

Acamarians



System Name: Theta Eridani

System Type: (Binary) Theta Eridani A (bright, white giant) is the primary, Theta Eridani B (very bright, white dwarf)

Moons: Yes (Mycena)

Planet of Origin: Acamar (Theta Eridani III)

Associated Bodies: (5) Planets (Klon, Bokiter, Acamar, Vedis, Shov)

Government: Oligarchy [clan leaders]

Capital: Marduk

Colonization Level: Very Low

Culture: Clan-based society with a long tradition of feuds and wars. Currently, clans mostly dispute each other in the political arena; inter-clan violence is rare, though not completely absent or forgotten.

Tech: Acamar is particularly advanced in biosciences.*

Resources: Extensive ores and minerals.

Goods: Acamarian Brandy (beverage) and Parthas (spice)

History:

- Three year war with Orions around 2220.
- Clan Wars until 2236 (With the Orions gone the clans once again turned on each other in what is called the "Clan Wars," in which one quarter of the planet's population was killed, war was led by Lornak and Tralesta clan)
- The Gatherers were nomadic marauders and natives of the planet Acamar. Like most Acamarians the history of the Gatherers is deeply connected to the history of clan rivalry on that planet.

***Personnel:** Chorgan the Gatheerer, Acamarian Captain (2366)
(Experienced commander from Acamarian Clan Wars, notable pirate career)

People: Brull, Mallon, Marouk, Penthor-Mul, Temarek, Volnoth, Yuta

Game Structures: Acamarian Clan Hall (+25% Income on Trade Routes, +2 System morale)
Acamarian Bioscience Guild* (biotech bonus)

Andorians



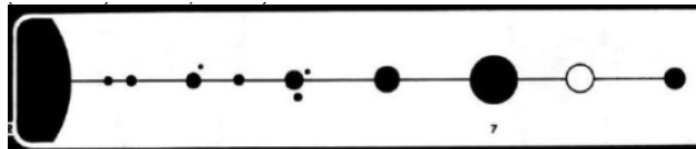
System Name: Andoria (or Kay'va system)

System Type: Unknown

Moons: Numerous

Planet of Origin: Fesoan (moon)

Associated Bodies: (9) (Kuy'va Kastr, Kuy'Thela, Andron, Brok'va, Onlith, Kazaan, Kul'va (GasGiant), Fesoan, Alrond)



Government: Empire

Capital: Laibok

Colonization Level: High

Culture: Andorians had a genetic predisposition toward violent behavior. Within their own Society, life was extremely structured which helped tame their tempers.

Tech:

Resources: Raw Materials

Goods: Andorian Ale

History:

- Andorian Star Clan, an interstellar empire that consisted of 13 planets
- Numerous wars with Vulcans
- War with Tellarite

***Personnel:**

Thoris, Andorian Diplomat* (2155)
Thy'lek Shran, Andorian Commander* (2155) (Andorian Imperial Guard)
Talas (Female), Andorian Captain* (2155)
Shres, Andorian Scientist* (2155)
Shras, Andorian Diplomat*
Telev, Andorian Captain*
Thelin, Andorian Commander* (2264)

People: Erib, Gee P'Trell, Keval

Game Structures:

Andorian Imperial Guard (+50% Ship Experience)
Andorian Recruiting Station (40% Ground Defense, +1 Faith)

STAR SYSTEM DATA

Andorian Subspace Analyser (+50% Scan Strength)

Andorian Wall of Heroes (moral bonus)*

Andorian Ahm Tal (intel bonus)*

*The Wall of Heroes is place on Andoria to which a piece (for example, a vial of their blood) of fallen Andorian Guardsmen who have died far from home is taken. It is the duty of the companions of the fallen to do so.

*The Ahm Tal (or Am Tal) Andorian intelligence service, remaining almost as secretive as Earth's Section 31. Ahm Tal operations are not confined to Andor. They are known to work on black-op missions, brutally efficient and doggedly determined. They were feared throughout the quadrant as alien spies, double agents, terrorists and moles were known to simply disappear when the Ahm Tal was involved. Andorian citizens often attribute such incidents to the Ahm Tal, and are often right.

Ardanans



System Name: Mu Leonis A

System Type: Binary System (Mu Leonis A and B)

Moons: Unknown

Planet of Origin: Ardana III

Associated Bodies: (2) Planets (Ardana I and II)

Government: Plutocracy of Ardana

Capital: Stratos City

Colonization Level: Very Low to None

Culture: The Ardanans are not planet's natives, Ardana was colonized by building Stratos City in distant history though Troglytes are native race. Troglytes were considered by the Ardanan Stratos City Dwellers to be an intellectually and emotionally inferior race. In fact, a gas generated by the zenite mined on Ardana had a deleterious effect on the thought processes of the surface dwellers (as well as other humanoid species). Over the centuries following the building of this cloud city, Stratos, sharp divisions in their society developed between the Stratos City Dwellers and the laboring class, called Troglytes, who performed menial tasks, including working in the planet's zenite mines. Ardanan culture put a high importance on intellectual pursuits and the arts.

Tech: Warp Capable, Sophisticated or Developed

Resources: Zenite (only source of Zenite in UFP)

Goods: Transmat Network - type of matter/energy conversion technology used by the Ardanan culture on planet Ardana. It was similar to, but distinct from, transporter technology of the type used by the United Federation of Planets and its neighboring cultures. It was used primarily for transport between the Cloud City of Stratos and the planet surface.

History: Ardana's policies of caste system oppression, executing political dissidents, and public torture would be in direct contradiction to Federation guidelines established by the 2370s for practices accepted by its member worlds. After UFP's offered help to Troglytes, the board ruled UFP's actions were justified in protecting a subjugated people, Ardana withdrew its membership in the Federation.

The City Dwellers responded by declaring war on the Troglytes, a conflict called the **Great Disruption**. Troglyte society was nearly destroyed, before they gained new leader, a descendant of Soske Busk, the builder of Stratos. He was able to seize control of the Stratos Dwellers' transmat network, leading to a mass invasion of the city. The government fell, and Stratos itself was abandoned.

STAR SYSTEM DATA

Personnel: Soske Busk, Ardanan Scientist

Random Event (Possible): "Great Disruption"- civil war between Ardanans and Troglytes.
Numerous of possible results. Note: Needs work

Game Structures:

- Stratos Lev-Generator (+4 System Morale)
- Zenite Mines (-2 Morale, 10% Bio-Tech research)
- Board of Physics (+200 Research (system))
- Transmat Network* (trade or income bonus)

Bajoran



System Name: B'hava'el

System Type: B'hava'el (bright medium yellow)

Moons: Endalla, Pentaddo, unknown, Derna, Jarrad

Planet of Origin: Bajor(or Bajora)-fourth planet, class M Associated Bodies: (8 “Planets” and one “Other“):

Planets: (Bajor VI(class H), Cajara(Bajor VII), Andros(Bajor VIII-class M)) – other names or classes unknown

Other: (Denorious Belt- the location of the wormhole, DS9 and charged plasma field---if the in game wormholes will be capable of being a part of star systems we should put it here)

Sociological Data

Government: Bajoran Provisional Government [Ministers, First Minister]

Capital: Ashala

Colonization level: Low

Culture: Bajorans have a deeply spiritual society, and the Bajoran religion is a major unifying force on the planet; the spiritual leader, or kai, wields a great deal of moral and political authority, advising and influencing the planet's political leader, the First Minister. The Bajoran religion is based upon the revelations of the Prophets, who come to be known as the timeless beings residing in the Bajoran wormhole, or as it is called by the Bajorans, the Celestial Temple. Part of the Bajoran religion involves the use of the Tears of the Prophets, reality-distorting energy orbs produced by the Prophets.

Game Data

Tech: simple holographic technology, moderate agricultural tools

Resources: Ores and minerals (reason of Cardassian occupation), most of the population involved with agriculture (food bonus)

Goods: Bajoran Ale(beverage), Springwine (beverage), Rekja(spice), Kava (plant with various edible parts)

History:

Ancient Bajor

In the 24th century, Bajoran civilization stretched back more than half a million years. The ancient Bajorans were renowned for their accomplishments in science, mathematics, philosophy, and the arts. The greatest of these early Bajoran civilizations was the First Republic, which flourished between 25,000 and 20,000 years ago. During this time, magnificent cities such as B'hala were built.

STAR SYSTEM DATA

The next great phase of Bajoran civilization began approximately 10,000 years ago, when the first of the Tears of the Prophets were discovered above Bajor. These artifacts ushered in a new era of spiritual connection with the Bajoran gods, the Prophets. By the 16th century the Bajorans had developed sublight space travel and were exploring their home star system with solar-sail spacecraft. Some Bajoran explorers even reached the Cardassian system, several light years away.

Cardassian Occupation

The Occupation of Bajor was a period from 2328 to 2369 during which the Bajoran homeworld of Bajor was under the control of the Cardassian Union. During the Occupation, the Cardassians perpetrated a coordinated scheme of strip-mining, forced labor, and genocide across the planet. The Occupation gave rise to the fierce Bajoran Resistance, which used guerrilla and terror tactics to eventually force the Cardassians to withdraw. Many Bajorans also fled the occupation and settled on planets all over the known galaxy, but almost everywhere they remained separated from other peoples, living under the poorest circumstances in refugee camps like those on Valo II.

Independent Bajor

In 2369, after nearly forty years of domination over Bajor, the Cardassians finally left, no longer willing to stand against the relentless terrorism of the Bajoran Resistance. As the Bajorans established an independent government, the United Federation of Planets moved into the system and, along with the Bajoran military, established joint control of Terok Nor, a mining station, which they renamed Deep Space 9. Bajor applied for Federation membership in 2373, but retracted their application at the last moment because their Emissary told them this would be disastrous for Bajor. The two governments maintained a cordial relationship, however.

Prior to the beginning of the Dominion War in 2373, Bajor signed a nonaggression pact with the Dominion, choosing to remain neutral. This saved Bajor from coming under the rule of another foreign power when the Dominion captured Deep Space 9 in late in the year. Bajor finally joined the fight against the Dominion in 2374 after the Allies recaptured Deep Space 9 in Operation Return. The Bajorans continued to fight against the Dominion until 2375, when the Treaty of Bajor was signed on Deep Space 9. Following the war, Bajor resumed its attempts to become a member of the United Federation of Planets.

Possible Structures: NOTE: BLUE ONES ARE ALREADY IN

Bajoran Resistance(+50% Ground Combat)

Bajoran Militia (+50% Ground Defence)

Terok Nor(+15% Credits on Trade Routes, +2 Morale (system))

Jalanda Forum(+1 Faith (system), +1 Morale Empire-wide)

Bajoran Archaeological Institute

Bajoran Research Center

Bajoran Institute of Science

Calash Monastery

Dakeen Monastery

Temple of Iponu

Bajoran State Museum

Bajoran Ministry of Commerce

Bajoran Intelligence

Bajoran Freight and Shipping Authority

Bajoran Executive Committee

Bajoran Agricultural Ministry

Benzite



System Name: Gamma Xertia

System Type: unknown

Moons: two (Herti and Dwora)

Planet of Origin: Benzar (Pheradon)

Associated Bodies: unknown

Sociological Data

Government: unknown

Capital: unknown

Colonization level: low-medium

Culture: Benzites are highly competitive, preferring to work alone in order to claim credit when they achieve an objective. They find failure deeply shameful, and may conceal the results of their work until they are sure they are right. They prefer to act rather than react. Thoroughness is a high virtue. Things that can be measured are good. Tightly defined, exacting processes breed success. Benzites working among other races must work to downplay these traits if they want to fit in effectively. Still, many Benzites respond to any and all contests with fanatic zeal, going all-out to win any available awards.

Benzites tend to do well with sports and games that require the mathematical precision with which they organize their lives and calculate their Andragov scores. They are less interested in physical sports. The Benzite phrase “your accounting is off” means “you have erred, socially or professionally”.

The Benzites practice marriage, like most Humanoids. However, due to the complexity of Benzite biology, marriage and family have nothing to do with reproduction. The people a Benzite reproduces with are not those they spend their lives with, nor are the children in a family unit the biological offspring of the carers. To signify their marriage status, Benzites use pledge-stones, which are worn about the person. The pledge-stone is divided into halves, into which smaller stone shards are slotted. One half filled signifies the bearer has been approached, and should he or she accept they will then fill in the other half. Their partner will subsequently be given a stone for the first half in return, and will acquire the second themselves. Because marriage has nothing to do with breeding, there have never been any gender-based restrictions on courtship; same-sex relationships were always as acceptable, and common, as heterosexual pairings.

Game Data

Tech: Sophisticated

Resources: Large mineral deposits

Goods: Unknown

History: Benzite mythology-history explains away the low probability of the race evolving naturally by admitting up-front that the evolution was not natural, but the result of outside genetic engineering. The process was begun by the mythical 'Forebears' of Benzar; archaeological evidence strongly supports the theory of the Forebears and would seem to justify their effective 'demiurge' status among the Benzite people.

As the Benzites evolved, learning to use the biotechnology left by the Forebears, they also learned to create their cities, termed 'geostructures', from the crystalline deposits of Benzar. Society evolved in a clan-like fashion, with geostructures serving as extended families as well as city-states.

For much of Benzite history, although geostructures saw one another as competitors, actual warfare was rare. A thousand years before the rise of the Federation, however, the "Golden age" ended and violent wars broke out when it was discovered that a quirk of Benzite biology allowed any individual's organs or limbs to be transplanted into another person with no fear of rejection. In the "Organ Wars", geostructures attacked one another to capture victims for organ harvest, until scientists altered the birthing chambers so as to prevent transplantation being possible (as mentioned above). A second virulent outbreak of warfare occurred when birthing chamber scientists found ways to "improve" on Benzite anatomy, breeding warriors with armor plates, poison sacs, spiked knuckles, and other martial modifications.

People: Hoya(ensign), Mordock(officer), Mendon(officer), Meldir(diplomat)

Possible Structures: NOTE: BLUE ONES ARE ALREADY IN
Industrial Network (+75% Industry)
System Analysis Union (+25% Ship Experience, +5% Sociology Research)
Benzite Geostructures (+25% Growth Rate (system), +3 Morale(system))
Benzite clan-like city-states
Benzite Biotechnology Institute (+10% Planetary Science Research)
Bio-Tech research institute
Merria Orbital City (+10% Income on Trade Routes, +35% Ship Building)
Large orbital port and ship construction and repair facility.

Betazoids



System Name: Beta Veldonna

System Type: Yellow dwarf

Moons: three (Avandar, Merandar, Keylandar)

Planet of Origin: Betazed(fifth planet; class M)

Associated Bodies: (7)(planets Beta Veldonna(Hynozad), 2,3,4,6,7,8 unknown)

Sociological Data

Government: unknown

Capital: Rixx

Colonization level: Low-Medium

Culture:

The Betazoids believe in the Four Deities and in the Great Fire. There are also references to the Holy Rings of Betazed, and the Sacred Chalice of Rixx. Betazoids have a pseudo-religious, semi-matriarchal society. Ruling houses, descended from various legendary figures, make up a planetary council that speaks for all citizens; each house broadly encompasses the interests of millions of people, in rough geographic locations (and along certain familial lines). The system of representation can be complicated by the fact that Betazoids can petition along their matrilineal lines in order to be heard, in much the same way that a citizen might write a letter to a representative in a representative democracy. Each house claims its mandate from its legendary founder, an acolyte of the Betazed mythic hero Krystaros. Fortunately for them, the Betazoid telepathy and empathy meant that warfare was a largely foreign concept for much of Betazed history. The earliest records of conflict in Betazoid history indicate a spiritual war with non-corporeal entities—described as demons in ancient religious texts. Betazoids presumably evolved their telepathic abilities to combat such beings, and in the process created a society whereby honesty and compassion were paramount: Few Betazoids could bear to feel the pain or discomfort of fellow citizens, especially on a large scale. Betazed wholeheartedly contributes to and partakes in Federation science and technology projects, and this shows. Their cities are built with large mushroomshaped structures that rise up on thin spires, leaving more of the ground open for natural growth. Betazed contributes its telepathic expertise, psychological experience and philosophical developments to Federation civilization, and in return the Federation's strongly technical members help with advanced replication technology, engineering, and land reclamation. The result is that the average Betazoid has a very high and enjoyable standard of living, while the citizenry have little fear of discontent; an unhappy Betazoid is often quickly discovered and counseled by friends, neighbors, and family, all of whom want to re-establish the pleasant environs.

Game Data

Tech: Developed

Resources: standard ores

Goods: Unknown

History:

The Betazoids broke the warp drive barrier with their first warp ship, the Avandar in the 22nd century. Betazed has enjoyed a relatively untroubled history for the last few centuries. This peaceful existence came to a halt in 2374, when the Dominion invaded and occupied the planet. The Dominion's desire to conduct experiments with telepathy played a big part in their decision to annex Betazed. The Dominion had control of Betazed for over four months. In that time, tens of thousands of Betazoids disappeared. Groups were being rounded up at an alarming rate. Jem'Hadar were rounding up the most talented telepaths for use in experiments conducted by the Cardassian scientist Crell Moset. Crell Moset made the Jem'Hadar telepathic, but they contained a fatal flaw.

Because the Jem'Hadar mind processes emotions very differently from other humanoids, the ones that were made telepathic suddenly found themselves bombarded empathically, with no way to close off their new perceptions. Immediate, fatal seizures were the result. It also affected unaltered Jem'Hadar in close proximity. This same flaw made the Jem'Hadar vulnerable to projected emotions. It made them catatonic for one hour or so. Betazed was freed by taking advantage of this flaw by using invasive empathy on the Jem'Hadar. The strain killed 40% of the Betazoids performing the technique, and some of the Jem'Hadar went berserk and killed each other, but most were made catatonic.

Possible Structures: NOTE: BLUE ONES ARE ALREADY IN
Diplomatic Society(+10% Internal Affairs)
Counselling Academy(+10% Internal Security)

Breen

System Name: Breen

System Type: red dwarf

Moons: unknown

Planet of Origin: Breen(class P)

Associated Bodies: unknown

Sociological Data

Government: Breen Confederacy(Thot)

Capital: unknown

Colonization level: Medium-High

Culture:

Little was known about the race as they tended to keep to themselves. What was known was that they were both secretive as well as aggressive though it must be stated that they did not exalt violence for its own sake and that it was aggression that served a purpose. Furthermore, they were known to intentionally keep their motives and feelings hidden from other races which, when combined with the fact that they cannot be sensed by Betazoids, further adds to the mystery of the Breen. Common speculation among other races was that the Breen were more open to their own kind but this was never confirmed. Their spoken language (at least to non-Breen) sounds like incomprehensible static, although this electric chatter is understood by Vorta and Founders.

Members of this race were not excessively individualistic and were in fact commonly encountered in groups. Furthermore, the level of secrecy that they have maintained about their society and world hints at a high level of clan cohesion or possibly even a government structure. This form of society has yet to produce any form of rebel that was willing to break the silence about their customs, culture or homeworld. When alone, Breen tend to act unpredictable and quirky with displays of neurosis due to the fact that they are working apart from their group. While this hinted that Breen are incapable of working alone, xenologists have stated that this behavior may in fact be faked in order to produce the illusion of such traits in order to fool other races.

The Breen were disliked by the Romulans, who had a saying: "never turn your back on a Breen". The nature of why the Romulans distrust the Breen so much remains unknown. They, however, earned this reputation through their opportunistic tendencies of preying on the conflicts of other species while at the same time, rarely interacting directly. This was because they wished to profit on such activities which included slavery.

What was known about the Breen race was that they tended to act out of their own self-interest with little weight placed on the hardships by those that stand in their way. They appeared callous to the suffering of others and in fact do not heed calls for aid unless there was



something to gain from such an endeavor; be it monetary, technology or simply territory. While the Breen were quite capable of acts of deceit, Elias Vaughn thought it unlikely they would attempt to build up a military presence in hiding-as it did not fit with their cultural psychology. It's known that they are not above using others in their schemes where the relationship was that of a pawn rather than a partner. Regional conflicts among other empires was noted to result from Breen provocation with the race being blamed for activities that they themselves have not committed even. Their society also was believed to contain some aspects of a manifest destiny.

The Breen commonly produce offspring at a very early age, at about the equivalence in physical growth of Human third grade children. The Breen entertain their offspring with nursery rhymes. Breen nursery rhymes can be made up of a heterophonic, fiveline verse with an alternating tetrameter and pentameter structure. These are nonsensical phrases strung together because they rhyme (at least to the Breen). Some Breen music, which can accompany these nursery rhymes, is written on a Lyxian scale.

The Breen were politically nonaligned and did not take part in official treaties or alliances though their representatives on occasion visit certain diplomatic gatherings. However, the selection process of which gathering they do attend was a mystery to other races. What was determined, however, was that they seek to gather information in such meetings, not to participate in them. The fact that they do not appear to be an expansionistic race has meant that other races typically leave the Breen alone.

The government itself appeared to resemble a form of primitive tribalism except that all Breen were a member of the same tribe. Members were noted to form into groups where different individuals assume different roles on a voluntary basis rather than an autocratic dictate. Their leaders rule as long as their groups allow them to do so with their starship tactics following a similar role with each vessel seeming to possess a high degree of independent autonomy. These ships appear to only work with others through mutual consensus or agreed-upon tactics.

Game Data

Tech: Sophisticated or Advanced

Resources: standard warp capable species system resources

Goods: unknown

History:

22nd century

During the 22nd century, the Breen were largely confined to their own home system with few forays being outside their region of space due to refrigeration technology being too primitive to allow them to survive on other worlds. In the time of the Second Klingon Empire, Chancellor Mow'ga sent a fleet into Breen space to conquer the race but they were never heard from again. The Vulcan race were aware of the existence of the Breen before the year 2155 though their Vulcan Security Directorate knew very little about the species except that they made use of disruptor technology and kept to themselves. The Breen also had early contact with the Ferengi, beginning the age of Ferengi trade on the galactic scale by selling the race warp drive technology.

23rd century

By the 23rd century, the race had improved their environmental suits to the point that they had the capacity to travel far greater distances. It was during this period

that the race offered their services to other governments that required covert agents or mercenaries. Despite this expansion into space, the Breen generally kept to themselves, with the Federation not being aware of the existence of the species. The Romulans made first contact with the Breen in 2268, and were soon using them in covert operations and illegal work. The Federation made first contact with the Breen in 2275, with a minor clash erupting between the two by 2283.

24th century

In the 24th century, they had fully developed the means to join the galactic community but remained inscrutable with their goals being enigmatic to other empires. They tended to enter specialized markets to leverage skills in intelligence work, mining and technology that dealt with survival on colder environments. The Federation had become fully aware of this empire's existence and recognizes that they had developed several technologies like the disruptor from trade with the Romulans or other races. However, it was concluded that the mysterious insular species were neither a threat or potential ally. In 2328, the Federation constructed Deep Space 3 to monitor the Breen and those species that resided in their space. Relations between the Federation and the Breen were described as tenuous at best by the year 2360. In 2366, the Breen attacked the Ravinok and forced it to crash on Dozaria. The Bajoran and Cardassian survivors were forced to mine dilithium by the Breen. In 2372, Breen privateers were operating near Bajor. Some years prior to 2377, Captain Marcus Refelian distinguished himself in defending a group of Federation colonies from attacks by Breen raiders.

The Dominion War

The Dominion made attempts to forge an alliance with the Breen as early as 2374. It was the possibility of finding themselves on the same side as the "accursed" Breen that made the Romulan Star Empire reticent to ally itself with the Dominion. At the same time, the Federation was engaged in talks, and by 2375, Starfleet Admiral Marcus Holt reportedly made some progress in improving Federation/Breen relations. However, in the same year, the Confederacy allied themselves with the Dominion in the Dominion War and shortly after launched an attack on San Francisco on Earth. This was a surprise to many military strategists, as the Breen were considered strategically unimportant, even though their fleet strengths had never been charted. Thot Pran led the Breen forces at the Battle of Cardassia. However, after the Cardassians broke ranks with the Jem'Hadar and began fighting alongside Federation Alliance forces, the Breen ships fled from the battle and retreated back into their space.

Postwar

The Breen continued to be a source of some concern following the war. In April 2376 the USS Enterprise-E was sent to investigate the Badlands for a Klingon reported Breen presence. Nothing was found and Elias Vaughn thought it unlikely the Breen would build up a military presence in hiding, though it was consistent with other, need-to-know only, reports he had received not long before. Cole of Section 31 told Julian Bashir several weeks later that he thought it likely the Breen would be watching the Federation's borders and would make raids when they found a weakness. However, Cole also told Bashir he thought the Breen could be useful in fighting off a future Borg attack. An unusual amount of Breen activity was detected along the Federation-Cardassian border near Starbase Deep Space 10 in mid 2377. They were briefly considered as possible culprits in a series of malfunctions that had plagued the station, but eventually ruled out. In 2379, a contingent of Starfleet Special Operations personnel was able to capture a Breen vessel in the Ravaner system, although their actions were officially denied by the Federation Security Council. Ambassador Worf was able to obtain these schematics to trade to Imperial Intelligence agent Lorgh in exchange for blackmail information against Klingon Councilor Kopek.

Typhon Pact

After learning of the behind-the-scenes deal making, the Confederacy joined with the Tholians, along with four other local powers, to form the Typhon Pact.

Possible Structures: **NOTE: BLUE ONES ARE ALREADY IN**
Breen Weapons Centre (+25% Weapons Research)
Breen Confederacy (+10% Bribe Resistance Empire wide)
Zero Point Resonator (+200% Energy)

Chalnoth



System Name: Kaus Borealis

System Type: Unknown

Moons: Unknown

Planet of Origin: Chalna (Borealis V)

Associated Bodies: (5) Planets (Borealis I-V, other ??)

Government: Unknown

Capital: Unknown

Colonization Level: Low

Culture: The Chalnoth were a warlike species native to the planet Chalna. The Chalnoth did not believe in government so their society existed in a state of total anarchy, where only the strong survived.

Tech: Warp Capable

Resources: Dilithium

Goods: Unknown

History: Unknown

Personnel: Pathox, Chalnoth Captain Esoqq, Chalnoth Commander

Random Event (Possible): Unknown

Game Structures: Chalnoth Army (+60% Ground Combat) and Factory Program (+35% Industry)

Coridan



System Name: 54 Orionis(Desotriana-Native Coridan name for the star that we should use)

System Type: Red dwarf

Moons: unknown

Planet of Origin: Coridan Prime(third planet; class M but with large Ice caps)

Associated Bodies: (4)(planets 1,2,4,5 unknown)

Sociological Data:

Government: The People's Republic of Coridan(Chancellor)

Capital: unknown

Colonization level: Low-Medium

Culture: Physically, Coridanites are quite similar in appearance to other humanoid races. In diplomatic situations, Coridanites by tradition were required to wear elaborate masks that gave them a distinct appearance.

Game Data

Tech: Developed

Resources: Rich with dilithium ore

Goods: Unknown

History:

The Coridans, also known as Coridanites, are a humanoid Federation species hailing from the dilithium-rich planet Coridan located in the Beta Quadrant. In the 22nd century, the People's Republic of Coridan was one of the leading space powers of known space, possessing the largest known dilithium deposits in the area that later became the Federation core worlds. The Coridans were rumored to even be capable of reaching speeds as high as Warp 7, though they tightly controlled their exports of such technology.

Coridan Prime was host to a civil war between the Coridan government, backed by the Confederacy of Vulcan, and various rebel groups aided by the Andorian Empire as part of their on-going conflict with Vulcan. Though the planet had a population of three billion and was quite wealthy, the war left the People's Republic of Coridan politically unstable.

The People's Republic of Coridan was amongst the various interstellar states that participated in United Earth Prime Minister Nathan Samuels' opening talks for the creation of a Coalition of Planets in late 2154 and early 2155. One of the issues that slowed down the negotiations was a

conflict between Coridan and Tellar over trade with the Orion Syndicate. Unfortunately, Coridan Prime was the victim of a horrific suicide attack by an agent later identified as being of the Romulan Star Empire in early March of 2155. A warping vessel collided with the planet, setting off a global environmental catastrophe that consumed much of the planet's dilithium resources and killed half a billion Coridans immediately. While the government narrowly survived the attack, as a result of this cataclysm, the People's Republic of Coridan refrained from signing the Coalition Compact that year.

By 2267, the People's Republic of Coridan had not joined the United Federation of Planets. Its population had significantly decreased, and the maintenance of law and order on its planets was a significant issue. Also at issue was the old question of dilithium trading with the Tellarites and Orions; indeed, things had become so heated that it was feared the Federation was on the verge of civil war. That year, the Federation convened a special meeting of its Member States' ambassadors over the issue of the PRC's petition for Federation Membership. The Babel Conference of 2267 eventually ended in the unmasking of an Orion plot and the decision to allow the People's Republic of Coridan's petition for Membership. Vulcan Ambassador Sarek was later regarded as being primarily responsible for the decision.

Possible Structures: NOTE: BLUE ONES ARE ALREADY IN
Coridan Dilithium Cracking Station(+25% Ship Building (Large Shipyard type))
Coridan Shipyard(+3 Dilithium)

Deltan



System Name: Delta Triciatu

System Type: Unknown

Moons: Two moons - Seyann and Cinera

Planet of Origin: Delta IV

Associated Bodies: (7) Planets: Delta I-VIII, known: (Delta VII-Gas giant)-other unknown

Sociological Data

Government: Deltan Union

Capital: Unknown

Colonization level: Low

Culture: Delta IV's unpredictable tides and otherwise inhospitable ecology have promoted a culture at once polyglot and unified. Although many microcultures evolved throughout the expansive planetary chain of island archipelagos, they could never remain isolated long enough to develop either xenophobia or devastating cultural and technological advantages over one another. To forestall inbreeding, the island-bound Deltans also cultivated an extremely open sexual culture. Indeed, stranded mariners were often adopted into large group amours in order to refresh local gene pools. Brought together by ties of sex and geography, Deltans learned to peacefully coexist and relate well, by necessity. With the bountiful renewable resources of so flourishing a natural environment, and a low species birthrate, wars over resources were almost unknown among the Deltans. The Deltans were also drawn to cultural unity by their genetic predisposition toward empathy along with related psionic abilities. The capacity to experience another's suffering rendered violence and armed conflict anathema, and even excessively hurtful personality conflict and quarrel, unthinkable impolite. Yet ordinary social hypocrisy was impossible due to the intense Deltan pheromones and acute sensitivity thereto, rendering Deltans so transparent to one another, emotionally. And so, their culture evolved toward a remarkable global ideal of supportive, nurturing behavior founded upon time-honored Deltan sexual openness. Their greatest concession to existence in a dangerous galaxy was the adoption of the renowned Oath of Celibacy out of necessity and good manners when dealing with those whom they came to regard, perhaps with somewhat patronizing deference, as less sexually-mature species and cultures.

Game Data

Tech: medium

Resources: Lot of natural resources(food, minerals, ores....)

Goods: -

History: One of the closest inhabited planets to Delta IV was Carrea. The Carreon and the Deltans have been rivals since first contact, sometime prior to the late 22nd century. Delta IV was attacked by Dominion forces during the Dominion War, resulting in the contamination of their water table. This resulted, by 2379, in the breakdown of their water reclamation system. Delta attempted to obtain a new Carreon-designed system, and after four months of negotiation, agreed to allow a Carreon scientific base on planet Brannik IV in exchange for this new system.

People: Niro(sage)

Personnel: Ilia (lieutenant)

Possible Structures: NOTE: BLUE ONES ARE ALREADY IN
Deltan Diplomats (+10% Bribe Resistance (EW), +1 Faith (EW))

Devore



System Name: Devore

System Type: unknown

Moons: unknown

Planet of Origin: unknown

Associated Bodies: unknown

Sociological Data

Government: Devore Imperium

Capital: Unknown

Colonization level: High

Culture: The Devore are a humanoid species native to the Delta Quadrant. Their distinguishing features are a series of delicate ridges over the eyebrows and down the bridge of the nose. The Devore are organized in the xenophobic Devore Imperium. They especially harbor a deep mistrust of telepaths and every "gaharey" (outsider) starship that passes through their space is meticulously searched.

Game Data

Tech: Sophisticated

Resources: Unknown

Goods: Unknown

History: Unknown

People: Kashyk(inspector), Prax(officer)

Possible Structures: NOTE: BLUE ONES ARE ALREADY IN
Devore Imperium (+4 System Morale)

Inspection Patrol HQ (+25% Ship Experience)

Detention Centers(+3 Morale)

Prisons for captured telepaths and enemys.

Detection Research Lab(+50% Scan Strength)

Researches better detection equipment.

Alien Genome Archive(+5% Internal Security)

Archive of all known telepathic aliens.

Also I have removed +5% Internal Security from the Imperium structure and gave it to the Genome Archive, in return I have increased morale bonus if the Imperium.

Gorn



System Name: Ghdar System (speculative)

The FEDERATION SPACE board game, published by Task Force Games (and SFC), indicated that a Gorn confederation formed when three separate but nearly identical sentient species, each having developed on a different planet (Ghdar I, Ghdar II, and Ghdar III, presumably in the Ghdar system) joined into a single political entity (see also Star Fleet Universe).. Also there are different informations regarding planet of origin sometimes is S'sgarnon or Gornar or Ghdar. For game sake I will place all planets in one system plus other planets which are known to be in in the system.

System Type: Unknown

Moons: (1) Unknow name

Planet of Origin: Gornar

Bodies: Ghdar I, Ghdar II, Ghdar III, Gornar, S'sgarnon, Gihdahr, Cenotaph (small)

Government: Hegemony or Confederation (canon-hegemony)

Capital: Unknown

Colonization Level: High

Tech: Sophisticated

Resources: Dilithium

Goods: Meridor (beer)

History:

Personnel: Slar, Gorn Commander (2268), S'alath, Gorn Commander, Thak, Gorn Scientist, Relk, Gorn General

Ktarian



System Name: Ktaria System

System Type: Unknown

Moons: Unknown

Planet of Origin: Ktaris (Ktaria IV)

Associated Bodies: (7) Planets (Ktaria I-VII)

Government: Unknown

Capital: Unknown

Colonization Level: Low

Culture: The Ktarians are a humanoid species native to the planet Ktaris. Ktarians are also known to maintain burial grounds on the planet Ktaria VII.

Tech: Ktarians had technology sufficient for the creation of plasma coils as early as the 21st century.

Resources: Dilithium

Goods: Ktarian Merlot, Virtual Games

History: Unknown

Personnel: Etana Jol, Ktarian Operative

Random Event (Possible): "Mind Control"- She tricked him into bringing an addictive, mind-controlling game aboard the USS Enterprise-D, as part of a massive plot to take control of Starfleet. She nearly succeeded in taking over the starship but, fortunately, her plan failed and her ship was captured Note: Needs work

Game Structures: Infiltration Network (+10% Sabotage, +150 Intel (system))

Nausicaans



System Name: Nausicaa

System Type: Unknown

Moons:

Planet of Origin: Nausicaa

Associated Bodies: (4) Unknown names

Government: Unknown (coordinated acts of piracy)

Capital: Rylon

Colonization Level: Very Low

Culture: Nausicaan culture appears to be firmly rooted in violence. Nausicaans often provide personal security for high profile alien clients.

Tech: Hunting parties of several warp-capable starships or raiders worked out of asteroid bases, and pirates were armed with energy weapons of identical design.

Resources:

Goods: Nausicaan tusk opera

History:

Personnel:

Game Structures: Asteroid Base (+30% Raiding)
Pirates Guilds* (% Credits (system))
Bodyguard's Association* (% Internal Affairs)

Orions



System Name: Rigel

System Type: 3 Stars (Rigel A, B and C)

The Rigel star system was astrologically located in the Coreward side of the Orion Arm of the galaxy which consisted of a belt of ionized hydrogen rich bright stars. The system consisted of three stars; Rigel A was the primary star, Rigel B and C orbit each other from a great distance from Rigel A. Whilst located in a region noted for being poor in planets, the Rigel system was actually incredibly rich in them as it possessed 14 worlds within it with more than half of them being inhabitable.

Moons: Unknown

Planet of Origin: Rigel VIII

Associated Bodies: (13) Unknown names, most of them support sentient life, except of Orions, system is inhabited by another 8 species most notable are Rigellians Government: Orion Congeries (loose affiliation of Orion worlds i believe this includes other species too)

Capital: Ur'eon

Colonization Level: Medium to High

Culture: Famous for their involvement in many criminal endeavors of any kind. The Orions were noted for their sect-based society. Their culture is cheerfully decadent and only loosely organized by great families. They are in fact divided into numerous merchant families known as Caj that serve as the guiding force within Orion society. This means that the Orions are not a single, unified population, but are instead spread out into several large factions and a great many smaller ones, separated by space, allegiances and cultural differences.

Tech: Developed or Sophisticated

Resources: The Rigel system is actually incredibly rich, posses 14 worlds

Goods:

History: The Orions have an ancient history, having had their first contact with alien life around sixteen thousand years ago. They have outlasted almost all other interstellar civilizations from that time.

Personnel: Harrad Sar (Capitan) Telev (Intel Operative)

Game Structures:

Orion Syndicate (+20% Raw Materials, +25% Income on Trade Routes, +10% General Intelligence) **Orion Congeries*** (+1 system morale) **Orion Caj Sects*** (+1 faith system, buildable on all Orion native worlds) **Orion Free Merchants*** (+1 trade rout, buildable on all Orion native worlds) **Orion Slave Market*** (+100 redits, only Rigel system) **Orion Cosmology Institute***

(+10% Research Empire Wide) Orion Helium Plant* (+ 350 energy) Orion Barros Inn* (+50 personnel, +15% ship experience) Rigelian Port Authority* (+100 internal security)

Notes: Orion Congeries-The Nonaligned Planets of Southern Orion Congeries were an organization that took over the Inshai Compact after thonuse da'Nikhirch. These people later became the Orions Orion Caj Sects- The Orions were noted for their sect-based society. (TOS novel: First Frontier) Their culture is cheerfully decadent and only loosely organized by great families. They are in fact divided into numerous merchant families known as Caj that serve as the guiding force within Orion society. (ST reference: Aliens) This means that the Orions are not a single, unified population, but are instead spread out into several large factions and a great many smaller ones, separated by space, allegiances and cultural differences.

Orion Free Merchants- Association of Orion merchants which who are not wealth enough to enter in Syndicate

Orion Slave Market- Self-explanatory

Orion Cosmology Institute- The Orion Institute of Cosmology was a prestigious cosmology academy located on Rigel One. Requirements for attending the institute include one year of field experience. Crewman Mortimer Harren signed on board the USS Voyager in 2371 to gain a year of field experience in hopes of attending the Institute of Cosmology. (VOY: "Good Shepherd")

Orion Helium Core- The Rigel star system was astrologically located in the Coreward side of the Orion Arm of the galaxy which consisted of a belt of ionized hydrogen rich bright stars. The helium core was used as part of a stellar engineering project that was used on Rigel B and C to secure free flow of energy for inhabitants of Rigel system.

Orion Barros Inn- Place where most experinced smugglers, pirates and assasins from Borderlands, the volatile region of space between the Klingon Empire and the Orion Congeries, were recruited for diverse operations.

Rigellian Trade Authority- The Rigellian Trade Authority is an organization that oversees and administers trade in the Rigel system. The organization is headquartered on Rigel IV, but other planets known for their heavy levels of trade include Rigel VIII (Botchok) and Rigel X.

Rigelian



System Name: Rigel

System Type: Blue Giant

Moons: unknown

Planet of Origin: Rigel V

Associated Bodies: (13) Planets, special names unknown; planets 2-8 terran

Sociological Data

Government: unknown(only known ministry is Rigelian Trade Commission)

Capital: unknown

Colonization level: low-medium

Culture: Rigelians are believed to have four or five genders.

Game Data

Tech: Developed

Resources: (medium ores, dilithium, minerals)

Goods: Rigelian Flamegem (jewel), Rigelian Chocolate(food)

History: During the 22nd century, Rigelians maintained relationships with several Alpha and Beta Quadrant species. By the 2150s, it was not uncommon to find a Rigelian visiting Earth. In early 2155, the Rigelians participated in talks discussing their wish to join as a possible member in the Coalition of Planets along with Humans, Tellarites, Andorians, Coridans and Vulcans.

Rigelian commerce was regulated by the Rigelian Trade Commission during the 22nd century. The Rigelians continued to independently operate their own freighters during the 24th century. In 2369, one of these freighters docked at Deep Space 9 prior to its mission to the Gamma Quadrant.

Medical achievements

The Rigelians were responsible for developing a unique gene therapy technique that was capable of curing medical conditions such as Taggart's Syndrome. During the mid-2260s, an experimental chemical stimulant designed to speed up reproduction and replacement of blood in the bodies of certain species was developed that was successfully tested in Rigelian test subjects on Rigel V. Although the side-effects included tremendous strain on the spleen and the liver, it was later discovered by Doctor Leonard McCoy to be a viable treatment for producing Vulcan T-negative blood.

Possible Structures:

Rigelian Trade Commission (+4 Trade Routes, +20% Income on Trade Routes)

Medical Council (+5% Bio-Tech Research, +5% Population Health)

NOTE: BLUE ONES ARE ALREADY IN

Sulibans



System Name: Sulvin (speculative)

System Type: Unknown

Moons: Unknown

Planet of Origin: Sulvin IV

Associated Bodies: (3) Planets (Sulvin I, II and III)

Government: Unknown

Capital: Unknown

Colonization Level: Low

Culture: The Suliban were a nomadic humanoid species from Sector 3641 whose homeworld became uninhabitable in the 1850s.

Tech: Warp Capable

Resources: Unknown

Goods: Unknown

History: Unknown

Personnel: Raan, Commander (Cabal) Silik, Operative (Cabal)

Game Structures: Advanced Genetics Lab (+10% Bio-Tech Research)
The Cabal (+10% External Affairs, +1 Morale)

Tellarite



System Name: 61-Cygni

System Type: (binary) 61-Cygni A [(homeworld and other planets)- orange dwarf] and 61-Cygni B

Moons: Two- Kera and Phinda

Planet of Origin: Tellar Prime (Tellarus or Miracht)-fifth planet,class M

Associated Bodies: (8) Planets, special names unknown

Sociological Data

Government:

Capital:

Colonization level: High

Culture: Tellarites considered canine to be something of a delicacy. They found human room temperature to be cold, indicative of a higher body temperature. Tellarites were known to be an impatient people. They were also known for their "stubborn pride". They had a propensity toward strong emotion. However, they enjoyed a good argument, which was even considered a sport on Tellar. Tellarites often began an interaction with a series of complaints; this was how they started arguments with someone they had recently met. If they had nothing to complain about they would simply insult the person. Because of their ability to argue, Tellarites made excellent politicians. Tellarites were almost always born in groups of six, as they approach puberty they developed a bristly yellow mane of hair. They reach adulthood by the age of twelve Earth years. Virtually all are ambidextrous.

Game Data

Tech: Sophisticated

Resources: Resources needed by an Warp capable race(dilithium, deuterium, some ores)

Goods: Volcanin spew(beverage), Tellarite fizz(beverage)

History: Tellarites were warp-capable and involved in inter-species communication by the 20th century. There was a conflict between Andoria and Telar in 2140ies. In 2155 talks were scheduled at a neutral planetiod Babel, but were interrupted by Romulans. Later in 2155, a delegation of Tellarite ambassadors was sent to Earth to join in talks of forming a Coalition of Planets. In 2161, Tellar would become a founding member of the United Federation of Planets along with its old war allies Earth, Andoria and Vulcan. As a result, the Tellarites held a seat on the Federation Council and served as Starfleet officers. In 2268, the planet Coridan sought

STAR SYSTEM DATA

admission to the United Federation of Planets. However, due to the wealth of dilithium available on Coridan and the presence of illegal mining operations, Coridan's admission was a controversial subject between Tellarites and Vulcans. The Babel Conference was convened to settle the matter and ultimately approved Coridan's admission. By the late 24th century, Tellarites were serving in Starfleet.

Possible Structures: NOTE: BLUE ONES ARE ALREADY IN
Engineering Union(+150 Industry)
Tellarite Shipyard(+50 Ship Building)
Anti-Matter Collider(+650 Energy, -1 Morale)

Tholians



System Name: Tholia System (speculative)

System Type: Unknown

Moons: Unknown

Planet of Origin: Tholis (canon)

Associated Bodies: Unknown

Government: Assembly

Capital: Unknown

Colonization Level: Low (only hot worlds)

The unique nature of their evolution has meant that Tholians require a harsh hot environment in order to function and live. This temperature was essential for their survival as colder temperatures were capable of compromising their crystal carapace leading it to fracture and eventually bring about the Tholian's death. These volatile conditions made boarding Tholian ships a near impossibility by enemy marines, the majority of nearby races being humanoids accustomed to far cooler environments. Culture: The Tholians were extremely xenophobic. Members of the species were believed to have possessed a hive culture with a hive mind present amongst them. It was also known that the Tholians modified members of their race at birth in order to perform a specific purpose when they reached adulthood. This brought about a number of specialized outer body configurations with warrior, ruler and builder classes identified within their culture with a possibility of many more being present.

Tech: Sophisticated

Besides utilizing standard offensive weaponry, Tholian ships can also work in concert to emit an energy field shaped much like a web that will drain the energy of any space vessel trapped inside.

Resources: Dilithium

Goods: Tholian Silk

History: In 2151, Tholians made their first contact with humans. As players in the Temporal Cold War, they opposed the Suliban in pursuit of an artifact from the future, disabling a powerful Vulcan ship in the process.

Personnel: Loskene, Tholian Commander (2268)

Random Event (Possible): Unknown

Game Structures: THOLIAN ASSEMBLY (+1 Morale, +1 Faith)

METALLURGY CENTRE (+15% Construction Research)

WEB CRUSHERS* (+40% ground defence)

***WEB CRUSHERS- This is an extension of the Web Generator technology. A small portion of web is produced in a special firing chamber, then projected at the**

target. It envelops the invading vessel, then constricts, burning up its energy as it shrinks. Eventually, there is insufficient energy remaining in the web for it to remain cohesive, and it "falls apart". However, any target hit by such a weapon may not fire torpedoes of any kind in the turn, as they will strike the web and explode.

Vulcan



System Name: 40 Eridani A

System Type: Trinary (40 Eridani A- yellow-orange; 40 Eridani B- white dwarf; 40 Eridani C- red dwarf)

Moons: "Vulcan has no moon"— Spock

Planet of Origin: Vulcan- second planet (desert with frequent volcanic eruptions due to T'khul gravitational influence)

Associated Bodies: (4) Planets (first planet-special name unknown:Class B; third planet-T'Khul:Volcanic; fourth planet-Delta Vega:Arctic; Asteroid belt)

Sociological Data

Government: Confederacy of Vulcan(High Council, ministers,administrator)

Capital: shi'Khar

Colonization level: High

Culture: The government on Vulcan is a representative democracy. Individual political advancement is based on meritocratic principles. For an intensely logical race, the Vulcans do have spiritual beliefs. Though little is known about the details, their religious system is polytheistic. They also believe in the *katra*, the soul and consciousness of a person, which can be transferred psionically prior to death.Vulcans are generally non-violent, but logic dictates that combat is sometimes necessary.

Vulcans can and do use weapons and practice martial arts called "tal-shaya", and "Suus Mahna".

Most modern Vulcans are Vegetarians.

Vulcans are known for their high degree of honesty. They are extremely reluctant to tell a lie, and indeed it is said that "Vulcans *cannot* lie". However, they will do so for what they perceive as logical reasons, though they rarely refer to their dishonesty as "lying." As parents, Vulcans never shield their children from the truth. Doing so would only hinder their ability to cope with inevitable difficulties.

Development of a Vulcan's life of logic begins at a young age. Vulcan parents will utilize learning tools, such as *pleenoks*, to train their infants in primary logic. Vulcan children will then learn to detach themselves from their emotions at an early age. Despite this early training in logic, Vulcan children in nursery school are allowed to dance. These dances are reminiscent of the dances of the Orion slave girl, just not as well coordinated. A Vulcan parent's attachment to their children cannot be described as an emotion. They are part of the parent's identity and the parent is incomplete without them.

Vulcans sometimes have mates chosen for them by their parents at the age of seven. The mates are joined in a ceremony that links them telepathically that is "less than a marriage, more than a betrothal". When the two come of age and undergo the *pon farr*, the link compels them to follow through with full marital rituals, which cement their relationship. If, for whatever reason, the female does not wish to go through with the marriage, then the ceremony of *koon-ut-kal-if-fee* ("marriage or challenge") is invoked. The male must fight for the right to keep his mate against a challenger of her choosing. The female becomes the property of the male who wins the contest, unless he chooses to release her. The *koon-ut-kal-if-fee* is a fight to the death

Contrary to stereotype, Vulcans do possess emotions; indeed, Vulcan emotions are far more intense, violent and passionate than those of many other species, including even Humans. It was this passionate, explosive emotionality that Vulcans blamed for the vicious cycle of wars which nearly devastated their planet. As such, they have focused their mental energies on mastering them. Though not all can arrive at the ultimate pure logical state, the exacting process of mental control gives Vulcans enough to conform to the ideals of Vulcan society. The ultimate level of logical thought is achieved through the attainment of *kolinahr*, which is said to purge them of all remaining emotions.

Vulcans believe knowledge to be the best defense against unknown dangers, and pursue them with the intellect and logic that makes them some of the finest scholars in the Federation. Vulcans consider death to be the completion of a journey. Therefore, they do not fear it happening, however the loss of one's *katra* is to be avoided if possible, since the *katra* lives on beyond the physical death.

Game Data

Tech: Very High (one of the highest of the minor races)

Resources: Resources needed by an Warp capable race(dilithium, deuterium, some ores)

Goods: Vulcan Port(beverage);

History:

Ancient history

Although Vulcan civilization goes back much farther than that of Humans for example, there are still many gaps in Vulcan prehistory, such as the Obelisks of ancient Vulcan, which were lost for many years but were an important archaeological discovery when they were finally excavated. Vulcans have been capable of space travel since at least the 9th century BC, when the P'Jem monastery was founded on another world for religious purposes. As far back as Vulcan memory goes, they have never been conquered. Memory goes back so far that Vulcans cannot conceive of a conqueror. According to Spock, early Vulcans once subscribed to a "martial philosophy." These early Vulcans followed a pagan religion with many gods, including gods of war, death and peace. They celebrated many religious holidays as well, such as Rumarie. Some rituals such as the Vulcan wedding ceremony have remained unchanged from the "time of the beginning." In the middle of the 3rd millennium BC, some Vulcans began to mentally train themselves to suppress their emotions.

Time of Awakening

By the 4th century, Vulcan was tearing itself apart. Their rampant emotions combined with a hostile warrior culture led to many wars using atomic weapons. But out of this came a philosopher named Surak, who would propose leading a life governed by logic rather than emotion. His teachings quickly spread, and Vulcan finally began a shift towards peace. One group still opposed allowing logic to govern their lives. "Those who marched beneath the Raptor's wings", as Surak called them, fought a final war with the rest of Vulcan, were forced to leave the planet, and became the Romulans. Surak himself later died of radiation sickness on Mount Seleya, which eventually became one of the most important religious temples on Vulcan.

19th century

At this point, Vulcan had rebuilt its civilization and returned to interstellar travel.

21st century

In 2063, the Vulcans were the first to make formal contact with the Human race. An alliance that lasted for centuries was formed between the two worlds, though the Vulcans initially refused to share advanced warp technology with the Humans. Almost a century after first contact, Earth was able to launch its first warp 5 starship, the Enterprise NX-01.

22nd century

By the mid-22nd century, Vulcan was a regional power in the Alpha Quadrant. The Vulcan High Command engaged in conflicts with the neighboring Andorians, and also used its influence to slow Earth's technological development. At some point prior to 2151, the Vulcans built a monitoring station beneath the ancient monastery at P'Jem for the purpose of spying on the Andorians. In 2151, the listening station was discovered by the Human starship captain Jonathan Archer and the Andorian Shran. Shortly thereafter, the monastery was destroyed by Andorian orbital bombardment. This caused turmoil and upheaval on Vulcan, including the dismissal of the First Minister.

Vulcan reformation

Subsequent to this crisis, the High Command gained more control over civilian affairs. Under the leadership of Administrator V'Las, the High Command persecuted the Syrrannite sect, which claimed that Vulcan no longer followed the true teachings of Surak. (Many of Surak's original writings had been lost in the centuries since the Time of Awakening.) In 2154, V'Las claimed to have proof that the Andorians were developing a superweapon based on Xindi technology, and planned to invade Andoria in order to preempt this threat. As these plans were developing, agents loyal to V'Las bombed Earth's embassy and framed the Syrrannite T'Pau for the act. Jonathan Archer, investigating the Syrrannites, was briefly joined with the katra of Surak, and re-discovered the Kir'Shara, an artifact containing the original writings of Surak. Archer and T'Pau brought the Kir'Shara into the High Command's headquarters, justifying the Syrrannites' position and enabling Minister Kuvak to challenge V'Las's increasingly illogical behavior. In short order, the attack on Andoria was canceled, V'Las deposed, and the High Command disbanded. Kuvak and T'Pau formed a new transitional government which promised to pursue peaceful policies, and also to end its restrictions on Earth's technological development and expansion.

The Federation

The years following the Vulcan reformation also saw the Vulcans being one of the leading members of the Coalition of Planets, an alliance which included friends such as Earth as well as long-time rivals such as the Andorians. This alliance led Vulcan to be one of the founding members of the United Federation of Planets in 2161.

23rd century

By the 23rd century, Vulcans were one of the more active members of the Federation. On a less than positive light, by then some saw the Vulcans as the "intellectual puppets of the Federation" as the Klingon ambassador put it while arguing before the Federation Council.

Romulan invasion attempts

The Romulans have attempted to invade, subvert, and/or gain control of the Vulcan government on at least three occasions. One attempt was during a 100-year war between the two powers sparked by the actions of a renegade Q. Another occurred in the 22nd century, during a time of political and social upheaval in Vulcan society that ended in the Vulcan Reformation.

Administrator V'Las, who was either a Romulan or a Romulan sympathizer, attempted to wipe out the Syrrannite movement. His efforts were thwarted by Starfleet Captain Jonathan Archer, T'Pol, and T'Pol. In 2368 an attempt at a Vulcan-Romulan reformation/reunification almost resulted in an invasion of Vulcan. It began when Ambassador Spock went to Romulus because the new Proconsul Neral convinced Spock he was ready to open formal relations with Vulcan.

People: Sarek, T'Pol, Soval

Personnel: Orat (medical officer), Saavik (lieutenant), Selar (medical officer), Solok (captain), Spock (commander, captain, ambassador), T'Pol (commander), Vorik (Ensign), Vanik (captain)

Possible Structures: NOTE: BLUE ONES ARE ALREADY IN

Vulcan Science Directorate (+100 system research, +1 morale)

Vulcan High Command (+10% External Affairs, +1 Morale)

Vulcan Science Academy (+10% Research Empire-wide)

Propulsion Laboratory (+10% Propulsion Research)

Advanced Fusion Reactor (+280 Energy)

Vulcan Ministry of Information (+50 research)

Vulcan Intel Bureau - "V'Shar" (+50 intelligence)

Vulcan Genome Registry (+20 internal security)

Monastery of P'Jem (only Vulcan colony, +1 morale)

Yridians



System Name: Zeta Fornacis

System Type: Unknown

Moons:

Planet of Origin: Yridia

Associated Bodies: (11) (Koros, Fenris, Magdin, Yridia, Fedora, Rogis, Naraj, Salam Kresob, Joran, Adena) (Asteroid belt)

Government: Unknown

Capital: Pela

Colonization Level: Very Low

Culture: Opportunistic and clever, focused on the acquisition of prestige and influence. Yridians show little regard or concern for non-Yridians. A Yridian called Paltriss created several rings, later known as the Rings of Paltriss. They became extremely valuable and, as such, were removed from the Yridian homeworld over time.

Tech: The Yridians operate their own design of starship, seen used in both destroyer and freighter roles.

Resources:

Goods: Yridian Tea

History:

***Personnel:**

- Yerdrin Lek, Yridian Intel Operative* (2165)
- Jaglom Shrek, Yridian Intel Operative* (2369)
- Yog, Yridian Captain* (2370)
- Yranac. Yridian Intel Operative* (2370)

People:

Game Structures: Yridian Intelligence Servis (+100 Intel, +15% General Intelligence)