction him, because we are getting what we need. Vermin like him always manage to survive because they make themselves indispensable. Hopefully after the war we can take him down once his usefulness has worn off.

— Lt. Zardo Enrin, Federation Intelligence

STORIES OF INTRIGUE AND ESPIONAGE

- The characters are waiting on a remote outpost for the arrival of a Cardassian dissident hoping to defect. The dissident arrives, followed by a second, and a third dissident, all of whom have no idea who each other are and all do not possess any real proof to their identity. The crew must discover whom these Cardassians are and if any of them are members of the Obsidian Order hoping to infiltrate the Federation.
- The characters are attached to a traveling circus which flies around the quadrant as a cover for trying to get behind enemy lines. While in the circus they notice a small boy who seems to possess the abilities of a Changeling but does not know who he is. The characters must find a way to contact Starfleet Command and extricate themselves and the boy before his true identity is discovered.
- A joint Federation-Klingon intelligence briefing reveals that spies within the Miradorn Assembly are aware of a Dominion plot to turn the Miradorn completely over to the side of the Dominion. The characters are tasked with their Klingon counterparts to infiltrate Miradorn society and put an end to the plot, but the Klingons resent the Federation agents' methods and seem overly antagonistic from the beginning.

CENTER OF GALACTIC POLITICS

Politics always tends to get mixed up with everything. Even in a conflict with the Dominion, an empire so vast and tyrannical that most societies would find it to be a moral imperative to resist them, politics always comes to the forefront during war. Whether it's in determining if a civilization like the Tholians should get involved in the conflict or deciding which Cardassian worlds should be ceded to the Klingons for their involvement, politics tends to muddy everything and make simple things overly complicated.

Characters involved in a diplomatic campaign will have the most opportunities for traveling and avoiding conflict. While interstellar travel during the Dominion War is by no means safe, they are more likely to encounter a squadron of Jem'Hadar Attack Ships than they are to encounter an entire battalion of Cardassian warships. The Players will have the opportunity to see their characters visit worlds such as Qo'noS or Vulcan and get to deal with the major NPCs of the Dominion War. They may even get to travel to Deep Space Nine, which is at the front lines of the entire conflict, and get to see the Wormhole for themselves while trying to keep the peace between the Federation, the Klingons, and the Romulans.

War can be especially frustrating for those who are forced to sit on the sidelines watching politicians argue while their friends and comrades are off dying on the front lines. A flagship may see itself far removed from the conflict and involved in trying to bring new species into the Federation. Decorated officers may find themselves at a conference on Risa trying to keep the Klingon delegation from walking out on talks when their requests are not honored. Starships possessing vast phaser banks and quantum torpedo launchers may be placed on garrison duty on Earth while they learn about the near destruction of the 7th Fleet.

But it is in these campaigns that the possibility for conflict may come from unexpected angles. Politicians seeking to find out why dilithium shipments are delayed may learn of Breen raiders preying upon shipping lanes. The characters may find themselves on a delegation to the Gorn homeworld to try to bring that race into the Alpha Quadrant alliance and then become involved in the hegemony's intensive infighting. Even simple garrison duty might become challenging when infighting amongst Starfleet may see admirals jockeying for position among each other to get their battle strategies accepted and the characters may have to choose which admiral to fall in line behind or risk becoming alienated politically.

STORIES OF GALACTIC POLITICS

- There is a sudden energy shortage afflicting Earth and several other planets across the Federation. The small parts necessary to maintaining fusion reactors have suddenly become sparse as the factories capable of producing these parts have run out of the special ores needed for their construction. The miners on worlds that produce these elements have joined together in protest to the brutal work conditions they are working under and demand that their demands be heard by Federation representatives or they will refuse to let anyone into the mines.
- The Grand Nagus appears before the Federation Council and demands that his list of debts owed to the Ferengi Alliance by the Federation be paid in full within a month or they will cut off all trading with the Federation. The reasons for these demands are unclear, but rumor has it that the Romulans are encouraging the Ferengi to do this at their request in order to gain an edge over the Federation while they are tied up with the Dominion.
- On Khitomer, a delegation of Dominion representatives has arrived to begin peace talks. The Federation is doing their best to negotiate with the Changeling representative in charge but finds them aloof and hard to work with. As the characters do their best to keep involved with the conference, there is an explosion from the council chamber and it is revealed that the Changeling has been killed by a specialized ionic explosive. The characters must do their best to keep the situation under control before a Dominion fleet is sent to scour the planet out of vengeance.

DESPERATION UNTIL VICTORY

This story is one that is more brutal than the average *Star Trek* campaign, but one that has its place during the Dominion War. This is the type of story where the Players will be constantly on edge, and where they will have to make hard decisions in order to survive. In this kind of story, the characters find themselves on a world that has been occupied or otherwise surrounded by the Dominion. They may find themselves trapped on an outpost that has been afflicted with a Dominion bioweapon that prevents them from leaving.

These stories are the epitome of “the night gets darkest before the dawn.” The characters may be on the verge of losing their lives and the Federation may struggle with losing the war, but these stories are about how the characters can hold on until they are able to overcome the challenge at hand. The characters will seem constantly outmanned and outgunned, but how they manage to hold on is the real portion of the story. It is about triumphing against the odds rather than relishing in an all too easy victory.

What makes stories centered on desperation is that it encourages the Players to get creative with how to solve it. It encourages the group to pull together and figure out new solutions to the problems they face. And when the Players manage to succeed against all odds, they are rewarded for their hard work by seeing how their characters not only survive but how they manage to achieve a major victory against the Dominion.

Desperation does not just have to involve the Federation as well. A freighter full of medical supplies needed by a distant colony may find themselves sabotaged and forced to deal with the threat of a Changeling on board. The crew will then have to work hard to find a way to counter this threat using only what they have. Although the threat of the Dominion is always in the background during the Dominion War, the characters now must face the very real threat in front of them and struggle to survive against a foe who can turn into anything they want.

STORIES OF DESPERATION UNTIL VICTORY

- The characters lose their ship when it is rammed by the Jem'Hadar. Forced to abandon their vessel, they wind up on a remote planet where food is scarce and the climate is brutally cold. In addition to their struggles, they have to find spare parts to fix their distress beacon, but there are Jem'Hadar roaming the woods searching for them. Their problems are only compounded when at night, a roar can be heard across the countryside, and the sounds of something massive roaming in the woods keep them continually on their guard.
- The people of Ocalla III overthrow their Federation representatives and declare themselves for Cardassia and the Dominion. Unable to beam off planet due to a jamming field in the atmosphere, the characters must find a way to escape from the authorities while finding a way to get off planet. As they work with the Ocallian resistance, they discover that there may be a full infiltration of the Ocalla government by the Dominion and must now work to free the people of Ocalla from the Dominion.
- The Players' ship is trapped far behind enemy lines with only a handful of other ships. Their weapons are running low, their hulls are damaged, and they only have enough dilithium to make a few more trips to warp before their warp cores are depleted. They can try to abandon their comrades and make their way back to Federation territory, but that would surely mean the death of their fellow Starfleet officers. With Dominion ships combing the sector for them, they must discover a way to make it back home together while holding on against brutal attacks by the Jem'Hadar who seem content with destroying their ships rather than taking prisoners.

THE GLORY OF THE DOMINION'S FLEETS

The Dominion's fleets possess numerous advantages over their opponents, and some cannot easily be countered. While it is plain to see how their size and firepower are to their advantage, the Dominion's forces possess more than just numerical superiority. They rely upon numerous key factors which they very capably exploit in order to defeat their opponents. Although the forces of the Alpha Quadrant have managed to force a stalemate with the Dominion, it will be overcoming the Dominion's many strengths that will lead them to victory and break the endless carnage that both sides are trapped in.

LOYALTY TO THE FOUNDERS

The Dominion is nearly completely loyal to itself. Although the Vorta will occasionally compete with each other for the Founders' affection and the races who have been absorbed into it will chafe under their rule, the Dominion has a clear hierarchy that answers to the Founders without question. The Founders function almost as literal gods to the Vorta, and any request will become the sole focus and obsession of the Vorta tasked with carrying it out. Combine this with the loyalty of the Jem'Hadar and the Dominion does not have to deal with the political intrigue of the Klingon houses or the constant debating that goes on with the Federation Council. This clarity of thought and intention makes them a bold threat on the battlefield.

CARDASSIAN KNOWLEDGE

The first civilization in the Alpha Quadrant to be welcomed into the Dominion, the Cardassians were a shattered people whose devastating war with the Klingons had come after years of political infighting that saw their government collapse multiple times. Once a feared power across the quadrant, the Cardassians had struggled to regain supremacy and were forced to turn to the Federation for aid on multiple occasions. Now the Cardassians are combining their vast intelligence resources with their familiarity with the Alpha Quadrant to the Dominion's advantage. Though the Cardassians are arrogant and sometimes blinded by hubris, this has become an advantage for them as they now believe they cannot fail and they will win the war. The introduction of the Breen has sent shockwaves through the Cardassian leadership but they remain as dedicated as ever to proving they are the superior species of the Alpha Quadrant.

DETACHED CRUELTY

The Dominion lauds itself across the Gamma Quadrant as a combination of multiple races under the guiding rule of the Founders and in many ways, it has improved the lives of those that get absorbed into it. Their technology is ahead of the Alpha Quadrant in some areas and the Dominion supplies those absorbed into it with protection against all threats. But the Dominion is not what would be considered

a kind leader, as they are more than willing to sacrifice its members to achieve its goals. The Jem'Hadar are bred with an innate feeling of self-sacrifice and even the Vorta know that their lives are meaningless compared to the Founders' orders. The Cardassians are starting to feel the sting of this philosophy, with entire planets abandoned as part of the ever changing Dominion war stratagem and Guls finding themselves left to fend for themselves when their Dominion counterparts are withdrawn unceremoniously in order to be stationed elsewhere.

THE JEM'HADAR

Brutal, efficient, and with rare exception completely loyal. The Jem'Hadar have been the perfect soldiers of conquest for the Dominion for centuries, and their very name has spread fear across two quadrants. The Jem'Hadar are so ferocious that the Federation ran intensive drills on their starships to discover a means to counter their threat. With their natural ability to "shroud" themselves and become nearly invisible, they are an even greater threat on the battlefield as they can use this chameleon like effect to get close to their targets in order to strike. Their devotion to the Founders is unquestioned, and although their units sometimes chafe under the Vorta, their loyalty is doubly insured thanks to genetic conditioning and the use of ketracel-white to keep them alive.

THEIR HIDDEN WEAKNESSES

The Dominion fleet does possess a few problems that the Alpha Quadrant Alliance has managed to use to their advantage. Although the Dominion has proven repeatedly that they are not a threat to be underestimated, they have a few flaws that have made the Dominion War last far longer than they had believed it would.

HUBRIS

The Dominion has not known a major defeat since the dawn of its existence, or so the Vorta tell its citizenry. The Dominion has been an unstoppable juggernaut whose supremacy is unchallenged in their home quadrant. That is why when they planned on how to take the Alpha Quadrant, they laid out their plans carefully but at their heart, they never believed they could fail. The Founders had spent the better part of five years destabilizing the Alpha Quadrant and turning its major powers against each other. When the war began, they had hoped that the recent war between the Klingons and the Federation had sufficiently weakened both sides and would have prevented them from becoming allies once again. Now the Dominion is caught between offensive and defensive mindsets, and while they have always excelled with being on the attack they have never been capable of mounting a strong defense. The typical Dominion defensive strategy is to lure the opponent in and then destroy them utterly with waves of attack and battle



ships. Now the Dominion must build defenses and shore up weak spots along their massive border while finding places to attack their opponents.

CARDASSIAN UNPREDICTABILITY

The Cardassians have been useful allies since the beginning of the conflict but now are proving to be unpredictable in their usefulness. The former Legate of the Cardassian Union, Gul Dukat, was more prone to proving the glory of the Cardassian Union than devoting his forces completely to Dominion battle plans. His return and subsequent closure of the Wormhole through use of the alien Pah Wraiths has alienated him from the Dominion's leadership, and his successors have proven equally disappointing. Gul Damar is a competent administrator but is an alcoholic prone to indulgences that make him less likely to devote the sum of his knowledge to planning sessions and his contempt for the Vorta has locked him in a constant power struggle with the clones of the Vorta, Weyoun.

THE ROMULAN INVOLVEMENT

The Romulans were predicted to never join the Alpha Quadrant Alliance and even if they did not for another two years, and in that time the Dominion had hoped to weaken

the Federation and the Klingon Empire so considerably that the Romulan involvement would be negligible at best. The Romulan Empire would have been allowed to continue to exist as a quiet neighbor while Changeling infiltrators destabilized it for almost ten years before the Dominion would invade. Now the Romulans have not only joined the conflict but in the process widened the Dominion frontier, requiring an even larger fleet to garrison its borders. Although the Romulan Star Navy has been crippled in recent years thanks to the machinations of the Dominion and the infighting prevalent among its ranks, it still remains a potent opponent that has bolstered the Federation and the Klingons' resolve.

THE KETRACEL-WHITE PROBLEM

The Jem'Hadar are the most devastating troops at the command of the Founders. Deadlier than the Cardassian commandos, and more resilient and better trained than any of the client races that make up part of the Dominion, the Jem'Hadar are perhaps the most deadly fighting force in the Galaxy next to the Borg. Their ability to go toe-to-

toe with even the best trained Klingon warriors has spread fear across the Alpha Quadrant, but when it comes to maintaining this fighting force, the Dominion is encountering no ends of problems. The Dominion was planning on constant resupplying of their forces through the Wormhole since the beginning of the conflict. They had stockpiled massive supplies of ketracel-white in hidden strongholds across Cardassian space but they have gone through the majority of these supplies. They had developed numerous labs and factories to attempt to manufacture more of the drug but the key enzymes needed to create it are only found natively in the Gamma Quadrant and all attempts to convert

existing enzymes in the Alpha Quadrant have either failed or been foiled by Starfleet. With their existing supplies running out, the Dominion is forced to engage in riskier tactics not just with the hope of achieving victory sooner but also to thin out their ranks of Jem'Hadar before their entire army starves to death.

DOMINION ENCOUNTERS

Encountering the Dominion is a very real threat during this era as the Dominion has seemingly stretched itself across the whole of the quadrant. Merchant ships have to fly very carefully along trade routes for fear that Jem'Hadar raiders will appear and outposts have to drill constantly on what to do if Cardassian commandos or Jem'Hadar warriors invade their base. It is a frightening time, but the Federation and its allies have answered the call to battle with as much ferocity and determination as they have for other threats.

When the Dominion are encountered, they will always have a clear leader whose answers are expected to be answered unconditionally even though the Jem'Hadar are often free to make their own interpretations on how to do it. Typically the Jem'Hadar will answer to their First, who in turn answers to the Vorta in charge. Occasionally the Vorta will answer to a higher stationed Vorta, and at the top of this structure are the Founders whose commandments are expected to be followed obediently and swiftly or else the Founders may decide to liquidate the entire command structure and start over with others. Cardassians and other allies are often merged with the command structure but while the Cardassians are given command over their own forces they are expected to answer to the Vorta and the Founders.

A typical encounter with the Dominion will feature a squad of around a dozen Jem'Hadar warriors often stationed aboard an Attack Ship. This squad will have a First, who determines the structure of his squad after being awarded with the title by their commanding Vorta. A Jem'Hadar squad trained enough to be able to accomplish almost any mission, with their lives considered forfeit should they fail. The Jem'Hadar will only turn on their Vorta should their leader turn on the Dominion or if in rare cases they decide to rebel.

Other planetary encounters may include the infiltration of a Dominion base or encountering a Dominion regiment on the battlefield. These encounters vary depending on the number of actual Dominion troops versus the Cardassians and their allies that are found there. The Cardassians deploy numerous client races as well as alliances with races such as the Son'a, who help protect Cardassian space in exchange for medical supplies and money. A Cardassian outpost far removed from the front may be manned entirely by Cardassians while a border installation will see at least five times as many Jem'Hadar as there are Cardassians.

RESPONSE TO GENERAL ORDER #626-1

CHIEF KATALINA DELUCTO, SHIPMASTER, UTOPIA SHIPYARDS

I would like to thank the Admiralty and the Federation Council for their numerous and urgent requests for us to expand production of the *Defiant*-class starship. It has been brought to my attention over the past few months through numerous communications, coded messages, and impromptu visits by senior staff that you would very much like it if we could produce more of these battleships for service in Starfleet. It is because of this that I am sending this memorandum to every officer who has requested that we build more *Defiant*-class starships.

The truth is, we are working to refit our shipyards to better accommodate the construction of these vessels. They are unique and geared completely towards combat which is not an endeavor that Starfleet has been interested in since the Romulan War. Each ship requires intensive hull plating to be installed, quantum torpedo tubes to be calibrated and armed, and not to mention an intensive security team to guard them while they are being constructed. Combine this with the fact that several Federation members have objected strongly to the construction of warships and you can see why there have been numerous delays.

To date we have constructed over two dozen of these vessels, with the most recent being the *Sao Paolo* and the *Valiant*. Until we can finish refitting our shipyards and find time between repairing and outfitting new vessels for Starfleet, I expect the production of these ships to rise no more than 30% over the next few months. That is if I can get the parts and manpower I have requested which as I was informed by Admiral Trimble, we will not. So we will make do with what we can and work on making as many of these ships as possible. I would like to inform you that each communique I get regarding the *Defiant*-class starship decreases our production value by 1%, so please try to keep yourselves from swamping my offices with repeated requests. I assure you, we are working as hard as possible. Thank you.

STANDARD DOMINION SUPPLY GARRISON

The Dominion tries to keep itself flexible, but when it comes to defending their garrisons they make sure to follow a simple command structure in order to give them the ability to adapt to new circumstances. Although the exact complement of a Dominion base will always be changing during the war, they do follow procedure whenever possible.

A Dominion supply garrison will often be as far away from the frontlines as possible due to the likelihood of Klingon raiders. These garrisons will often store the incredibly valuable ketracel-white, but more recently they are used to store polaron weapon arrays and spare parts for Dominion ships. These garrisons are heavily guarded, but due to the quick nature in which they were constructed they often have sizable gaps in their security that infiltrators can easily exploit.

The standard Dominion supply garrison will be led by a council of Vorta, of which one will have the honor of being allowed to speak to the Founders directly. A Founder themselves will almost never be at these bases, as the likelihood of the base coming under assault is too much of a risk for beings as valuable as they are. Instead, the Vorta given the responsibility of communicating with the Founder will be in charge, as they will be one of the few to hear the Founder's commands directly. They then delegate tasks out to their subordinate Vorta, who do the same to any Jem'Hadar, Cardassians, or Vorta beneath them. The Cardassians will be allowed their own commanders at their bases but any base with a sizable Dominion presence will simply seek to accommodate the wishes of the Cardassian commander but not necessary include them in every meeting.

The Vorta council will often meet in a single room deep inside of the complex, where the heavily fortified walls and shielding will keep them safe from assault. No less than two Jem'Hadar and potentially two Cardassian soldiers will be stationed in this room at any given time. The rest of the garrison will be protected by three squads of Cardassian soldiers and six squads of Jem'Hadar, with appropriate support staff for each. Usually the Jem'Hadar will only require their Vorta and perhaps a Draai advisor to help maintain their weaponry and fitness while at the base.

DISCOVERY OF THE UNKNOWN

For some Players, there will be a drive to want to get answers to questions that are not readily available when they encounter the Dominion. As they explore the Dominion and encounter forces from there, they will try to get answers to some of the greatest questions that the show has offered. Where are the Changelings originally from? What happened

to the rebel Jem'Hadar who fought against the Dominion? What are the Breen really like? These are all questions that some Players may attempt to answer during the course of an adventure but which are never discovered throughout the course of the show.

While it might seem like it is hard to answer these questions and much easier to shut them down, remember that it is also possible to answer a question with another question over the course of the session. A character may hack into an ancient Dominion satellite relay and discover that the Changelings may have had another homeworld at some point, but as they explore that world they may discover that it too was not their original destination. The rebel Jem'Hadar may have survived but are continually on the run and as equally distrustful of the Federation as they are of the Dominion and may not want to work alongside either faction. By keeping the mystery going you can encourage the Players to keep trying to explore and discover the universe around them without feeling the need to shut them down and give them a harsh, overly definitive answer of "No."

DOMINION STARSHIP ENCOUNTERS

The Dominion possess vast fleets of starships of which the majority are dedicated to one purpose: war. Since the Dominion have the Karemma to conduct negotiations for them, and other client races are willing to let the Dominion use their ships at their leisure, the Dominion has little need for its vessels to outfit themselves for any other purpose but war. The Jem'Hadar Attack Ship is mass produced to be the mainstay of their fleet and with their legions of cloned soldiers at the helm, the Dominion has spread like a tide across the Gamma Quadrant. When the Dominion needs to send in more advanced starships they send in their Battle Cruisers whose massive swooped wings are an unforgettable sight on the battlefield. Combine this with the thousands of Cardassian ships already at their disposal and the Dominion fleet is a threat even the Klingons have no choice but to slow down and consider how they can face it.

The Dominion fleet has been an unstoppable juggernaut for centuries and not just because of their size and firepower. While the Jem'Hadar are a formidable threat, the Founders are always careful about every engagement they enter into. Although spontaneous firefights are bound to happen, the Dominion will send its fleet into battle after every possible stratagem has been considered and laid out carefully. They will rely upon intelligence brought to them by Changeling infiltrators in their opponent's high command, and they will rely upon the ferocious reputation of their fleets to be spread across their opponents' territory by terrified crewmen who have barely escaped from earlier confrontations with their lives. Only then does the Dominion attack like a tidal wave across their opponent's borders.

Add to this the cunning and battle savvy of the Cardassian navy that has joined with the Dominion. Although the Cardassians were badly losing their war with the Klingons, they have not only recovered their numbers and territory lost to their enemies but they have regained their resolve and purpose for battle. The Cardassian navy is a formidable threat and combined with the uncompromising lethality that the Obsidian Order inflicts upon their opponents, the Cardassians are able to stand side by side with their Dominion counterparts as their quest to claim the Alpha Quadrant begins in earnest.

DOMINION TACTICS

The Dominion is focused on one thing when they go to war: winning at all costs. Though this strategy has become very costly in recent months, they will do anything to win even if it means sacrificing their own manpower to do so. They have proven on multiple occasions that they will do so without reservation, and entire battalions of Jem'Hadar have been left behind on worlds that the Dominion has retreated from in order to fight to the bitter end and die either by their opponent's weapons or by the slow, horrible death of ketracel-white withdrawal.

At the beginning of the war, the Dominion favored lightning fast raids to accomplish their missions. They would send in large squadrons of ships in attack formations and overwhelm the defenders with a sudden deluge of polaron blasts. Coming from the rear would be *Galor*-class, *Keldon*-class, and Dominion Battle Ships which would slowly but methodically destroy their targets with heavy salvos of torpedoes and phaser fire. This combined with Changeling infiltrators and Jem'Hadar assault forces would lead to them overwhelming fortified star systems within a couple hours.

Now the Dominion must be more conservative in their strategies. They are no longer allowed to deploy their fleets across a wide frontier and they may still resort to ramming actions with their Attack Ships but they can ill afford to lose anymore. They once had the Cardassians in only a supporting role but now the Cardassians have had to stretch their own forces thinly across their borders to deal with the Federation, the Klingon Empire, and the Romulans. The Dominion is still capable of winning great victories and numerous Alpha Quadrant alliance fleets have met their ends in Dominion space over the conflict, but now the Dominion is finding itself on uncertain ground as they struggle to adapt their strategies. For an empire that is used to having overwhelming numbers and nearly inexhaustible resources, they are forced to fight conservatively for the first time since their founding.

FLEET DEPLOYMENTS

The Dominion fleet is vast, and capable of fighting in almost every scenario. The Dominion possess thousands upon thousands of vessels, and the estimated strength of the entire Dominion fleet in the Gamma Quadrant alone is estimated at over 150,000 starships of various weight and armament. If the Wormhole could become more reliable for the Dominion to travel through then they would be able to deploy an armada so vast that they could flatten every starbase and planet from Bajor to Earth with very little being able to stop them. Their forces in the Alpha Quadrant are much smaller and forced to deploy the entirety of the Cardassian navy to fight at their side. This is one of the few factors in the Alpha Quadrant's favor during the conflict.

A Dominion deployment will vary depending on the need of the Dominion fleet. The Dominion is content to leave simpler missions under the command of the Jem'Hadar and their Vorta leaders. The Dominion will not waste precious resources on a simple patrol along the border, and will often deploy a standard patrol configuration as needed. More complex missions, such as deploying against a Klingon fleet or attempting to take a Romulan outpost, will often feature the involvement of hundreds of ships commanded by seasoned Jem'Hadar Firsts under the command of a higher ranking Vorta or even a Founder themselves.

When choosing what kind of deployment the Dominion is using for the session, remember that it is not always about presenting the Players with a major challenge if the story does not call for it. Not every story must feature a brutal fight to the death if it does not fit in with what is going on. Players trying to resolve a plague outbreak on Cestus III may not have time to face an entire Dominion Assault Force, and the occasional tussle with a Dominion patrol will give more combat-minded Players with something to do without forcing the entire session to be all about them.

Although the Dominion forces start to shrink over the course of the conflict, remember that there are always more Dominion ships to call upon and that if necessary, another Dominion patrol can appear on long range sensors. Players should also be given clear indicators on whether it is necessary to stay and fight more Dominion ships as they appear or whether it would be more prudent to run away and live to fight.

PATROL SQUADRON

A typical deployment encountered by Starfleet will be a Jem'Hadar patrol featuring on average three Jem'Hadar Attack Ships. This is the standard deployment for the Jem'Hadar, as the versatility of having three ships often allows them to take care of any threat they encounter. Occasionally these squadrons break up in order to patrol a wider area or due to losing vessels, but the three ship deployment is most commonly seen outside of major deployments.



RESEARCH SQUADRON

Though the Dominion is focused on winning the war, they have uncovered numerous scientific anomalies and research opportunities since entering the Alpha Quadrant. Realizing the necessity of scientific exploration and in particular, researching a means to contact the Gamma Quadrant, the typical Dominion research squadron will be made up of 3-6 Patrol Squadrons, a trio of Cardassian *Galor* class battleships, and one Dominion Battle Ship. The Research Squadron will fight to hold onto whatever it is that they are studying, but will destroy the anomaly and flee if they feel it is prudent and not worth their time and effort to stay.

PUNISHMENT DEPLOYMENT

Used frequently in the Gamma Quadrant, the Punishment Deployment is sent in when the Dominion needs to remind its members that they serve the Founders and that resistance will not be tolerated. Although variable in size depending on whom they are targeting, the average Punishment Deployment will be made up of 50 Jem'Hadar Attack Ships and 6 Battle Ships who will enter the system and destroy everything in their path until they can occupy the rebellious species' homeworld. The ships will then float in low orbit as they bombard major cities until the planet shows proper obedience again. The mere threat of a Punishment Deployment being sent in has caused most

DOMINION CREW PROFICIENCIES

The Jem'Hadar are given innate knowledge over much of the Dominion's weaponry and equipment, and the same applies to their ships. A Jem'Hadar is capable of flying a Dominion starship within a few weeks of maturation, and can be considered combat ready as soon as they reach the age of young adulthood. Thanks to the genetic engineering coded into them, they may not be the best pilots, but they are able to do their job competently. On the other hand, Vorta are highly specialized crew members who are better suited for commanding and repairing Dominion ships than serving as part of the crew. Teams of Vorta specialists are capable of refitting ships with new technology within a matter of days, while the Vorta commanding the ship is able to substitute themselves in when needed to help man the vessel. Vorta are not particularly adept at combat situations and prefer to let the Jem'Hadar First take over.

For the purposes of determining the crew's quality, assume that Jem'Hadar are always rated as Proficient while Vorta are always rated as Exceptional.

species in the Gamma Quadrant to adjust their attitudes accordingly if only to save their people.

SIEGE DIVISION

The Dominion's Siege Division has seen a radical change since the beginning of the war. Originally comprised of Jem'Hadar Attack Ships and modified Battle Ships carrying extra detachments of soldiers into engagements, the Dominion has had to radically rethink their approach to warfare since the stalemate began between them and the Alpha Quadrant. Thankfully the Cardassians have been able to teach the Dominion about defensive deployments and fighting retreating actions, but the Dominion is more used to conquering worlds than defending them and they leave the bulk of this planning to the Cardassians.

FLEET

One of the more common deployments of Dominion ships since the outbreak of the war, a Dominion Fleet is often made up of dozens of vessels, often mostly Jem'Hadar Attack Ships but incorporating ships taken from the various Orders of the Cardassian Navy. The Dominion used to have over 50 fleets at the beginning of the conflict, but as casualties have mounted and their production facilities were sabotaged the Dominion has now been reduced to little over 30 such fleets. This still gives them a sizable advantage in the Alpha Quadrant and combined with the Cardassian navy and the new alliance with the Breen, they are still a potent threat to the Federation and their allies.

OVERLORD FLEET

The Dominion deploys an Overlord Fleet when it feels it must win the battle at any cost and if they expect a serious threat of resistance from their opponents. Often commanded by a Dominion Flag Ship, the Overlord Fleet is made up of thousands of Jem'Hadar Fighters and hundreds of Battle Ships. In the battle of Deep Space Nine at the outbreak of the war, an Overlord Fleet combined with hundreds of Cardassian auxiliaries descended upon the space station with the intention of conquering it and using it as a foothold into the Alpha Quadrant. Overlord Fleets are messy and hard to maintain, but they are almost always capable of destroying their opponents.

RAMMING SPEED

One of the most devastating tactics employed by the Dominion in battle is when they sacrifice their ships in a ramming action on their opponent. Jem'Hadar Attack Ships' hulls are normally not designed to take that kind of action, but that is the idea. The Dominion does not care if the fighters explode on impact with their opponent. They only care that the ship either causes sufficient devastation to their opponent to force them out of the fight or destroys their opponent utterly.

With the closure of the wormhole the Dominion is loath to lose any more of its vessels in ramming actions than it needs to, but this does not keep Vorta commanders on damaged vessels from engaging in these actions as a means of last resort. As the Dominion will execute any Vorta who tries to flee from battle and with the Jem'Hadar choosing to die in battle, it is not uncommon for a burning Dominion vessel to engage them in this manner.

Defending against the Jem'Hadar when they engage in a ramming action involves passing a series of Navigation checks to attempt to avoid the vessel or in successfully deploying a tractor beam in combat. If the Jem'Hadar vessel manages to collide with the Players' ship, roll damage accordingly. In most cases, the Jem'Hadar vessel will be destroyed in the impact.

GENERAL MARTOK [MAJOR NPC]

General Martok is a key officer in the joint Starfleet-Klingon fleet fighting the Dominion and its allies. He has been a loyal soldier of the Empire for his entire military career, carrying on his family's long tradition of producing loyal warriors. He earned his commission in battle with the Romulans and worked his way through the ranks from there. During the Klingon Civil War, Martok sided with the forces loyal to Gowron and eventually led much of Gowron's allies to victory at the Battle of Mempa.

In 2371, Martok was abducted by Dominion forces while hunting and was moved to a prison in the Gamma Quadrant. He was replaced by a Changeling tasked with destabilizing the alliance between the Federation and Klingons. While imprisoned, Martok was forced to fight Jem'Hadar captors and lost his left eye.

Martok remained a prisoner until 2373, when Elim Garak and Lt. Commander Worf were imprisoned at the same camp. They were all able to escape the facility and return to the Alpha Quadrant. Martok was placed in command of the Klingon forces supporting Deep Space 9, and declined an offer of a replacement prosthetic eye, preferring to keep his battle scar.

Martok was soon given command of the *I.K.S. Rotarran*, though time in prison had impacted his confidence in his abilities. He chose Worf as his first officer, who helped Martok regain his confidence during a tense near-mutiny aboard ship. With his newfound strength, Martok and his crew patrolled the Cardassian border and eventually participated in a key battle at Deep Space 9. At a critical moment, the *Rotarran* defended the *U.S.S. Defiant* long enough for her to deploy a minefield of self-replicating mines.

Months later, Martok convinced Gowron to lend support to Starfleet's offensive to recapture Deep Space 9. Although the Klingon forces arrived late in the battle, they played a strategic role under Martok's command and helped to defeat the Dominion fleet.

As the war continued, Martok made the *Rotarran* his flagship. In mid-2374, he was appointed Supreme Commander of the Ninth Fleet, further adding to his renown. He is currently one of the most popular general officers in the Klingon Defense Force, a fact that has not gone unnoticed by Chancellor Gowron. Some believe that should the war end successfully for the allies in the Alpha Quadrant, Martok may prove to be a powerful threat to Gowron's position.

TRAIT: Klingon

VALUES:

- Defeat Makes my Wounds Ache
- How Hollow is the Sound of Victory Without Someone to Share it With
- I Would Rather Die than Dishonor My Uniform
- There is No Greater Enemy than One's Own Fears

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 10
DARING 11	INSIGHT 09	REASON 10

DISCIPLINES

COMMAND 05	SECURITY 04	SCIENCE 02
CONN 02	ENGINEERING 02	MEDICINE 01

FOCUSES: Combat Tactics, Hunting, Intimidation, Leadership, Melee Combat, Ranged Weapons

STRESS: 14 **RESISTANCE:** 1 (armor)

ATTACKS:

- Unarmed Strike (Melee, 5 ▲, Knockdown, Size 1H, Non-lethal)
- Mek'leth (Melee, 6 ▲, Vicious 1, Size 1H)
- **Escalation** Bat'leth (Melee, 7 ▲, Vicious 1, Size 2H)
- Disruptor Pistol (Ranged, 7 ▲, Vicious 1, Size 1H)

SPECIAL RULES:

- **Brak'lul:** Martok's Resistance is increased by +2 against Non-Lethal attacks.
- **Fleet Commander:** When Martok commands a vessel during a fleet action, he reduces the Difficulty of a Task to grant a bonus to his vessel or group by 1, to a minimum of 1. Aboard a vessel during a fleet action, Martok may treat the vessel as having a Command Department of 4+, regardless of the actual value.

- **Tough:** Whenever Martok Avoids an Injury, the cost is reduced by 1, to a minimum of 1.
- **Warrior's Spirit:** When Martok attempts a Melee Attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

KAI WINN [MAJOR NPC]

Kai Winn (formerly Winn Adami) is the highest-ranking spiritual leader of the Bajoran people. A member of an orthodox order and a selfish opportunist, Kai Winn maneuvered herself through a number of opportunities during the Cardassian Occupation of Bajor to become an influential vedek. She used that position to further her ambitions and those of her order, and was directly opposed to the so-called Emissary, Commander Benjamin Sisko, who took command of space station Deep Space 9 after the Cardassians left Bajor following the Occupation.

Winn spent much time attempting to discredit Sisko and his 'non-believer' status, and may have fanned the flames of anti-Federation sentiments aboard the station, though no evidence of this has come to light, despite the reports from the first officer of the station, Major Kira Nerys. Winn also briefly allied herself with Minister Jaro Essa in his attempt to orchestrate a coup on the Bajoran Provisional Government, but was able to distance herself from the minister when it was revealed that his secret organization was actually being supplied by Cardassians.

Winn was elected kai of Bajor in 2370, after front-runner Vedek Bareil stepped out of the running. She accepted Bareil's offer to be an advisor. In 2371, Kai Winn negotiated a peace treaty with Legate Turrel of the Cardassian Central Command, and it is believed that Vedek Bareil was the true architect of the treaty, though he died during negotiations and no certain evidence of his true role has officially come to light.

Later in 2371, Kai Winn attempted to maneuver herself into the position of First Minister as well as Kai, a coup that would have given her unchecked ambition incredible power. The resistance fighter Shakaar Edon and his allies managed to hold off Kai Winn's efforts to silence them long enough for Shakaar to gather enough popular support that he was able to run for, and win, the election for First Minister. Her hand forced, Kai Winn could do little more than offer her public support to Shakaar.

In 2374, Kai Winn and First Minister Shakaar agreed to send a joint request to Captain Sisko to return an ancient stone tablet to Bajor. While under the influence of the Bajoran Prophets, Sisko destroyed the tablet, which released an energy being called a Kosst Amojan and a Prophet. During the ensuing battle between the entities, Kai Winn flooded

Deep Space 9 with chroniton radiation, which forced the two entities to depart the station. Kai Winn retreated back to the surface of Bajor to consider her next move toward absolute power.

TRAIT: Bajoran

VALUES:

- I Remember Each and Every Beating I Suffered
- Nothing is Certain
- The Prophets Have Never Spoken to Me
- Walk with the Prophets, Child

ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	11
DARING	11	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	05	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	02	MEDICINE	02

STRESS: 10

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲, Knockdown, Size 1H, Non-lethal)

SPECIAL RULES:

- **Ruthless and Determined:** Kai Winn may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.
- **Manipulative:** If Kai Winn purchases one or more d20s when attempting a Task to deceive or intimidate another, she may reroll her dice pool.
- **Presence of the Kai:** Whenever one of Winn's subordinates attempts a Task to resist persuasion, intimidation, or interrogation, she may spend two Threat to allow that Bajoran to roll as if they had the benefit of her assistance using **Control + Command**, even if she is not present in the scene herself.
- **Studious:** Whenever Kai Winn spends one or more Momentum to Obtain Information, she may ask one additional question (in total, not per Momentum spent on Obtain Information).

GUL DUKAT [MAJOR NPC]

Gul S.G. Dukat served for over 20 years as the Prefect of Bajor, overseeing the final years of the Cardassian Occupation. While he believes his practices toward the Bajorans were benevolent and compassionate, the reality was that he was responsible for ordering countless atrocities. Following the Cardassian withdrawal, he was posted as the commander of the Second Order and was given the *Galor*-class warship *Prakesh* to command.

Dukat was active in Federation-Cardassian dealings for several years. In early 2372, he backed the Detapa Council in their bid to take over the Cardassian Union, and was posted as the Council's chief military advisor. His inconsistent star began to rise again, and a few months later he was promoted to legate.

However, his career took another downward turn when he encountered the wreck of the transport *Ravinok*, which led him to find and rescue his half-Bajoran daughter Ziyal. He brought her home to Cardassia, knowing the act would likely cause irreparable harm to his career and family life. He was demoted to gul, disowned by his family, and shunted off to command the humble freighter *Groumall*. With his ship and crew, Dukat prowled the border in search of opportunities to again improve his prospects.

When Dukat discovered the Korma outpost had been destroyed by Klingons, he urged the Detapa Council to heighten hostilities against the Klingon Empire. Upon their refusal, Dukat began to conduct solo raids on Klingon holdings as a rogue operator. He also assisted Captain Sisko and his team in a successful assault on the Klingon base on Ty'Gokor.

And yet, Dukat desired a return to glory for Cardassia, and especially, himself. He conducted a series of

PERMANENT DOCUMENTATION FILE

This is Gul Sekar, of the 5th Order. This is my fifth request for being resupplied since our deployment to the Minos Korva sector. We have managed to hold against Klingon raiders but I am growing increasingly frustrated by our lack of support from the central command. At the beginning of the war we would be resupplied weekly, but now we have to beg for scraps from the Dominion. Now I am starting to run out of men, and the Klingons are preparing for another invasion into our territories. If we do not get resupplied soon, I will be forced to pull back from this sector and meet up with Gul Danget's fleet. I know what the shapeshifters will say, I know what those contemptible Vorta will say, and I know what the Legate will say, but what I will say is I have no interest watching any more Cardassians die because resources are diverted elsewhere. Better to join with our other forces and make a valiant last stand then slowly be picked off and left to die for those Breen vultures!

Sekar, R.G.

secret negotiations with the Dominion, and successfully arranged a pact between his people and the Dominion. He moved quickly to make good on his promises as the Dominion War spun into high gear—under his direction, joint Cardassian-Dominion forces wiped out the Maquis and pushed the bulk of Klingon military out of Cardassian territory. He led the assault on Deep Space 9 and retook the station for Cardassia.

During the dramatic battle to defend the station, Dukat endured his greatest defeat to date: not only did he lose the station to the Federation and her allies, but his former aide and right hand, Damar, murdered Ziyal during the escape. His heart and mind broken, Dukat descended into madness. He was taken captive and treated, but was liberated by Cardassian military and soon found his way back to Cardassia. There, he vowed to destroy all of Bajor, by any means possible.

To that end, Dukat delved into the ancient history of Bajor and its religious practices. He learned that the wormhole to the Gamma Quadrant was also known as the Celestial Temple of the Bajoran Prophets, and discovered the lore surrounding the pah-wraiths. Using ancient rituals, he called a pah-wraith to possess his body and went to Deep Space 9 to release it into the Celestial Temple using one of the Orbs of the Prophets. In the process, he encountered and killed Lt. Commander Jadzia Dax. The released pah-wraith closed the wormhole. Dukat's whereabouts after these acts remains unknown. He is currently considered to be one of the greatest threats now facing the Federation and her allies.

TRAIT: Cardassian

VALUES:

- Anyone Who Stands in our Way will be Destroyed
- Cardassia will be Made Whole
- One Man's Villain is Another Man's Hero
- They Don't Know What it Means to be My Enemy, But They Will

ATTRIBUTES

CONTROL 08	FITNESS 10	PRESENCE 12
DARING 12	INSIGHT 09	REASON 08

DISCIPLINES

COMMAND 05	SECURITY 03	SCIENCE 02
CONN 02	ENGINEERING 02	MEDICINE 02

FOCUSES: Bajoran Culture, Bajoran Religion, Debate, Intimidation, Military Tactics, Politics

STRESS: 13

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 6▲, Vicious 1, Size 1H)
- Escalation Disruptor Rifle (Ranged, 7▲, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Ambushes and Traps:** Whenever Gul Dukat uses the Ready Task to ready a ranged attack, that ranged attack gains one bonus d20.
- **Interrogation:** Whenever Gul Dukat succeeds at a Task to coerce someone to reveal information in a social conflict, he gains one bonus Momentum, which may only be spent to *Obtain Information*.
- **Ruthless:** Gul Dukat may re-roll any d20s in his dice pool when making an attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless.
- **Supreme Authority:** Whenever a Cardassian currently under Gul Dukat's command attempts a Task to resist persuasion or intimidation, Dukat may spend 1 Threat to allow that Cardassian to re-roll, even if Dukat is not present in the scene himself.

WEYOUN [MAJOR NPC]

Weyoun is the name of a Vorta clone series that serves the Dominion and its Founders, originally as the liaison between the Founders and the key Alpha Quadrant species, notably the Federation and the Cardassians. At least five versions of the clone are known of or have been encountered; some of which have met their ends via one means or another and been replaced by its successor. It is unknown how many more copies of Weyoun there may be on standby.

Weyoun (collectively, the Weyoun series clones) appears to be one of the few entities that the Female Changeling, the face of the Founders and the presumptive head of the Dominion, trusts to any measurable degree. Her trust in him may be why he has been assigned so many key roles on behalf of the Dominion in the Alpha Quadrant, including overseeing the relationship between the Dominion and the Cardassian Union and managing negotiations with Alpha Quadrant polities such as the United Federation of Planets, the Klingon Empire, the Romulan Star Empire, the Breen Confederacy, and the Tholian Assembly.

When Gul Dukat took control of the Cardassian Union and arranged an agreement with the Dominion, Weyoun was assigned as an advisor to Dukat. Their working relationship appeared to be challenging but productive. They served together during most of the key operations during the Dominion War to date, including the assault to take Deep

Space 9 and the failed defense of the station when the Federation and her allies counter-attacked.

Weyoun escaped the station and the battle and returned to Cardassia Prime. When Gul Dukat was apprehended by the Federation, Weyoun appointed Damar as the next leader of Cardassia, despite their difficult working relationship. Starfleet Intelligence is skeptical that the leadership pairing of Weyoun and Damar will result in anything but further bloodshed for all and instability within the Dominion-Cardassian alliance.

TRAIT: Vorta

VALUES:

- The Founders are the Masters
- I am an Expert on Lies
- I Live to Serve the Founders
- My Faith Will Keep Me Warm

ATTRIBUTES

CONTROL	11	FITNESS	08	PRESENCE	10
DARING	08	INSIGHT	11	REASON	11

DISCIPLINES

COMMAND	05	SECURITY	03	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	02

FOCUSES: Diplomacy, Guile, Military Tactics, Negotiation, Politics, Propaganda

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)

SPECIAL RULES:

- **Cunning Negotiator:** Whenever Weyoun attempts a **Presence Task** to influence an opponent during a negotiation, he may re-roll one d20.
- **Fear Through Facts and Falsehoods:** Weyoun gains an additional d20 when attempting to use **Presence**.
- **In the Name of the Founders:** When using the **Direct** or **Assist Task** to command other servants of the Dominion, Weyoun may roll 2d20 instead of 1d20.
- **Termination Implant:** If Weyoun is captured, he may commit suicide by triggering a termination implant. This requires a Minor Action, and kills him immediately.

FOUNDER LEADER [MAJOR NPC]

The face of the Dominion is the shapeshifter who assumes a female form, with bodily and facial features similar to those of Constable Odo. The entity is almost certainly not female, given the nature of the shapeshifters known as the Changelings. It is unknown why 'she' chooses the form that she does. She leads all Dominion political and military efforts in the Alpha Quadrant.

Reports indicate that she first encountered Constable Odo on what may be the Founders' homeworld located in the Omarion Nebula in the Gamma Quadrant and provided him with key information regarding his heritage and background. She took special interest in Odo, testing him to learn more about him, and at one point, even arranged to have his shape-changing abilities removed as punishment for when Odo killed another Changeling during an encounter aboard the *U.S.S. Defiant*. The Founder Leader did not realize at the time that by linking with Odo to mete out punishment, she and the rest of the Changelings in the Great Link contracted the morphogenic virus that Odo had unknowingly carried to them.

She returned to the Alpha Quadrant to oversee operations there, and, along with all the Dominion forces, was trapped in the Alpha Quadrant in the early stages of the Dominion War. This event apparently added to her already-strong disdain for all 'solid' lifeforms. She vowed that the solids would suffer for their actions, and it can be argued that she is primarily responsible for the destruction of many Alpha Quadrant worlds and the deaths of thousands.

She managed the war effort with the assistance of Weyoun and Gul Dukat from their headquarters on Deep Space 9, and retreated back to Cardassia Prime when the Federation and her allies recaptured the station and apprehended Dukat. With Weyoun and Damar now her chief lieutenants, she plots the next moves for the Dominion that will lead to the annihilation of the Federation alliance and the subjugation of billions.

TRAIT: Changeling

2315-125

DEFIANT-CLASS DEFENSES CHECK

4 PHASER CANONS	203411	
3 PHASER EMITERS	428258	
4 FORWARD TORPEDO LAUNCHERS	100400	
2 AFT TORPEDO LAUNCHERS	201044	
DEFLECTOR SHIELDS	488822	
ABLATIVE ARMOR	857473	
CLOAKING DEVICE	855796	

58 47-7	58 63-8	73	58 31-9	57 74-1
34 42-1	34 43-2	27	34 45-7	34 46-3

THE MORPHOGENIC VIRUS

The rogue Federation agency known as 'Section 31' created a morphogenic virus designed to weaken and then destroy the Changelings in charge of the Dominion and end the threat they presented to the Federation and her allies.

Constable Odo, the head of security on Deep Space 9, allowed himself to be examined by Starfleet Medical in 2372 to help build the Federation's understanding of the Changelings. During that examination, he was secretly infected by the virus. He later unknowingly infected the Founders when he joined them in the Great Link to face punishment for killing another Changeling. Any Changelings present when Odo infected the Great Link, or who linked with another Founder after Odo infected the Great Link, are considered to have contracted the virus.

EFFECTS

Any Changeling character infected with the virus will have an incubation period of 1d20 weeks before the disease begins to show an effect on their metabolism and shape-changing functions. After the incubation period, the character suffers 1 point of Fatigue.

Once per week after the incubation period, the character must attempt a **Fitness + Medicine Task** with a Difficulty of 2. Success at the task means the Changeling character suffers no additional effects until the next time they must attempt the task. Failure at the task inflicts an additional point of Fatigue and also adds +1 to the virus's **Virulence** rating.

Furthermore, any time a Changeling uses their abilities to change shape, the interval until their next **Fitness + Medicine Task** decreases by 6 hours. This is meant to represent the idea that the more often a Changeling changes shape, the faster the virus runs through their body and the more potentially lethal the virus becomes.

FATIGUE

Each point of Fatigue reduces the character's maximum Stress by 1. When a Changeling is reduced to 3 maximum Stress, they completely lose the ability to shape-change, a reflection of the toll the virus is taking on their body.

If a character suffers another point of Fatigue when already at 0 maximum Stress, they suffer a Non-lethal Injury (if already at a non-lethal injury, the injury becomes Lethal). Fatigue cannot be removed until a character is cured of the virus.

There is currently no known cure for the morphogenic virus.

VIRULENCE

Virulence is the additional Difficulty added to all Tasks related to resisting the virus, ranging from +1 to +10.

VALUES:

- My Terms are not Open to Negotiation
- There's Very Little that Escapes our Attention
- The Changelings Are the Dominion
- What You Control Can't Hurt You

ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	11
DARING	10	INSIGHT	10	REASON	10

DISCIPLINES

COMMAND	05	SECURITY	04	SCIENCE	03
CONN	01	ENGINEERING	01	MEDICINE	02

FOCUSES: Brinkmanship, Intimidation, Military Tactics, Negotiation, Politics, Willpower

STRESS: 5

RESISTANCE: 4

ATTACKS:

- Unarmed Strike (Melee, 5 ▲, Knockdown, Size 1H, Non-lethal)

SPECIAL RULES:

- **Infected with Morphogenic Virus:** The Founder Leader has had her Maximum Stress reduced from 12 to 5 due to the effects of the morphogenic virus (see sidebar for details).
- **Manipulative:** If the Founder Leader purchases one or more d20s when attempting a Task to deceive or intimidate another, she may reroll her dice pool.
- **Ruthless:** The Founder Leader may re-roll any d20s in her dice pool when making an attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless.
- **Morphogenic Matrix:** The Female Changeling may spend 1 Momentum as a Minor Action once per Turn to assume a different form, gaining an additional Trait to reflect whatever form she has chosen. She must return to a liquid state for a few hours of rest every 16 hours. While in an alternate form, it is next to impossible (Difficulty 5) to discern her true nature.
- **Supreme Authority:** Whenever a Dominion operative currently under the Founder Leader's command attempts a Task to resist persuasion or intimidation, she may spend 1 Threat to allow that operative to re-roll, even if she is not present in the scene herself.

INDEX

- Absolute Conviction (Talent) **66**
 Additional Lifepath Options **67**
 Agricultural Specialist (Talent) **73**
 Alpha Quadrant 4-6, 9, 11, 17-18, 26,
 29, 33-34, 38, 40-44, 46-49, 51-54, 56-57,
 59-64, 66-69, 72-74, 76, 80, 83, 92, 94-96,
 99, 101-102, 104, 106-108, 110-113
 Andoria 103
 Andorian 87
 Antwerp Conference 18, 56, 58
 Archanis Sector 51
 Argolis system 55-56, 58
 Argratha **23-24**
 Argrathi (Character) **66**
 Argrathi 23-24, 28, 66-67
 At All Costs (Talent) **74**
 Ba'ku, The 35-36, 74
 Badlands, The 51, 53, 56, 58, 63
 Bajor 4, 8, 29-30, 33, 36, 40, 44, 46-48, 52-53,
 56, 58, 60, 62-63, 82, 86, 93, 96, 110, 113
 Bajoran 4, 6, 8, 11-12, 29, 33, 40-41,
 44-48, 51-52, 56-57, 59-62, 66,
 80, 86, 92-93, 95-96, 113
 Bashir, Dr. Julian 52, 78, 103
 Battle of Cardassia 62-63
 Benzar 8
 Benzite 8
 Beta Quadrant 5-6, 18, 40-41, 43-44,
 47, 49, 53, 61, 68, 80, 85, 94, 101
 Betazed 59, 62, 101
 Betazoid 38, 61, 103
 Big Three 58
 Blight, The (Teplan) 31-32
 Borg Cube 89
 Borg, The 9, 34, 45, 47, 51, 55, 85,
 89-90, 92, 94, 107
 Born Stalker (Talent) **70**
 Breen, The 4, 6, 17, 27, 33-34, 60-63, 92,
 101-104, 106, 109, 112
 Briar Patch, The 35-36, 74, 81
 Broca 34
 Cardassia 4, 47, 49-50, 52, 54, 58-60,
 62-63, 93, 105
 Cardassians 4, 6, 8-9, 17, 33-34, 36,
 39-44, 47, 49-59, 61-64, 86, 93,
 95, 99, 101-104, 106-113
Centaur, U.S.S. 64
 Changelings (Character) **68**
 Changelings 5, 9-13, 19, 21-23, 25-28, 30-32,
 40-42, 44, 47-53, 56, 62, 67-68,
 94-95, 103-105, 107, 109-110, 112.
 See also **Founders, The.**
 Chin'toka 58-59, 61-63
 Chin'toka, Battle of **59**
 Clone Master (NPC) **99**
 Cold War Roleplaying **53**
 Cold War, The **47-49**
 Collaborators 21, 29, 33, 38, 56
 Come With Me (Talent) **76**
Contemplation, U.S.S. 90, 93
 Creating characters during and after the
 Dominion War **61**
D'Deridex-class Refit (Starship) 78, **89-90**
 Damar, Gul 34, 62, 95, 107
 Dax, Commander Jadzia 8, 56, 59-60
 Deep Space 9 (DS9) 4-5, 8, 31, 33, 40-41,
 44, 46, 48, 50-54, 56-62, 67-68, 78, 86, 93,
 102, 104, 112-113. See also **Terok Nor.**
Defiant, U.S.S. 2, 19, 28, 34, 40, 48-49, 51,
 53-54, 56-59, 85-86, 88, 108, 112
 Delta Quadrant 18-19, 45, 92, 94
 Detapa Council 49-50
 Deuterium 81
 Devos II 35, 64
 Disciplined Mind (Talent) **72**
 Distracting Senses (Talent) **72**
 Dominion Crew Proficiencies **111**
 Dominion Dispatch Vessel (Starship) **82-83**
 Dominion Emblem **20**
 Dominion Starships 22
 Dominion War 1, 4-8, 11, 25, 31, 33, 35,
 40-41, 47, 49, 51, 53-54, 56-58,
 60-63, 67-68, 71-72, 77-78, 84,
 95, 99, 101-106, 108, 112
 Dosi (Character) **69**
 Dosi, The 17, 20, 44, 67, 69
 Draai (Character) **70**
 Draai System **24-25**
 Draai V **25**
 Draai, The 11, 13-15, 22, 24-25, 30-31, 36, 67,
 70, 75, 96-97, 99-100, 109
 Dukat, Gul 33-34, 50, 52-53, 55,
 57-59, 63, 107, **114-115**
 Duranium 89
 Duumvirate **36**
 Earth-Romulan War 6
Effingham, U.S.S. 6
 Ellora, The **36-37**
 Emissary, The 58, 95, 113.
 See also **Sisko, Captain Benjamin**
 Empok Nor 58
 Encounter Seeds **95-96**
 End of the Dominion War (2375) **62**
 Ennis **29-30**
Enterprise, U.S.S. 6, 35, 51, 61, 87
 Eris 13, 43
Excelsior-Class Starship 87, 90, 104
 Federation, The 4-6, 9, 11, 16-18, 20-23,
 28-29, 31-38, 40-64, 67, 73-74, 80-81,
 84-90, 92-95, 97, 99, 101-110, 112-113
 Federation-Klingon War **51**
 Female Changeling 47, 56, 115
 Ferengi Alliance 6, 13, 31, 35, 38-39, **43-44**,
 47, 63-64, 70, 92, 95, 105
 Ferenginar 6
 Fifth Fleet, Federation 57
 First Battle of Deep Space 9 **50**
 First Federation, The 44
 First Omet'iklan (NPC) 10, 78, **97**
 Flag Bridge 84
 Flight of the Changelings **9-10**
 Fontaine, Vic 8, 101
 Founder Leader (NPC) **116-117**
 Founders, The 9-27, 18, 24-25, 28-36, 38,
 40-45, 48-52, 54, 56, 61-62, 67-68, 70, 80,
 83, 97-98, 106-111. See also **Changelings.**
 Founders' Homeworld **25-26**
 Frankenstein Fleet **90**
Galaxy, U.S.S. **84-85**
Galaxy-Class Starship 38, 46, 48, **84**
 Gallatin, Sub-Adhar 35
 Garak, Elim 52, 55, 112
 Genetic Engineering **22**, 70, 788
 Genetic Mastery (Talent) **70**
 Glorious Notoriety (Talent) **69**
 Golden Dream, The **20**
 Gorn Hegemony 95, 104
 Gorn, The 5, **42-43**, 95, 103-104
 Gowron, Chancellor 50-52, 57, 62-63, 112-113
 Great Link, The 10-11, **12**, 13, 19-20, 23,
 25-26, 29, 41, 44, 49, 68, 89
 Grebnesie Station 40
 Honored Elders (Jem'Hadar) 13, 25, 104
Honshu, U.S.S. 58
 Hunter Leader (NPC) **99-100**
 Hunters, The See **Draai, The**
 Hur'q Outpost **26**
 Hur'q War, The **11**
 Hur'q, The 11, 26
 Iconian 11, 97
 Idran 4, 47
 Infiltrator (Talent) **68**

Instant Appraisal (Talent)	71	67-68, 103	Son'a...5, 8, 26, 33, 35-37, 64, 67, 74, 81-83, 108
Into the Breach (Talent)	71	Odyssey, U.S.S.	Starbase 375
Isolytic Weapons	83	46, 48, 51, 53	Starbase 621
Jem'hadar Battleship (Starship)	78-79	Opamion Nebula	58
Jem'hadar Fourth Ecleck'Tikan (NPC)	96	25, 49	Strength & Cunning (Talent)
Jem'hadar 10-17, 19, 21-22, 24-25, 27-28,		Opaka, Kai	69
30, 33, 35, 37-38, 41-46, 48, 51-52, 54-56,		29	Strength Through Struggle (Talent)
59, 61-64, 70, 75, 78, 80, 82-83, 94,		Operation Return	73
96-99, 100-102, 104-112		33, 57-59	Survivor's Luck (Talent)
<i>K't'Inga</i> -class Refit Model 2366 (Starship)	89	Orb, Bajoran	75
Karemma (Character)	70-71	59-60, 93, 96	<i>Sutherland, U.S.S.</i>
Karemma (Planet)	70-71	Organians	86
Karemma Cruiser (Starship)	79-80	45	T'Kon
Karemma 16-17, 20, 44, 47-48, 67, 70-71,		Originals, The	11
79-80, 95, 109		52	Tain, Enabran
Kell, Dominion Assassin (NPC)	100	Orion Syndicate	49, 51, 53, 96
Ketracel-White 13, 14, 30, 35-36, 42, 44, 48,		See Orions, The	Tal Shiar
55-56, 61, 64, 78, 96-97, 103, 106-110		Orions, The	25, 49, 53, 58-59, 62, 103
Khitomer	36, 42, 50-52, 81, 105	38-39, 56, 62, 71, 101, 103	Talak'talan
Klingon Civil War	112	Pah-Wraiths	9
Klingon-Cardassian War	50	8, 59-60, 63, 95, 107	Talarians
Klingons, The.. 4-6, 9, 26, 33-36, 38-40, 42-44,		Pakled	38-39, 43
49-55, 57-59, 62-64, 71, 89, 92, 95-96,		39-40	Tamarians
101, 103-104, 106-110, 112-113		5, 39-40	43
Krajensky, Admiral (Changeling)	49	Parada	Tarlac, The
Kurill Prime	24, 26-27	18	36-37
Kurillians	27	Paradan (Character)	Temple, The Celestial
Kzin Patriarchy	5, 38-39	71-72	See also Wormhole, Bajoran
Kzinti	38	Paradans	Teplan (homeworld)
<i>Lakota, U.S.S.</i>	87	5, 18, 24, 28, 67, 71-72	31
Last Breath (Talent)	75	Particle Engineering (Talent)	Teplans
Life is a Game (Talent)	76	74	31-32
Lovok, Colonel (Changeling)	49	Penal Moon, The	<i>Tereshkova, U.S.S.</i>
Luria	71	29	90
Lurian (Character)	71	Picard, Captain Jean-Luc	Terok Nor ...52-53. See also Deep Space 9 (DS9).
Lurians	67, 71	35	Tholia
<i>Majestic, U.S.S.</i>	88-89	Playing Changelings	41
Maquis, The	33, 42, 51-52	68	Tholians
Martok, General (Changeling)	49-52	Preservers	28, 41-42, 54, 63, 95, 104
Martok, General. 49-52, 57-59, 62-63, 112-113		11	Tosk (Character)
Meridian	27-28	<i>Prometheus, U.S.S.</i>	75
Mind Games (Talent)	66	85-86	Tosk
Miradorn	40-41, 54, 63, 104	<i>Prometheus</i> -Class Starship	5, 14-17, 19, 25, 67, 70, 75, 78,
Mirror Universe	44	85-86	92, 95, 99-100
Mixed Heritage Characters	66	Prophecy	Triskelion
Morn	8, 58, 71	30, 93, 95	29
Morphogenic Virus	116, 117	Prophets, The6, 33, 45, 47, 57-59, 93, 95, 113	T-Rogorans
Multi-vector Assault Mode	85-86	Providers, The	19, 30-31, 73
My Honor is My Shield (Talent)	71	29	Truth of the Matter (Talent)
Naheefa	35-36	Qo'nos	72
Nausicaans	6, 35, 43	26, 49, 62, 96, 104	6, 40, 49
<i>Nebula</i> -Class Starship	86, 88	1, 8-9, 31, 44, 67, 96	Unusual Characters
Nerys, Colonel Kira	56, 67, 113	Rakhar	67
Neutronium	23, 27	18-19	Utopia Planitia Ship Yards
Ninth Fleet, Federation	57-58, 86	Rakhari (Character)	84, 90, 108
Nol-Ennis	29-30	72	<i>Valiant, U.S.S.</i>
Notable Ships	84	18, 67, 72	88, 108
Nyberrites	43-44	Ramming Speed	Vorta Diplomat (NPC)
O'Brien, Chief Miles	24, 92, 103	112	98
<i>Oberth</i> -class Starship	90	Remans	Vorta Explorer (Starship)
Obsidian Order, The.. 25, 49, 55, 58, 103-104, 110		64	80-81
Odo, Constable 8, 10, 31, 48, 51, 56, 62,		Replicating Past Success (Talent)	Vorta Scientist (NPC)
		72	97
		Resistant Anatomy (Talent)	Vorta Telekinesis
		71	13
		Riker, Commander William	Vorta ... 10-28, 30-33, 35-38, 41, 43-44, 46, 48,
		61	54-55, 62, 80, 94, 96-99, 106-112
		Risa	<i>Voyager, U.S.S.</i>
		6, 31, 37, 78, 104	45, 67
		83	Vreenak
		Rom	59
		31, 63	Vulcan
		Romulans4-6, 8-9, 18, 22, 32, 36, 38-39,	9, 6, 38, 43, 57, 103-104
		43-44, 49, 51- 54, 56, 58-60, 62-64, 78, 92,	Wadi (Character)
		95, 101, 103-105, 107-108, 110, 112	76
		Romulus	Wadi, The
		59	28-29, 67, 76
		Ross, Admiral	Way of Things
		55-56, 63	12, 15, 21, 27, 38
		<i>Rotarran, I.K.S.</i>	Wei'yair, Vorta Strategist (NPC)
		53, 112-113	98
		Ru'afo, Adhar	Weyoun
		35-36, 74	10, 33, 37, 40, 54, 107, 115-116
		<i>Sao Paolo, U.S.S.</i>	White, The
		108	See Ketracel-White
		Second Battle of Deep Space 9	Winn Adami, Kai
		53	113-114
		Second Fleet, Federation	Wolf 359
		57	88, 90
		Section 31	Worf, Lt. Commander 26, 52, 58, 62-63, 112
		51, 62, 83, 103, 117	Wormhole, The Bajoran4, 6, 29, 59, 71, 83,
		Shapeless, Not Solid (Talent)	92-93, 104, 107-108, 110, 112
		68, 117	Wormholes4, 6, 9, 11-12, 40, 46-60, 62, 66,
		Shinzon	71, 80, 82, 86, 92-95, 101
		36	Yadera
		Sisko, Captain Benjamin	18, 32
		4, 8, 46, 50-55,	Yaderans
		57-60, 63, 84, 93, 96, 103, 113	17-18, 32, 47
		Sisko, Jake	<i>Yangtze-Kiang</i> Runabout
		8, 96	30
		Skrreea	Yesterday's Enterprise
		30	6
		Skrreean (Character)	Zek, Grand Nagus . 6, 9, 35, 44, 63-64, 93, 105
		73	
		Skrreean	
		30, 47, 67, 73	
		Son'a (Character)	
		74	
		Son'a Battlecruiser (Starship)	
		82	
		Son'a Flagship (Starship)	
		81-82	
		Son'a Prime	
		35, 37	



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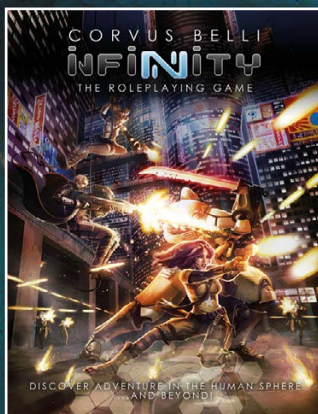
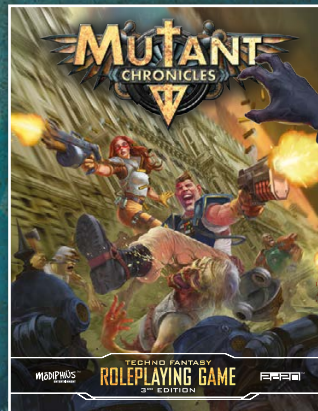
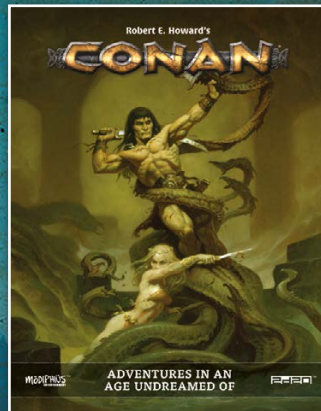
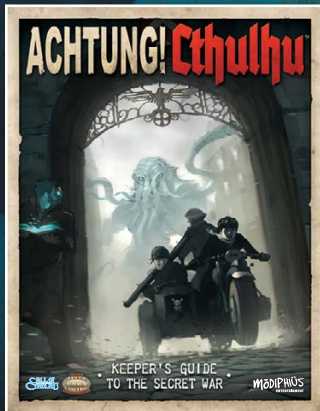
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THE DOMINION WAR, 2373-75

BREEN
CONFEDERACY
(Dominion)



FEDERATION
ALLIANCE
(Neutral)

HELASPONT NEBULA

TZENKETH
COALITION
(Neutral)

TZENKETH

- ★ Alliance Win
- ✱ Dominion Win
- ⊕ Alliance Raid or Skirmish
- ✕ Dominion Raid or Skirmish
- ⇩ Cardassian Liberation Front Base (2375)

KEPLA

STARBASE 257
Oct. 27, 2374

ROLOR NEBULA

EL-GATARK
Dec. 2373

SEPTIMUS (HQ Cardassian 11th Order)

GAMMA 7

DARK MATTER
NEBULA

✕ Loss of U.S.S. Valiant (2374)

Aug. 2375

BADLANDS

Loss of
I.K.S. Koraga
(2375)

+ U.S.S. Voyager lost (2371)

DEVOS (Son'a Ketrans)

Loss of U.S.S. Honshu (2374)

CARDASSIAN
UNION
(Dominion)

ATBAR

QUINOR

REGULAK

Mar. 25, 2374

SIMPERIA

AVENAL
Aug. 2375

MONAC
Jan. 2375

KF 345-447

CARDASSIA

Dec. 2375

DEEP SPACE 9
Dec. 23, 2373

OPERATION RETURN Mar. 2374

RONDAC
Aug. 2375

TORROS
Dec. 23, 2373

GORALIS
July 2375

BAJOR
(Nonaggression Pact
with Dominion, 2376)

AMLETH NEBULA

SARPEIDON
(HQ Cardassian 12th Order)

KELVAS
Aug. 2375

ORIAS

SOUKARA

VANDEN (Damar's first HQ)

TONG BEAK NEBULA

ALGIRA

FORMER DEMILITARIZED ZONE

OUTPOST 47

HUGORA NEBULA

STARBASE 129

THOLIAN
ASSEMBLY
(Non-aggression Pact with Dominion, 2373)

TALARIAN
REPUBLIC
(Neutral)

TALAR

BELOTI

STARBASE 214

TYRA
Mar. 21 2374

Subspace Relay AR-558 ▲

I
N

STARBASE 621

cel facility)

MIRADA
Non-aggression Pact
with Dominion, 2373)

KALANDRA

ZED ZONE

▲ OUTPOST G1

▲ Argus Array



UNITED FEDERATION OF PLANETS

TELLAR (61 Cygni)
(Threatened by occupied Betazed, 2375)

ALPHA CENTAURI (Proxima)
(Threatened by occupied Betazed, 2375)

SOL (Earth)
Aug. 2375 ✕

ANDORIA (Procyon, Alpha Canis Minoris)
(Threatened by occupied Betazed, 2375)

VULCAN (40 Eridani A)
(Threatened by occupied
Betazed, 2375)

ROMULAN STAR EMPIRE

(Non-aggression Pact with Dominion, 2373,
Joined Alliance Mar. 2374)



▲ Echo 1

▲ Echo 2

▲ Echo 3

STARBASE 12 (Gamma 400)

FARIUS

STARBASE 375
(HQ Fifth Fleet)

SYBARON
Oct. 2374

RIKTOR PRIME
June 2375

ARACHNID NEBULA

STARBASE 310

TIBOR NEBULA

Oct. 2374

ARGOLIS CLUSTER

ARGOLIS ARRAY
Apr. 2374

EVORA

RISA (Epsilon Ceti)

CHIN'TOKA

Dec. 2374

Loss of U.S.S. *Defiant I* (2375)

McALLISTER
C-5 NEBULA

AR-558

Aug. 2375

Apr. 2375

STARBASE 211

BETAZED (Occupied by Dominion, 2375)

Sept. 2375

TENDARAS
CLUSTER

STARBASE G-6

BRIAR PATCH

SON'A
(Allied with Dominion)

KABREL

STARBASE 47

BETREKA
NEBULA

STARBASE 2

STARBASE 11



KLINGON EMPIRE

(Joined Alliance Mar. 2374)

DEEP SPACE K-7 ▲

8
9

THROUGH THE WORMHOLE

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ISBN 978-1-910132-92-0



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MUH051068
Printed in Lithuania