Hirogen Training Facility
Hunters versus holograms

Dr. Chaotica!
Exploring an evil genius

Temporal Disruptor
Time to destroy VOYAGER

Inquisitive Nuria
Brave face of Mintaka III

Sisko and Gabriel Bell
Saving history in old San Francisco

Orbital One Capsule
Courageous Journey to the Sky Ship
CONTENTS: PART 234

The Guide to the STAR TREK Galaxy

El-Adrel IV
Temporal Anomalies: Sisko and Gabriel Bell
The ANNARI and KRAYLOR

FEDERATION STARFLEET

DEEP SPACE NINE: Incidents of Major Damage

Non-FEDERATION Starships

HIROGEN TRAINING FACILITY
ORBITAL ONE

Personnel Files

TUVOK and PON FARR
DR. CHAOTICA
NURIA

Equipment & Technology

TEMPORAL DISRUPTOR

Starship Log

STAR TREK: DEEP SPACE NINE – Index (Part 1)
STAR TREK: VOYAGER – ‘Imperfection’

A–Z Access Point Update
New Alphabetical Entries and Updates

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Tim Leng, Emily Robertson-Heggs
Assistant Editor: Jane Burgess
Editorial Assistant: Anthony Weaver
Authors: Jennifer Cole, Chris Dows, Jonathan Freund, Peter Griffiths, Gary Hellen, Frank Plowright, Beth Slick, Howard Stangroom
Design: Martin Ritchie, Graham Miller
Art Editor: Emily Robertson-Heggs
Artists: Rob Garrard, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis
Associate Editors: Ben Robinson, Marcus Riley
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd
Trade distribution by COMAG (Tel. 01895 444055)
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday

All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbrì Publishing Ltd. authorized user.

Published by GE FABBRÌ Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES.
Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series.

COMING NEXT WEEK:

THE GUIDE TO THE STAR TREK GALAXY
NEW EARTH
SOUKARA
The OCAMPACity

NON-FEDERATION Starships

DELTA QUADRANT Ships – Part 3
Personnel Files
KIRA and ODO: Romance
ENSIGN ANGELA MARTINE
IRINA
BALOK

equipment & technology
CAPTAIN PROTON'S RAY GUN

Starship Log

STAR TREK: DEEP SPACE NINE – Index (Part 2)
STAR TREK: VOYAGER – ‘Drive’

CUSTOMER SERVICES
UK AND EIRE
COLLECTING YOUR MAGAZINES
WEELY FROM YOUR NEWSAGENT
Your local newsagent will be happy to take your regular weekly order for The STAR TREK Fact Files, so don’t miss out – place an order today.

subscription, ring our Customer Services on 0870 729 9292 or write to the address below.
BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. POSTAGE IS FREE. (For issues with a free binder, please add £1.00 to cover postage and packing.) HOW TO ORDER Orders should be sent to: The STAR TREK Fact Files
Woodgate (Fabbrì) Ltd, PO Box 1, Hastings TN35 4TJ Please make your cheques/postal orders payable to Woodgate (Fabbrì) Ltd.
Credit card orders can be given by phone on 0870 729 9292.
CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 0870 729 9292.

OVERSEAS MARKETS
BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:
Australia: The STAR TREK Fact Files, Gordon & Gotch Ltd, PO Box 200, Burwood, VIC 3125. Please enclose payment of the cover price plus A$1 per pack p & h. Tel: 03 8805 1700.
New Zealand: Netlink Distribution Company, Private Bag 92-514 Wellesly Street, Auckland.
South Africa: The STAR TREK Fact Files Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2029. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.
Malta: Back numbers are available through your local newsagent.
The idyllic and pastoral world of El-Adrel IV would seem to offer visitors rest and respite, but this modern day Garden of Eden contains a deadly and carnivorous 'serpent.'

El-Adrel IV and its companion planets are unremarkable Class-M worlds, located in a system between Federation space and a region dominated by a race known as the Children of Tama.

Pastoral paradise

From orbit, El-Adrel IV seems barren and uninviting, being a reddish brown in color. This is a misleading impression, no doubt caused by atmospheric refraction. The planet's hills and plains are lush and green, with grassland and forests, and the climate is so mild that an individual can sleep outside under the stars and suffer no ill-effects, at least not from the weather. The planet possesses a rotational cycle of day and night similar to that of Earth.

El-Adrel IV's surface is approximately 50 percent land mass and 50 percent water, despite this being a higher proportion of land to water than most Class-M worlds, there is no evidence of dehydration in any of the plentiful vegetation. There is abundant insect life, including creatures that resemble butterflies and, at night, decidedly terran-sounding crickets. By day, the air is filled with birdsong. Everything about the planet appears welcoming and inviting to the human observer; passing spacefarers might easily be tempted to take an impromptu shore leave, picnicking and camping in its quiet and serene environs. If so, that may very well be the last decision they make.

The only large indigenous life form known to exist on El-Adrel IV is a cunning predator, possessed of the unusual ability to camouflage itself with a field of energy which partially refracts light. This enables it to blend into the terrain, with only its vague outline being intermittently visible, thus The TAMARIAN VESSEL has been sending a signal for four weeks to indicate they wish to communicate.

The Children of Tama have interacted with members of the Federation seven times over the last century with no success in furthering formal communications. Tamarians speak in a highly abstract form of metaphors drawn entirely from their rich folklore and mythology. Dathon has Captain Jean-Luc Picard beamed to the surface of El-Adrel IV so they can re-enact the story of 'Darmok and Jalad at Tanagra' and actually live the Tamarian language.

The TAMARIAN VESSEL has been sending a signal for four weeks to indicate they wish to communicate.

Communication breakdown

The Children of Tama have interacted with members of the Federation seven times over the last century with no success in furthering formal communications. Tamarians speak in a highly abstract form of metaphors drawn entirely from their rich folklore and mythology. Dathon has Captain Jean-Luc Picard beamed to the surface of El-Adrel IV so they can re-enact the story of 'Darmok and Jalad at Tanagra' and actually live the Tamarian language.

The TAMARIAN VESSEL has been sending a signal for four weeks to indicate they wish to communicate.

In 2368, Tamarian Captain Dathon takes initiative in again trying to communicate with members of the Federation.
gaining the beast a considerable tactical advantage when hunting. It is a quadruped, but raises up onto its hind legs when it is about to attack to use its front limbs more effectively. Its energy field, in addition to providing camouflage, emits electrical discharges when the beast is in contact with its target, stunning and paralyzing its prey. Few if any creatures have the stamina to withstand the electrical assault and the beast’s other formidable natural weapons, which include claws and horns.

A strange and incongruous sight in this bucolic landscape, the only hope for the beast’s intended prey is to flee on first sighting as once within its grasp, resistance is rapidly overcome.

Companions

El-Adrel IV is the scene of a significant encounter between the United Federation of Planets and the Children of Tama in 2368. The U.S.S. Enterprise NCC-1701-D, under the command of Captain Jean-Luc Picard, encounters a Tamarian Vessel, and when initial attempts to communicate are unsuccessful, the Tamarian captain, Dathon, isolates himself and Picard on the surface of El-Adrel IV. There, he demonstrates that he has many basic survival skills on El-Adrel IV, has many basic survival skills on El-Adrel IV. However, Dathon’s response when the beast attacks, however, it seems that he is aware of the predators’ existence, and has even established some tactics to neutralize their formidable natural advantages. Well intentioned actions from the Enterprise crew, however, thwart Dathon and Picard’s joint defense, and Picard is beamed up, leaving Dathon to fight the beast alone.

Last words

Picard insists on returning to the planet’s surface, but is too late; Dathon is mortally wounded, and despite Picard’s best efforts, perishes as a result of his injuries, but not before the two have established a rapport that brings Picard the beginnings of understanding. Returning to the Enterprise, Picard tells the Tamarians of their captain’s demise, haltingly, in their own metaphorical phrases. Saddened by their loss, the Tamarians still manage to indicate acceptance and goodwill, and the first strands of another diplomatic alliance are formed. El Adrel IV and its companion planets are now no longer a border between the two interstellar powers, but instead are a bridge between the Children of Tama and the Federation.

Enterprise’s attempts to intervene and rescue Picard. Given Dathon’s response when the beast attacks, however, it seems that he is aware of the predators’ existence, and has even established some tactics to neutralize their formidable natural advantages. Well intentioned actions from the Enterprise crew, however, thwart Dathon and Picard’s joint defense, and Picard is beamed up, leaving Dathon to fight the beast alone.

BEST INTENTIONS

Captain Dathon demonstrates that he has many basic survival skills on El-Adrel IV. The Tama crew learns their captain has not died in vain – he forged an understanding with Picard.

Predator

The planet has at least one large native predator, a quadrupedal reptile approximately three times the size of a human, which conceals itself from its prey by emitting a natural camouflage field that renders it virtually invisible. This energy field partially refracts light and the beast’s outline is only occasionally seen.

The monstrous creature stands on its hind legs, like a biped, when attacking, using its energy field to electrically assault its prey, rendering it stunned and paralyzed. It also employs its terrifying appearance, fearsome horns and claws, and sheer power to overwhelm its victims.

The only known predator of the otherwise peaceful El-Adrel IV is an unwise choice of challenge around which to orchestrate a bonding experience – more than ties can be severed. It is futile to attempt to defeat it alone and the wisest recourse is to run for one’s life.
The untimely death of Gabriel Bell, one of the 21st century's most important civil rights figures, plunges the whole of Earth's future timeline into chaos. It is up to Commander Benjamin Sisko to step into his vitally important shoes and attempt to safeguard history.

Early 21st-century Earth was not the peaceful paradise enjoyed by Federation citizens. Many years of urban decay and inadequate resourcing combined to create seemingly insurmountable social problems. Some of the most conspicuous manifestations of this were the Sanctuary Districts that cropped up in every major city in the United States of America. These walled precincts ostensibly existed to give people without employment or shelter a place to live, but in reality they were ghettos where society could hide away its human detritus.

Sanctuary District A in San Francisco was the site of one of the defining events of the 21st-century civil rights movement, and one of the most violent civil disturbances in Earth history: the Bell Riots. The sanctuary residents intended to take over the district in a peaceful demonstration designed to advertise their situation to the general public, but a brawl between one of the mentally-ill residents, known as dim, and a security guard escalated into a full-scale riot. It was the first week of September, 2024.

Changing times

The disturbance became a watershed event for two reasons. The first is that the government sent in troops to restore order because of the erroneous rumor that the half-dozen hostages had been killed. Hundreds of innocent sanctuary residents were slaughtered in the resulting bloodbath. The second reason is that a man named Gabriel Bell was among the casualties. Bell was one of the sanctuary residents guarding the hostages. His influence went a long way to ensuring they were not harmed, but he himself was killed in the storming of the district. He became a national hero and the human face of the sanctuary residents' plight, and the riots became synonymous with him. Outrage over his death and the death of the other residents altered public opinion about the sanctuaries. The districts were torn down and the United States of America.

The disturbance became a watershed event for two reasons. The first is that the government sent in troops to restore order because of the erroneous rumor that the half-dozen hostages had been killed. Hundreds of innocent sanctuary residents were slaughtered in the resulting bloodbath. The second reason is that a man named Gabriel Bell was among the casualties. Bell was one of the sanctuary residents guarding the hostages. His influence went a long way to ensuring they were not harmed, but he himself was killed in the storming of the district. He became a national hero and the human face of the sanctuary residents' plight, and the riots became synonymous with him. Outrage over his death and the death of the other residents altered public opinion about the sanctuaries. The districts were torn down and the United States of America.

In the original timeline, Bell is slaughtered by misinformed government troops. The hostage protector becomes the face of the 21st-century civil rights movement known as the Bell Riots. In the original timeline, Bell is slaughtered by misinformed government troops. The hostage protector becomes the face of the 21st-century civil rights movement known as the Bell Riots. In the original timeline, Bell is slaughtered by misinformed government troops. The hostage protector becomes the face of the 21st-century civil rights movement known as the Bell Riots. In the original timeline, Bell is slaughtered by misinformed government troops. The hostage protector becomes the face of the 21st-century civil rights movement known as the Bell Riots.

The timeliving Sisko and Bashir find themselves soon to be relegated to San Francisco's Sanctuary District A after arriving in the more pleasant and policed area.
Biddle Coleridge prefers a more violent and outspoken course of action than Bell. He proves problematic to Sisko’s attempts to lead a more peaceful protest.

GALAXY FACTS

- The Temporal Prime Directive adopted in the 29th century prohibits interference with the normal development of history.
- The Temporal Integrity Commission monitors the timestream and deviations from the normal flow of history.

SAFE AND SECURE

Gabriel Bell’s efforts to bring about a more peaceful environment in the Sanctuary Districts is hampered by the actions of other citizens.

Bell’s presence during the siege of Sanctuary District A ensures the safety of numerous hostages; Sisko assumes responsibility for these people.

Gabriel Bell’s death is a direct if inadvertent result of their presence and it leaves them with a terrible temporal dilemma. There is a good chance the hostages will die without him and society will ignore a single violent uprising in a Sanctuary District. The situation is even worse than they fear: unbeknownst to the two Starfleet officers, the future is changed to negate the existence of the Federation. It simply ceases to exist in the 24th century, where the Defiant is the only vessel protected from the temporal ramifications.

Jadzia Dax’s introduction to 21st-century life is far more civilized than that endured by Commander Benjamin Sisko and Dr. Julian Bashir. In contrast to her colleagues, the disorientated Dax is discovered by Christopher Brynner, a wealthy businessman who openly welcomes her into his home and life. Dax accepts Brynner’s charity, safe in the knowledge that her saviour’s high social standing provides her with an unprecedented opportunity to search for her missing friends via the internet technology of the era, as well as Brynner’s city contacts.

Lt. Jadzia Dax, the third member of his stranded away team, and her newfound friendship with a local businessman Christopher Brynner.

It tolls for thee

Sisko asks Danny Webb – the man who tried to organize the peaceful demonstration – to represent the sanctuary residents to the media over the Internet interface. It may have been Bell himself who did this in the ‘true’ timeline, but Sisko wisely decides it is better not to plaster his face over 21st-century electronic media. He does, however, agree to meet with the Police officer handling the negotiations, Detective Preston.

The most serious problem with Sisko’s intervention to prevent a gross temporal anomaly is that Gabriel Bell died during the ill-advised troop storming of the building. The question of how he can avoid the same fate and still ensure history follows its proper path appears not to worry him – and in the event Sisko’s commitment to preserving the timeline is demonstrated when he actually takes a bullet for one of the hostages. It is a serious but not life-threatening injury, though it well could have been.

He comes to an arrangement with the guard whose life he saved; he offers to swap ID cards with one of the sanctuary casualties, so as far as anyone will know, Bell died in the riot. History fulfils its proper destiny, and Sisko and his away team are spared safely back to the Defiant, and return to the restored 24th century.

The only clue as to Sisko’s desperate efforts to prevent a catastrophe is a footnote in the history books, where the commander’s face appears beside Bell’s name in the account of the riots. It is a small price to pay to ensure that the mistakes of the 21st century paved the way for many things that are taken for granted by Sisko’s fans in the 24th century.

Lt. Jadzia Dax’s introduction to 21st-century life is far more civilized than that endured by Commander Benjamin Sisko and Dr. Julian Bashir. In contrast to her colleagues, the disorientated Dax is discovered by Christopher Brynner, a wealthy businessman who openly welcomes her into his home and life. Dax accepts Brynner’s charity, safe in the knowledge that her saviour’s high social standing provides her with an unprecedented opportunity to search for her missing friends via the internet technology of the era, as well as Brynner’s city contacts.

Dax slips easily into Brynner’s social circle, which is a world away from the Sanctuary Districts.

Jadzia Dax is discovered by Chris Brynner after she is transported to the 21st century.

Sisko’s prior knowledge of the timeline forces him to assume Gabriel Bell’s identity – otherwise the riots may not have the necessary effect on American policy in the 21st century.
The Annari and Kraylor exist in close proximity to one another in the Delta Quadrant as unhappy neighbors, a Kraylor technological innovation may reduce the odds of Annari annexation.

The Annari and Kraylor share the same sector of Delta Quadrant space. The Annari are a species who thrive on conquest, annexing worlds into their growing empire. They prefer to masquerade as a friendly species, offering trade and advice to other worlds before claiming them as part of the Annari Empire. When planets are unwilling to be co-opted in this fashion, the Annari are known to erect blockades around the worlds, not letting any ships off planet, nor permitting any visitors from other sectors of space. Starved of the ability to trade off world the blockaded planets have little choice but to surrender themselves to the Annari. This is the tactic the Annari adopt with the Kraylor homeworld, having effectively cut off all off-world contact for a period of three years before Stardate 54274.7.

Similarities
Physiologically both the Annari and the Kraylor share many characteristics with humans. Both are bipedal, but it is the Kraylor who most resemble humans, seemingly in almost every respect with the minor differences being cosmetic. All Kraylor have a distinctive hard bony ridge running from the ear lobes onto the cheeks in a crescent

The Annari are looking to add the Kraylor homeworld and its resisting people to its ever expanding Empire.

The Kraylor doctor is actually a scientist testing defense systems. The Annari captain is eager to trade with Janeway.

Starship Log

**Annari**
- **NIGHTINGALE**

**Kraylor**
- **STAR TREK: VOYAGER**

**Other Cards in This File...**
- 9 EMPATHIC METAMORPHS
- 55 THE WADI
- 72 THE DEVIDIANS
- 121 THE NACENE

**SEE OTHER FILES...**

**STAR TREK: VOYAGER** File 71

**Characteristics**
Two bony ridges originate from between the eyes and flow into the hardline 90 degrees apart. Two jawbones grow in parallel formation and more ridges grow from the ears to the eyes. The Annari thrive on conquest, and annex other worlds by initially offering trade and advice. They blockade unwilling recruits until they surrender.

**Technology**
Physically look like humans, but with hard bony shell-like ridges running from ears into cheeks, and additional flaps of skin across the bridge of the nose. Kraylor vessels are not built for warfare but have phaser fire capability, and a cloaking device has been developed to facilitate safe passage through Annari occupied space.

**Starship Log**
- **STAR TREK: VOYAGER**
- **NIGHTINGALE**

**Other Groups and Races**

**THE ANNARI AND KRAYLOR**

**The Guide to the STAR TREK Galaxy**

**File 18 Card 171**

**Worlds in dispute**
It is Starfleet policy not to become embroiled in disputes and wars between species, but there are occasions when this rule of neutrality is broken. When the U.S.S. Voyager NCC-74656 requires a thorough overhaul likely to last a week, Captain Kathryn Janeway sets the ship down on an uninhabited planet within Annari space. Initial relations with the Annari are friendly, and a trade is proposed, but Janeway is unaware that a shuttlecraft under the command of Ensign Harry Kim has already carried out hostile actions against an Annari vessel seeking to destroy a Kraylor craft.

Kim's actions contradict Starfleet protocol, but he justifies them by referring to the humanitarian mission allegedly being undertaken by the Kraylor. By the time he is able to consult with Captain Janeway on the matter she has been put in the unenviable position of seeking trade with the Annari while aiding their foes. Janeway sympathizes with the Kraylor's supposed mission of breaking a siege to supply a much needed vaccine to their homeworld, but the trade with the Annari would also be useful. She eventually permits Harry to accompany the Kraylor, but when his earlier actions become known to the Annari, Voyager is escorted out of Annari space and no trade occurs.

"Captain' Kim instructs the young Kraylor Terek in navigation and course plotting in attempts to escape the tracking ANNARI VESSELS.

**Designation**
- **Annari**
- **Kraylor**

**Class**
- M

**Quadrant**
- Delta

**Inhabitants**
- Humanoid

**Characteristics**
- Two bony ridges originate from between the eyes and flow into the hardline 90 degrees apart. Two jawbones grow in parallel formation and more ridges grow from the ears to the eyes. The Annari thrive on conquest, and annex other worlds by initially offering trade and advice. They blockade unwilling recruits until they surrender.

**Technology**
- Physically look like humans, but with hard bony shell-like ridges running from ears into cheeks, and additional flaps of skin across the bridge of the nose. Kraylor vessels are not built for warfare but have phaser fire capability, and a cloaking device has been developed to facilitate safe passage through Annari occupied space.

**Starship Log**
- **STAR TREK: VOYAGER**
- **NIGHTINGALE**
The Annari have a history of annexation and conquest throughout the Delta Quadrant. They are known to befriend and open trade with new races, and then blockade them over considerable lengths of time if the race chooses against immediately changing their allegiance to the Annari Empire.

The ANNARI WARSHIPS are formidable vessels - their advanced weaponry and tractor beam easily overcomes the less military oriented Kraylor ship.

Over their three year siege, the Kraylor have secretly developed an undetectable cloaking device which enables them to travel freely in Annari occupied space.

The firepower available to Kraylor Vessels is not sufficient to fight off the Annari who are enforcing a blockade of their homeworld. In a desperate situation the warp core can be taken offline, and the power transferred to the polaron matrix.

The prototype device is considered a success, and once it passes the Annari blockade of the Kraylor homeworld it is rapidly manufactured for fitting to other Kraylor craft.

The firepower available to Kraylor Vessels is not sufficient to fight off the Annari who are enforcing a blockade of their homeworld. In a desperate situation the warp core can be taken offline, and the power transferred to the polaron matrix.

The prototype device is considered a success, and once it passes the Annari blockade of the Kraylor homeworld it is rapidly manufactured for fitting to other Kraylor craft.
**NAME:** DEEP SPACE NINE  
**CARDASSIAN NAME:** TEROK NOR

**SYSTEMS:**  
**INCIDENTS OF MAJOR DAMAGE**

Deep Space Nine occupies a critical position at the wormhole gateway to the Gamma Quadrant. This places it in the firing line during a number of dramatic confrontations that leave the station bruised, battered, but ultimately unbowed.

The Federation outpost Deep Space Nine began life as a Cardassian ore-processing station, Terok Nor, in orbit of the planet Bajor. It was not designed to weather sustained attacks, or repel guerrilla strike teams or vast invasion fleets - but at various points following Starfleet's assumption of responsibility for the station, it is required to withstand these hazards.

The station is quite simply a mess when the first Starfleet crews arrive at the start of 2369. The Promenade has been plundered by the departing Cardassian forces, and the mechanical and electronic workings of the station have been stripped bare. Everything of use or value has been taken, leaving little more than a shell.

This situation is compounded by the journey the newly-christened Deep Space Nine is forced to undertake, after the first known stable wormhole is discovered further out in Bajoran space. The design stress caused by the rapid movement is minimalized thanks to the work of Chief Miles O'Brien, but half of the docking ports are blown out.

Worse is to come, however, when three Cardassian vessels open fire on the station. O'Brien is only able to establish partial shields around critical areas, and Deep Space Nine takes a heavy beating. The first major direct hit is to empty storage bays on Deck 14, with no casualties. Explosions rock the station's central hub, and a further phaser and photon torpedo volley causes structural damage, with girders crashing down in the Promenade. A fuel conduit also ruptures, injuring 13 people as it rips its way through the Promenade beneath the floor. The power flow must be shut down and diverted to prevent the entire area from going up in flames. The explosion also takes out the remaining operational docking ports. The attack is only halted when Commander Benjamin Sisko's Runabout returns through the wormhole, towing the Cardassian ship that was at the core of the misunderstanding. Repairs to the station get underway immediately.

**New defenses**

Starfleet spends a great deal of time and effort upgrading and adding to Deep Space Nine's defensive systems, particularly when the threat from the Gamma Quadrant power known as the Dominion becomes apparent in 2370. This means that the station is able to offer effective resistance to an armada of Klingon vessels at the start of 2372. The Klingon leader, Chancellor Gowron, presses forward with an assault when Sisko refuses to hand over members of Cardassia's ruling Detapa Council.

The station's shields withstand heavy phaser attacks from dozens of ships, but a volley of photon torpedoes fired by the Klingon flagship, the Negh'Var, causes significant damage to the central hub. A devastating explosion results in Ops signals the loss of two shield generators, allowing Klingon shock troops to begin beaming aboard. Other areas of the station also sustain serious damage.

**Pitch battle**

Deep Space Nine's Promenade and myriad corridors become a war zone, with most of the interior damage caused by stray phaser and disruptor beams. The containment of the boarding parties does, however, mean that the enemy fleet's bombardment pauses for a time. The shields are returned to operational status in this lull, and Starfleet reinforcements arrive as Sisko manages to talk Gowron into halting the attack.

The extensive repair schedule runs ahead of time in this case, but less than a year later, the station receives yet more catastrophic damage. A renegade Jem'Hadar strike team takes advantage of the absence of the U.S.S. Defiant NX-74205. They beam aboard from

---

**A massive repair program is initiated after the departure of Cardassian occupational forces in 2369.**

**A Klingon attack fleet poses a considerable threat to DEEP SPACE NINE in 2372.**

**Klingon forces successfully batter down DEEP SPACE NINE's shields in 2372, thus allowing them to beam aboard the station for hand-to-hand combat.**
Under attack

The pylon is rebuilt over the following weeks, but it is not the last damage Deep Space Nine suffers at the hands of the Jem’Hadar. The station comes under attack from a combined Cardassian-Dominion force at the end of 2373. The improved shields hold up for much longer than anticipated, but the attacking forces prevail by concentrating their firepower on Section 17 of the outer docking ring. This is not apparently an area of any great relevance, but simply a convenient focal point.

The ploy works. Main power is lost to the shields, forcing a switch to auxiliary power. The station suffers a great deal of other damage, but this allows the Defiant to complete its work mining the entrance to the Bajoran wormhole.

There is still more in store for the battered station, however, following the evacuation of all Starfleet personnel. Major Kira Nerys initiates program Sisko 197 - a protocol the captain begins putting together the moment he anticipates the Dominion takeover. The main computer core and every major system aboard Deep Space Nine are gutted. Every console in Ops blows out. The station is comprehensively disabled for its new – and as it turns out temporary – occupiers.

Deep Space Nine is nonetheless returned to full working order, and continues to serve its Federation-Bajoran crew throughout the bloody war with the Dominion and up to the present day. It seems almost to enjoy the protection of Bajor’s famed Prophets over its charmed life.
Orbital One: Interior

It is the destiny of many races to escape the bonds of their own worlds and to explore the deeper regions of space, but for the inhabitants of the time-differential planet this journey is of particular significance.

In 2376, the U.S.S. Voyager NCC-74656 is drawn into, and subsequently trapped by the enormously powerful gravimetric forces of a mysterious planet, and unwittingly becomes a significant part of the world’s cultural development. Due to a time dilation effect unique to the planet, years on the planet’s surface pass as seconds on board the Intrepid-class vessel, and the Starfleet crew have the unique opportunity to observe the tremendously accelerated technological and sociological development of the entire planet, with rival factions of the populace eventually racing to be the first to reach the Sky Ship clearly visible to them in the night sky.

The first craft to successfully journey to Voyager is a small two occupant ship referred to as Orbital One by its pilot, that is launched from a ground-based facility. Its propulsion and control systems are relatively primitive, but its design proves successful in returning one of the two astronauts back to the planet, although a considerable amount of time passes between him leaving and returning to his world due to the time differential.

Crammed Cockpit

Mounted on top of the primary drive section of the rocket is a smaller cone-shaped capsule housing the crew and control systems. The cockpit’s interior is crammed with none of the comforts incorporated into Starfleet vessels due to the basic nature of the materials used within its construction. The inner walls consist of bare white colored metallic plates designed for functionality and strength rather than aesthetic appeal. The port and starboard sides consist of angled bulkheads riveted together to enhance their strength, and while the interior appears to be environmentally intact the crew keep their suits and helmets on at all times during the flight suggesting that life support systems do not extend to the interior of the cabin. The rear of the capsule contains a single door set into a deep bulkhead that is narrower at the top than the base, allowing a fully suited astronaut to enter and exit the craft with relative ease. A supporting grilled beam runs over the top of the doorway, terminating in the upper ceiling plates that include a series of white illuminated panels that provide relatively poor primary illumination to the interior.

The astronauts are positioned forward of the entrance hatch in two large flight chairs adjacent to each other. They are secured into place on the molded seats by a series of restraining straps. Movement within the cramped confines of the cockpit would be difficult even in zero gravity due to the lack of space, so the straps are also designed to cushion the tremendous G-forces experienced by the crew when the stage separation rockets are fired as the vessel does not feature a structural integrity field that would otherwise negate such effects. An integrated headrest reduces the movement of the astronaut’s heads during activation of the ship’s rockets, and in common with the rest of the seat is covered in a durable heavy-duty padding.

Space-faring technology

Situated in front of the commander on the port side of the cockpit and pilot on the starboard side is the master control panel, a vertically angled board containing the primary control systems for the entire vessel. The technological level of the alien race at that time is not advanced enough to incorporate remote viewing screens, and communication between the crew and launch control is audio only. In order to maximize the structural strength of the cockpit, the only view of outside space is gained through two small angled ports located to the left of the commander’s position, and right of the pilot, with both crew members having to lean to one side in order to look through them. The ports feature a series of inscribed symbols on the outer edge of the transparent material, allowing a rough approximation of the vessel’s attitude and distance from an object.

The master control panel features several
Orbital One: Interior

Analogue style switches used to initiate a limited range of commands to the vessel's various systems. The pilot can initiate ignition for the rocket's propellants, and low-level audio alerts signify the depletion of the fuel. The pilot also has the ability to fire the deceleration thrusters after carrying out a distance check to an object, and make manual changes to the pitch angle of the vessel via the use of thrusters and the centrally mounted joystick directly in front of his position.

Windows situated either side of the cockpit allow the crew members a view into outer space.

The seats are constructed using a metal chassis to protect the crew from the G-Force experienced during take off and ignition blasts.

The environmental conditions are not sufficiently regulated to allow the crew of ORBITAL ONE to wear anything but their spacesuits.

A number of audio and visual alerts advise the crew of the ORBITAL ONE of any potential threats.

A bank of sensor equipment is located on the front section of the cockpit. These are not strong enough to penetrate VOYAGER's hull.

The ribbed texture of the material used on the chairs promotes comfort throughout long voyages, and comes equipped with a safety harness.

The flight stick controller is used to operate the thruster systems aboard the ORBITAL ONE.
Tuvok and Pon Farr

Vulcans can do little to control the seven-year itch of the Pon Farr, but for Lt. Commander Tuvok, trapped far away from home in the Delta Quadrant, personal experience and the advances of modern medicine can offer some respite.

PROFILE ON TUVOK’S PON FARR

DESCRIPTION: Pon Farr is the Vulcan urge to mate which strikes every seven years and grows increasingly intense with each cycle.

REMARKS: In 2302, Tuvok experiences his first Pon Farr, six years after beginning the Keinahri ritual; he then abandons his training and takes a wife, T'Pel. Aboard the U.S.S. Voyager NCC-74656, Tuvok learns to adapt to the experience without his mate.

RITES OF PASSAGE

A difficult lesson
Tuvok considers the Pon Farr to be a deeply personal matter and only mentors Vorik when the young Vulcan endangers the crew.

A simple case of flu
Paris marvels at the libido of such an "old man" suffering from "Tarkalean flu."

★ Experience
The Doctor entertains Tuvok to share his knowledge.

★ Fever
The Doctor creates a hologram for the bewildered Vorik to ease his passage through the Pon Farr, colloquially known as blood fever.
Tuvok and Pon Farr

"There is nothing logical about the Pon Farr... anyone who has experienced it understands that it must simply be followed to its natural resolution."
—Tuvok attempts to explain the Pon Farr to a non-Vulcan

allowed him to make some provisions for Tuvok's condition. The holographic medic has developed techniques which, when combined with medication, will enable the Vulcan to control the symptoms. The data for this treatment is stored in the starship's medical database under file Theta 12 Alpha, from which it can be replicated instantly. Tuvok will, however, be out of commission for a couple of days until the treatment takes effect; as he does not want to admit his condition to Captain Kathryn Janeway, he once again hides behind the rather transparent excuse of suffering from Tarkalean flu.

Unfortunately, the process does not work; Tuvok's neurotransmitters do not absorb the medication as expected, and increasing the dosage risks damaging his neocortex. The situation is compounded by the fact that the Doctor is away from Voyager at the time that Tuvok's symptoms develop. He may have been able to synthesize a stronger dose of the medication, but Tom Paris — the duty medic in his absence — is out of his league.

The only other alternative Paris can offer is the holodeck: he suggests that Tuvok should take a photonic lover. The Vulcan is horrified at the thought of being unfaithful to his wife even with a holographic woman, but relents when Paris suggests making a mate in the image of his beloved T'Pel, whose likeness can be copied from Tuvok's photographs.

Surrogate lover
Tuvok meets the facsimile of T'Pel in the soothing setting of a Vulcan cave, where they make the following traditional exchange:

T'Pel: "As it was in the dawn of our days, as it will be for all tomorrows. To you, my husband, I consecrate all that I am."
Tuvok: "T'Pel, my wife. From you I receive all that I am."
T'Pel: "As it was in the beginning, so shall it be now."

They then begin the physical joining with the ritual touching of fingers, as Tuvok utters: "Two bodies ... one mind..."
Dr. Chaotica is the self-dubbed ruler of the cosmos — a megalomaniacal madman whose hobbies include invading Earth, wooing his long-time love Queen Arachnia, and engineering the preferably slow and painful death of the insufferably good Captain Proton.

Dr. Chaotica

NAME: Dr. Chaotica
LIFE FORM: Holographic overlord
STATUS: Deceased...?
OCCUPATION: Ruler of Planet X
REMARKS: Dr. Chaotica commands his Army of Evil from the safety of his Fortress of Doom. This sanctuary provides him with the perfect location from which to plot further devious schemes to outwit Captain Proton.
FIRST SEEN: 'Night' [VOY]

Dr. Chaotica is a tyrannical evil genius, and the scourge of Captain Proton. Nevertheless, his fiendish plans are always foiled by the gallant do-gooder.

★ Fortess of Doom
Chaotica's Fortress of Doom is a majestic structure constructed atop a craggy mountain. It is almost impossible to breach the tight security of this stronghold.

★ Murderer
Chaotica has little difficulty in murdering the beautiful and vivacious Constance Goodheart. Captain Proton will surely make him pay for this crime!

★ Loyal henchman
Lonzak is Dr. Chaotica's bumbling henchman. He is always gracious in the face of his leader's evil wit, and stands ready to die for Chaotica.

★ Captured
Dr. Chaotica gloats at the captive Buster Kincaid and Constance Goodheart. Their capture is part of his plan to rid the universe of Captain Proton.

PROFILE ON DR. CHAOTICA

OTHER CARDS
2 PROFESSOR MORIARTY
6 BARCLAY'S HOLOCHARACTERS
8 HALEY

SEE OTHER FILES...
OTHER GROUPS & RACES... File 18
STARFLEET PERSONNEL... File 43
SYSTEMS... File 59
STAR TREK: VOYAGER... File 71

NEFARIOUS EVIL-DOER

The major weapon in his arsenal is a death ray that can disable any rocket ships approaching Planet X. It is said to be the most powerful weapon in the Galaxy. Chaotica does not carry weapons on his person, but he is able to operate confinement rings within the fortress at any time with a push of a button on his belt.

The doctor also keeps handy the cradle of persuasion, a favored interrogation device complete with brain probe and pain modulator. He is fond of tying his captives up so that he can gloat as they witness his glorious plans coming to fruition. He even lets loose with the odd protracted evil chuckle for the benefit of his loyal henchmen.
the prospect of ruling the universe with a kindred spirit at his side - the beautiful Arachnia, Queen of the Spider People.

their benefit. Chaotica is also prone to overreact when his plans are thwarted, dramatically turning away from his captives with a howl of frustration.

Arachnia is confined when her duplicity is discovered. She manages to manipulate Lonzak into freeing her, however.

"Your armies will be no match for my space force! We'll crush you like insects!"

— Dr. Chaotica taunts his arch foe all-American hero. The twisted madman is fond of making visual contact with Proton aboard his Rocket Ship so that he can gloat and demand his arch-enemy's surrender, but Proton thwarts a number of efforts to invade and/or destroy Earth. He is also responsible for the destruction of Chaotica's mind-control machine. The doctor is constantly aggrieved that Proton lives to fight another day, despite apparently enduring numerous terrible fates.

Chaotica succeeds in capturing Proton's Rocket Ship — along with the good guys Buster Kincaid and Constance Goodheart — in the episode "Satan's Robot Conquers the World." His evil plan is to use the vessel to lead his forces into battle, but this is thwarted when Kincaid activates the self-destruct mechanism. Chaotica manages to escape in this instance.

"The tables are turned Arachnia draws a ray gun on Chaotica, and the doctor realizes that his plans for Galactic domination are doomed.

End of a megalomaniac Chaotica's final moments are spent slumped beside his death ray. His last few gasps of air are dramatic and faltering, but few believe him really to be dead.

Chaotica wishes to take Arachnia for his bride, so they can rule the cosmos together. He even offers Constance Goodheart as a sacrifice. He is staggered to discover that the queen — played in this instance by the U.S.S. Voyager NCC-74656's Captain Kathryn Janeway — is in league with Captain Proton, aka Lt. Tom Paris. He captures her and decides to press ahead with the wedding anyway — he can kill her after their wedding night, when he will no doubt have his evil way with her.

Chaotica remains in awe of Arachnia’s passion and strength even when she turns the tables and forces him to deactivate the shield, allowing Proton to clinch victory. She shoots him for his trouble. The twisted doctor makes a desperate final stand, but he is electrocuted when Proton destroys his death ray. He falls to the floor and gasps his long last.

The universe has seen the last of Dr. Chaotica — or has it? The redoubtable arch-villain insists with his dying breath that he shall return to seek his revenge … which he indeed does, in 2377, when Voyager is fractured into 37 distinct time periods.

One of these temporal regions is home to an active holodeck, in which a Captain Proton simulation is active. Commander Chakotay and an earlier incarnation of Captain Janeway are swiftly captured upon entering this scenario, after Chaotica recognizes her as Queen Arachnia. Fortunately, the Starfleet officers are able to outwit the evil genius and complete their mission without further interference.
Nuria

A natural diplomat, clear-headed and sensible, it is unknown how Nuria became the leader of her people, but their devotion to her and their trust in her abilities is clear. Nuria would sacrifice herself for her people, and holds their welfare and future above all else.

PROFILE ON NURIA

NAME: Nuria
LIFE FORM: Female Mintakan
CURRENT STATUS: Nuria is aged somewhere in her 20s or 30s. Her marital status is unknown. She is the recognized leader of her people.
REMARKS: As a proto-Vulcan, Nuria displays a strong sense of logic and reason, though still tempered with emotion and superstition.
STARSHIP LOG: "Who Watches the Watchers" [TNG]

Nuria is a young female proto-Vulcan of Mintaka III. She leads her people through an encounter mistakenly believed to be the work of the Overseer.

Adaptable
Like all Mintakans, Nuria is peaceful and rational and has a highly-ordered mind. As more developed Vulcans believe in what is logical, Nuria tends to focus on what is reasonable, although she can be superstitious. In some circumstances she exhibits skepticism, but is willing to be convinced of another's point of view and is not scared of seeking and taking advice from others – she keeps her options open. She has been described as exceptionally clear-minded and sensible. She is a natural diplomat, being friendly and welcoming to outsiders who visit her settlement, even if she has never met them before. Nuria is inquisitive and quickly adapts to new ideas and situations. She cares deeply for those in her settlement (whom she refers to as "my people"), especially the children, and constantly thinks of their future welfare, exploring the possibilities of any given situation to benefit them. Her leadership responsibilities seem to have left little time for a personal life: there is no evidence that Nuria has a mate or children.

PROFILE ON NURIA

HOME: Nuria
LIFE FORM: Female Mintakan
CURRENT STATUS: Nuria is aged somewhere in her 20s or 30s. Her marital status is unknown. She is the recognized leader of her people.
REMARKS: As a proto-Vulcan, Nuria displays a strong sense of logic and reason, though still tempered with emotion and superstition.
STARSHIP LOG: "Who Watches the Watchers" [TNG]

Nuria is a young female proto-Vulcan of Mintaka III. She leads her people through an encounter mistakenly believed to be the work of the Overseer.

Adaptable
Like all Mintakans, Nuria is peaceful and rational and has a highly-ordered mind. As more developed Vulcans believe in what is logical, Nuria tends to focus on what is reasonable, although she can be superstitious. In some circumstances she exhibits skepticism, but is willing to be convinced of another's point of view and is not scared of seeking and taking advice from others – she keeps her options open. She has been described as exceptionally clear-minded and sensible. She is a natural diplomat, being friendly and welcoming to outsiders who visit her settlement, even if she has never met them before. Nuria is inquisitive and quickly adapts to new ideas and situations. She cares deeply for those in her settlement (whom she refers to as "my people"), especially the children, and constantly thinks of their future welfare, exploring the possibilities of any given situation to benefit them. Her leadership responsibilities seem to have left little time for a personal life: there is no evidence that Nuria has a mate or children.

Nuria possesses tenacity and valor. She is brave to the point of being prepared to risk her own life in order to protect another's.

Practical
Nuria follows the Mintakan practice of dressing in a practical and rustic fashion. She wears a long, pale green dress.

Logical Leading Lady

Punishment
Nuria decides the fate of Deanna Troi, disguised as a Mintakan – she will die as a sacrifice to the "Overseer" if Riker does not return.

Beam aboard
Nuria is transported aboard the U.S.S. Enterprise NCC-1701-D by Picard in an effort to show her that he is not the "Overseer," but merely a human being.

Tough decisions
Nuria listens to Liko's account of the "Overseer." Unlike the older men she is surrounded by, she seeks answer in logic and reason – displaying more evolved Vulcan traits – before falling back on the old myths and superstitions.
**Culture clash**

*Riker and Troi are disguised as Mintakans to avoid further contamination while on reconnaissance.*

made of a rough material, with a light brown under-skirt and cuffs. Her outfit has little ornamentation. Her shoes are suitable for clambering over the rocky terrain of Mintaka III. She has the arched eyebrows and pointed ears typical of Vulcans, and wears her long raven hair in two braids.

**Only human**

On Stardate 43174.2, Nuria comes into contact with the crew of the U.S.S. Enterprise NCC-1701-D when a reactor explosion in a Starfleet anthropological research station studying her settlement reveals the presence of the hitherto camouflaged outpost. A series of events leads the Mintakans — who had previously been unaware of space travel or other races — to perceive Captain Jean-Luc Picard as a god, or “Overseer,” from their past. Picard invites Nuria onto the Enterprise in a bid to prove his humanity, and although overwhelmed by the ship and confused by its technology (she asks Picard to resurrect six of her people who died in flooding the previous winter), Nuria’s reasonable nature and innate common sense means that she eventually accepts that Picard is not divine. Her encounter with the Enterprise leaves Nuria with the hope that one day her people, too, will travel “above the skies.”

**On the warpath**

> Without Nuria’s leadership, the Mintakans behave more rashly — they set out to find the strangers in order to please the “Overseer.”

> “I never imagined I would see the clouds from the other side.” — Nuria to Picard

**Captive**

The weak Palmer is captured and dragged back to the village for all to see.

**LETTING GO OF THE PAST**

**The Overseer of Mintaka III**

 Millennia ago, the inhabitants of Mintaka III believed in god-like beings with great powers. These beings made the rains fall, told the sun when to rise, caused all life to be born, to grow and to die. One of these beings was called the “Overseer.” The Overseer had supreme power: his more minor abilities included being able to appear and disappear at will; but he could also provide gentle winters, plentiful hunting and fertile crops — and heal the dead. He was not, however, totally benevolent: there are stories of him destroying those who had offended him.

Although the modern Mintakans’ rational nature means they have, by and large, discarded the tales of the Overseer and the other supreme beings as old superstitions, the events of Stardate 43174.2 show that those beliefs are not far below the surface. When Liko, a Mintakan male, is injured, he is transported to the U.S.S. Enterprise NCC-1701-D for treatment. Baffled by the Enterprise’s advanced technology, Liko convinces himself — and other Mintakans — that Captain Jean-Luc Picard is the Overseer and the Enterprise crew are the Overseer’s many servants. It is only when Liko injures Picard, drawing blood, that he realizes how wrong he has been.

**Introductions**

Nuria reveals Picard is only human but Liko refuses to believe that he is mortal and nearly kills the captain to prove his misguided point.

**Wrong idea**

While under observation aboard the Enterprise, Liko mistakes Picard for the “Overseer.”

**A new site**

Liko and his daughter are confused when they witness the explosion of the research station.

**Revealed**

One of the Starfleet anthropologists is ejected from the previously camouflaged research laboratory during an equipment malfunction.

**Nuria and her people come to realize that any interference from the Federation could alter their evolution.**
Temporal Disruptor

The exceptionally sophisticated and obliterator temporal disruptor can fracture space-time info ever expanding rifts within an initial area of 150 meters. It can only be disarmed within the time phase it is planted.

Traveling through time and the monitoring of events within the timeline carries with it a number of inherent problems, from the accidental instigation of paradoxes to the potential of irrevocably altering history. In the 29th century, the United Federation of Planets devotes its state of the art resources to policing the timeline and ensuring history is not altered or affected by individuals or events. This policy is enforced by such vessels as the U.S.S. Relativity NCV-474439-G commanded by Captain Braxton. This future version of Starfleet is equipped with many revolutionary items of equipment and technologically advanced systems, and while the crew of Relativity has the ability to place its personnel at any place in time and space in order to maintain the correct timeline, individuals are particularly susceptible to the highly unpredictable effects of temporal psychosis. Captain Braxton's experiences of the U.S.S. Voyager NCC-74656 and in particular Captain Kathryn Janeway leads to a re-emergence of an illness caused by his isolation on 20th-century Earth for 30 years, for which he blames Captain Janeway, and Braxton becomes determined to wipe out the Intrepid-class vessel and its crew through the use of a highly sophisticated and devastating temporal disruptor after he has to sort out the problems caused by the vessel for a third time.

Captain Braxton's illness occurs after his attempts to track down the saboteur of Voyager in 2375, so the entire crew of Relativity do not realize it is their own captain who is responsible for the destruction of the vessel until after Seven of Nine is repeatedly recruited to help in the hunt for the assailant. The former Borg drone is chosen to help isolate the exact position of the temporal

TEMPORAL DISRUPTOR

1 small package The temporal disruptor is a small device, no longer than 20 centimeters in length, 10 centimeters in breadth, and two centimeters in thickness. It is light enough to be carried in one hand.

2 weapon of destruction This small device can obliterate an entire ship in minutes by releasing temporal disruptions over a distance of 150 meters, creating time fractures that can not be reconciled.
Temporal Disruptor

A seven minute time difference between the mess hall and sickbay is found.

VOYAGER is infiltrated on a number of occasions by an unknown intruder. Visitors from the future are not suspected.

Searching through time

The evidence gathered by Seven of Nine allows Captain Braxton to narrow the placement of the weapon down to a window two years before Seven of Nine arrived on Voyager, during repeated attacks by the Kazon in 2372 when the ship was successfully infiltrated on two occasions. At the time of investigation they have no suspects, but the fact that the Intrepid-class vessel had its shields down at that time and would not be able to detect the demented future Braxton placing the device leads to Seven of Nine being sent back to this time. Seven’s objective this time is to apprehend the saboteur in the act of placing the weapon before it is armed — although complications arise when Captain Janeway catches the former Borg drone.

Three years into the future, the weapon will activate itself and cause a number of increasingly powerful temporal distortions including minor disruption to Seven of Nine’s neural receptors, space sickness in 37 members of the crew, and a series of fractures in space-time that grow quickly in magnitude. The erection of forcefields around Deck 4, Section 39 has little effect, and within two hours the time distortions and temporal paradoxes increase to such an extent that the replicators are effected, turbolifts cease to function, and it becomes impossible to lock onto the temporal disruptor and beam it off the ship. The irregularities become so powerful that the distortions in space-time begin to de-molecularize the hull, causing massive hull breaches that eventually lead to a total loss of structural integrity. Before the order for evacuation can be carried out, the entire ship tears itself apart.

Making time

The device is more specifically classified as a force three temporal disruptor, and is designed to fracture space-time within a radius of 150 meters. The weapon consists of three sections — a primary unit with a cylindrical rectangular section bisected by a flat polished metallic plate that curves upward and downward to terminate in raised attachment elements with an electronic ascending tone. In the future or activated manually, although programmed to detonate at a specific point its devastating effects would certainly destroy the person holding the device and all those in close proximity.

Time bandit

Captain Braxton is obsessed with destroying Captain Janeway and the Voyager crew after her recklessness causes three major temporal incursions, and he is enlisted to repair it. After one such incident he is stranded in the late 20th century for over 30 years, and must undergo years of rehabilitation to overcome the trauma once he is returned to his own time. It is in Braxton’s own words — “There’s no time like the past” — that the key to capturing the saboteur is found. He is eventually arrested for a crime he has yet to commit, and is concurrently caught in the past.

Janeway trusts her future crew member and assists Seven of Nine in trying to apprehend the obviously unbalanced Captain Braxton.
Part 1

The crew of the Federation station Deep Space Nine arrive in 2369 with a mission to help rebuild the newly liberated planet Bajor. The discovery of the Bajoran wormhole, however, brings fresh opportunity for exploration of the distant Gamma Quadrant — along with a protracted and bloody conflict with the forces of the Dominion.
**U.S.S. DEFIANT NX-74205**

The prototype U.S.S. DEFIANT NX-74205 is assigned to DEEP SPACE NINE to counter the Dominion threat.

The bridge of the U.S.S. DEFIANT NX-74205 is a compact facility that requires all of the necessary controls to operate the heavily-armed experimental starship.

**QUARK’S BAR**

Quark’s bar is the most popular visitor attraction located on DEEP SPACE NINE’s Promenade. The establishment is situated across multiple levels, and features dabo tables and holosuites to keep the clientele entertained. Quark is often to be found mixing elaborate drinks behind the bar, with other Ferengi hurriedly waiting on the many tables.

**BAJOR**

The Bajoran wormhole is referred to as the Celestial Temple by the Bajorans, who worship the entities who live within it. The wormhole provides almost instant access to the Gamma Quadrant.

**UNIFORMS**

Starfleet Uniforms: 2369

**NOG AND JAKE**

Nog

Jake

**STARGATE LOG**

STAR TREK: DEEP SPACE NINE Index Part 1
'Imperfection'

When Seven of Nine’s health begins to falter, the Doctor ascertains that her cortical node is responsible. Without this vital piece of technology, Seven will be unable to survive. As her crewmates strive to help her, the former drone must come to terms with her impending death.

The homeworld of Azan and Rebi, two of the children rescued from the Borg, has been located, and they are being returned there. Mezoti, also liberated from the Borg, has chosen to join them. The children had been under the supervision of Seven of Nine during their prolonged stay aboard the U.S.S. Voyager NCC-74656, and with the departure of all but Icheb she sheds a tear. When consulting the Doctor about this technical malfunction, she reveals that she has also been experiencing headaches, but as they have not impaired her performance she does not want Captain Kathryn Janeway to be informed.

Icheb would like to embark on a Starfleet training course, and asks Seven if she will ask the Captain to sponsor his request.

When Seven attempts to regenerate that night her alcove will not comply as she is no longer compatible. A computer diagnostic mentions a malfunctioning cortical node. Rather than wake Lt. B’Elanna Torres to check the alcove, she remains awake all night, then collapses in the mess hall. The Doctor’s prognosis is that her deteriorating cortical node is rejecting her major implants. These control her central bodily functions and without them she will die. Seven is initially confident that Borg technology will adapt to the circumstances, but the Doctor does not consider this possible on such a scale. Her only hope in curing this health crisis is to replace the cortical node.

Desperate mission

Captain Janeway, Tom Paris, and Tuvok take the Delta Flyer to a debris field created by the destruction of a Borg cube in an attempt to find a replacement node. Icheb wishes to accompany them, but Captain Janeway will not permit him to take the risk. He is further puzzled by Seven’s anger toward him, anger caused by her situation.

A cortical node is found, but before it is successfully secured the away team have to repel a group of scavengers who consider all debris in the sector to be theirs.

With the node successfully retrieved, the Doctor carries out a number of holodeck simulations of the operation required to replace Seven’s unit; all end in failure, the result of the replacement node having been inactive for too long. Both the Doctor and
Janeway are frustrated, and the Captain even considers abducting a live drone to provide a new cortical node for Seven. The Doctor insists they will both have to face the possibility that Seven might die.

Given her condition, Seven cannot return to full duties, and is confined to sickbay to enable the Doctor to monitor her condition. She will not accept this, however, and after deactivating the Doctor she leaves her combadge in sickbay and escapes to Main Engineering. Torres is sympathetic to Seven's plight, and promises not to reveal her location to the Doctor. Seven is concerned that when she dies, there will be no lasting residue of her achievements as a human, and is not completely reassured by B'Elanna's comment of her impact on the crew. When located by the Doctor, Seven is permitted to remain in engineering if she wears a cortical monitor. She is further informed that continued activity will accelerate her deterioration.

Selfless act

Captain Janeway approves Icheb's application to Starfleet Academy, and will personally administer the entrance exam. Seven is reluctant to help him study, however, and is wary at her condition causes her to reject Icheb. During an argument he shouts that while she may have accepted her death, others have not. His research convinces him that he can donate his own cortical node to save Seven. He had not been fully assimilated when rescued from the Borg, so is not as dependent on his node, and believes that genetic resequencing will compensate for its loss. He acknowledges that while there is an element of risk, suicide is not his intention.

Seven believes that she has not reached Captain Janeway's expectations of her, but the Captain assures her that she has, in fact, exceeded them. When informed of Icheb's calculations Seven refuses to participate in the treatment, citing the possibility of harm to the young man. Frustrated at this rejection, Icheb elects to disconnect his cortical node himself, and when moved to sickbay, he refuses to have it reconnected. He notes that his body is already adapting, and the resequencing should work. Seven still refuses the node, but Icheb highlights her continual rejection of help from anyone, contrasting the Starfleet policy of aiding complete strangers sending a distress call.

Icheb's passion convinces the Captain and the Doctor, and Icheb's cortical node is successfully transferred to Seven. Following the completion of the procedure, she is left to regenerate in her alcove for six days, during which time it is ascertained that her central implants have responded to the new node. Icheb's recovery has not run as smooth, but the Doctor is confident there will be no lasting consequences. On visiting Icheb Seven once again cries, but this time her ocular implant is functioning perfectly.

The cortical node from a dead Borg drone will not operate if it is transferred into a living drone, such as Seven of Nine.

Captain Kathryn Janeway promises that she will take Seven of Nine to her home town of Bloomington, Indiana, if and when the U.S.S. Voyager NCC-74656 finally reaches Earth. Seven, however, does not believe that she will live that long.
Wang's Second Postulate  Troublesome Theoretical Cosmology hypothesis. *U.S.S. Voyager NCC-74656* Crewman Harren believed he had successfully refuted as the first step toward negating Schlezholt's theory of multiple big bangs. *(Starship Log: 'Good Shepherd' [VOY]) SEE FILES 43, 71*

**warp flare** Photon torpedo reconfigured to produce a slow burn, rather than an explosion, to provide an extended polyluminous effect capable of illuminating a region of space with no other natural light sources. *(Starship Log: 'Night' [VOY]) SEE FILE 71*

**waste-transfer barges** Starfleet ships using Dr. Lewis Zimmerman's Mark 1 Emergency Medical Holograms. These EMHs were reprogrammed to scrub plasma conduits on waste-transfer barges because the model was considered a general failure. *(Starship Log: 'Life Line' [VOY]) SEE FILE 71*

**Way You Look Tonight, The** Song, music by Jerome Kern and lyrics by Dorothy Fields, sung by *Deep Space Nine's* Vic Fontaine during a final get-together before senior staff members headed their separate ways at the end of the Dominion War. *(Starship Log: 'What You Leave Behind' [DS9]) SEE FILE 70*

**weather balloon** Meteorological tool used on Earth in the mid-20th century. The balloon lifted a packet with instruments into the atmosphere to collect data for weather forecasting. Weather balloons were frequently mistaken for alien aircraft. *(Starship Log: 'Little Green Men' [DS9]) SEE FILE 70*

**Web of Pain** Title of chapter 37 in the *Adventures of Captain Proton* holoprogram series enjoyed by Tom Paris. The Web of Pain referred to an exchange with the evil Arachnia, Queen of the Spider People. *(Starship Log: 'Alice' [VOY]) SEE FILE 71*

**Weiss, Lt.** Starfleet officer hologram developed by the Hirogen to fight in their hunter simulation. In 2377, Weiss became one of the renegades working with Iden to establish the first photonic colony. *(Starship Log: 'Flesh and Blood,' Part I [VOY]) SEE FILES 18, 71*

**Welcome Weary Traveler** Words on the Fair Haven village welcome sign, visible upon entering the holodeck. Tom Paris's holoprogram provided respite to fellow weary crew members. *(Starship Log: 'Fair Haven' [VOY]) SEE FILES 29, 43, 71

"Welcome weary traveler" was the invitation into the Fair Haven holodeck program.

---

**Holographic lounge singer Vic Fontaine sang 'The Way You Look Tonight' to the crew of DEEP SPACE NINE in 2375; his rendition stirred up many feelings of nostalgia and sentimentality.**

**Wells, H. G.** 1866-1946. Author from Earth whose speculative works, like 'The Time Machine,' 'The First Men In The Moon,' and 'War of the Worlds,' earned him the reputation of being a visionary. *(Starship Log: 'Far Beyond the Stars' [DS9]; 'The 37's' [VOY]) SEE FILES 70, 71**

**Welsh rabbit** British main course featuring melted cheddar cheese on toasted bread. Captain Kathryn Janeway recalled being fed this meal, also known as Welsh rarebit, while in her grandfather's care. *(Starship Log: 'Death Wish' [VOY]) SEE FILE 71*

**West, Mae** 1893-1980. Author and bawdy film and stage actress. West's performance in *I'm No Angel* figured prominently in Tom Paris's date with B'Elanna Torres during the *Hirogen* wars holoprogram. *(Starship Log: 'The Killing Game', Part II [VOY]) SEE FILE 71*

**whale song** Unique tones produced by humpback whales while communicating across the vastness of Earth’s seas. An alien space probe also used whale song to make contact with Earth in 2286. *(Starship Log: Star Trek IV: The Voyage Home) SEE FILES 7, 42, 75*

**wheat** Generic cereal grain that produces a flour for breads, pastas, and other foodstuffs. Earth wheats range from the primitive einkorn to the hybrid quadrotriticale. The Rakanya province on Bajor also cultivates wheat. *(Starship Log: 'The Trouble With Tribbles' [TOS]; 'The Reckoning' [DS9]) SEE FILES 10, 68, 70**

**whey** Substance in milk not found in cheese. Neelix described dividing curds from whey as the first step in making the cheese for Tom Paris's pizza. *(Starship Log: 'Mortal Coil' [VOY]) SEE FILE 71**

**whip curls** Jargon used in the sport of *ion surfing*. When Jake Sisko and Nog went ion surfing in the holosuite, Nog was buffeted by the whip curls, which he vowed to avoid during their next session. *(Starship Log: 'The Visitor' [DS9]) SEE FILE 70**

**whisker-tugging** An activity that Neelix hoped that Talli, an attractive female vegetable vendor, would perform on him. Talli read Neelix's mind and though she thought whisker-tugging curious, she agreed to do so after work. *(Starship Log: 'Random Thoughts' [VOY]) SEE FILE 71**

---

**Wang's Second Postulate, a brain twisting hypothesis, was thought to be proven wrong by Crewman Harren in his efforts to negate Schlezholt's theory.**

**The CETACEAN PROBE attempted to communicate with humpback whales in 2286, using whale song as its chosen medium.**

**White Rabbit**  Bipedal, human-sized rabbit given life on the amusement park planet after Dr. McCoy began thinking about the book, ‘Alice in Wonderland,’ in which the weaskit-attired and perennially tardy creature appears.  (Starship Log: “New Ground” [TNG]).  **SEE FILES 18, 68**

The white rabbit appears before Dr. McCoy when he finds himself thinking about Alice in Wonderland.

**White Rhinos**  Animals native to Earth, hunted to extinction for their horns.  In 2388, Alexander Rozhenko’s teacher aboard the U.S.S. Enterprise NCC-1701-D lectured about the white rhinos, comparing them to the endangered Corvan Gilvos.  (Starship Log: “New Ground” [TNG]).  **SEE FILE 69**

**Wikki Fruit Sunday**  A gooey dessert.  During Tuvok’s convalescence in 2376, he developed a new taste sensation by drizzling warm Fetran sauce on a triple chocolate Wikki Fruit Sunday.  (Starship Log: “Riddles” [VOY]).  **SEE FILE 71**

**Wildman, Naomi [adult]**  In the chronokinetic surge timeline, Naomi Wildman will, in 2394, help Commander Chakotay and Captain Kathryn Janeway understand their predicament via advanced instruments she and Icheb developed in the Astrometrics Lab.  (Starship Log: “Shattered” [VOY]).  **SEE FILES 29, 43, 71**

**Wilkarah, Marika**  **SEE Three of Nine**

**Window of Dreams**  Poetic name the Lokirrim gave to a unique and beautiful pulsar cluster whose EM pulses create a sympathetic vibration with the hull of a starship that produces an other-worldly melody.  (Starship Log: “Body and Soul” [VOY]).  **SEE FILES 18, 40, 71**

**Winter’s tears**  Kelis’s name for dilithium crystals.  B’Elanna Torres needed crystals to repair the crippled Delta Flyer, but Kelis was reluctant to collect ore from the deposit located on his patron’s hunting grounds.  (Starship Log: “Muse” [VOY]).  **SEE FILES 18, 71**

**Woman in Four Dimensions**  Holographic artwork masterpiece from the 21st century.  This item was in Dr. Lewis Zimmerman’s collection in 2376.  Zimmerman intended that Lt. Reginald Barclay receive Woman in Four Dimensions after his death.  (Starship Log: “Life Line” [DS9]).  **SEE FILE 71**

**Wood nymphs**  Female creatures from Greek mythology associated with water, life, and the opposite sex.  Quark’s Greek Palace holosuite featured wood nymphs, which Dr. Julian Bashir chose over can-can girls for his birthday party.  (Starship Log: “Distant Voices” [DS9]).  **SEE FILE 70**

**Woodstock**  Nickname for the Woodstock Music and Art Fair held in Bethel, New York, in 1969 on Earth.  The half-million counter-culture attendees would have rioted if Quinn had not secretly repaired the sound system.  (Starship Log: “Death Wish” [VOY]).  **SEE FILES 57, 71**

Woodstock was considered the ultimate rock concert by many music fans and hippies.

**World Series**  End-of-season competition between two baseball teams.  Benjamin Sisko owned a hologram of the 1964 World Series’s seventh game.  In 2032, the Ares IV crew discussed Buck Bokai’s performance in that year’s series.  After 2042, the World Series was discontinued for lack of interest.  (Starship Log: “If Wishes Were Horses” [DS9]; “One Small Step” [VOY]).  **SEE FILES 70, 71**

**Wright, Orville**  On 17th December 1903, Orville Wright piloted Earth’s first powered, sustained, and controlled flight, assisted by his brother Wilbur at a sandflat in Kitty Hawk, North Carolina, USA.  Tom Paris’s name would be added to that of earlier aviation pioneers Orville Wright, Neil Armstrong, and Zefram Cochrane for being the first to pilot an infinite velocity craft.  (Starship Log: “Threshold” [VOY]).  **SEE FILES 43, 44, 71**

> Earth aviation pioneers, the Wright brothers, made their first historic 12 second flight at Kitty Hawk. One hundred and sixty years later, Zefram Cochrane revolutionized space travel by inventing warp drive, thus introducing faster-than-light travel.


**Wyanti System**  Delta Quadrant star system where Tom Paris and Neelix encountered con artist Dala and her accomplice, Mobar.  A planetoid in this system is a good source of spores containing unique, antiviral proteins.  (“Live Fast and Prosper” [VOY]).  **SEE FILES 3, 58, 71**

**Wyngari**  Peaceful Delta Quadrant civilization until Q’s son put them in a war with the Vojeans so that he could watch the two sides fighting.  The Wyngari were also suffering a food shortage.  (Starship Log: “O2” [VOY]).  **SEE FILES 57, 71**

**Wysanti**  Delta Quadrant civilization and homeworld to Rebi and Azan. A Wysanti representative adopted Mezoti in 2377, and extended the offer to Icheb.  The Wysanti say goodbye with a formalized series of gestures.  (Starship Log: “Imperfection” [VOY]).  **SEE FILES 52, 71**
Balok makes First Contact
Representative of the First Federation

The Ocampa City
Tranquil home of a short-lived race

Captain Proton’s Ray Gun
Handheld weapon of Earth’s savior

Irina sets her sights on Victory
Sabotaging the Antarian Trans-stellar Rally

DEEP SPACE NINE personnel
Continuing the crew under Captain Sisko

Kira and Odo in love
Romancing the Changeling

U.S.S. PASTEUR NCC-58925
Compact bridge of a future starship
CONTENTS: PART 235

The Guide to the STAR TREK Galaxy
NEW EARTH
SOUKARA
The OCAMPA City

FEDERATION STARFLEET
DEEP SPACE NINE: Crew under CAPTAIN SISKO – Part 2
U.S.S. PASTEUR NCC-58925: Bridge

Non-FEDERATION Starships
DELTA QUADRANT Ships – Part 3

Personnel Files
ENSIGN ANGELA MARTINE
KIRA and ODO: Romance
BALOK
IRINA

Equipment & Technology
CAPTAIN PROTON’s RAY GUN

Starship Log
STAR TREK: DEEP SPACE NINE – Index (Part 2)
STAR TREK: VOYAGER – ‘Drive’

COMING NEXT WEEK:
THE GUIDE TO THE STAR TREK GALAXY
Temporal Anomalies: BRAXTON’s Interference
INVERSION NEBULA
The BAJORAN ORBS

FEDERATION STARFLEET
Roles Within STARFLEET: Helmsman
U.S.S. VOYAGER NCC-74656: TUVOK’s Quarters

NON-FEDERATION STARSHIPS
IRINA’S VESSEL

Personnel Files
TOM PARIS as CAPTAIN PROTON
HARRY KIM as BUSTER KINCAID
KLAA and VIXIS

EQUIPMENT & TECHNOLOGY
FERENGI PHASER

Starship Log
STAR TREK: VOYAGER – Index (Part 1)
STAR TREK: VOYAGER – ‘Repression’

CUSTOMER SERVICES
UK AND EIRE
COLLECTING YOUR MAGAZINES WEEKLY FROM YOUR NEWSAGENT: Your local newsagent will be happy to take your regular weekly order for The STAR TREK Fact Files, so don’t miss out – place an order today.
SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 0870 729 9292 or write to the address below.
BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. POSTAGE IS FREE. (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to: The STAR TREK Fact Files
Woodgate (Fabbrri) Ltd, PO Box 1, Hastings TN35 4TJ
Please make your cheques/postal orders payable to Woodgate (Fabbrri) Ltd.
Credit card orders can be given by phone on 0870 729 9292.
CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 0870 729 9292.
OVERSEAS MARKETS BACK NUMBERS: If you require any back issues, ask your local newsagent or write to these addresses:
Australia: The STAR TREK Fact Files, Gordon & Gotch Ltd, PO Box 290, Bunyip VIC 3125 (Please enclose payment of the cover price plus A$1 per pack p & h. Tel: (03) 9895 1700.)
South Africa: The STAR TREK Fact Files Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontien 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.
Malta: Back numbers are available through your local newsagent.

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Tim Leng, Emily Robertson-Heggs
Assistant Editor: Jane Burgess
Editorial Assistant: Anthony Weaver
Authors: Chris Cows, Jonathan Freund, Peter Griffiths, Frank Mowbray, Scott Robertson-Heggs, Beth Stick, Howard Stangroom, Anthony Weaver
Design: Martin Ritchie, Graham Miller
Art Editor: Emily Robertson-Heggs
Artists: Rob Garrard, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis
Associate Editors: Emily Robertson-Heggs
Colour reproduction by Bright Arts Graphics (Pte) Ltd
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PB Ltd
Trade distribution by COMAG (Tel. 01895 444055)
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday
The Delta Quadrant is a wild and uncharted region of space with - as the Vulcans may put it - infinite diversity in infinite combinations. Thousands of star systems support millions of worlds, each with their own distinctive qualities. Some, like the Class-M planet dubbed New Earth in 2372, harbor undesirable elements within a seemingly idyllic environment.

Fresh paradise

New Earth is the third planet in a system of seven. It is a predominantly brown color with small patches of green when viewed from space, and it orbits a yellow dwarf star at a distance that produces a warm, temperate climate. Sunlight drenches the days, and it is clement enough during the nights for warm-blooded humanoids to bathe outdoors. Parts of New Earth appear to be a garden paradise. It is uncertain whether the environment is lush and verdant all over the planet, or whether these are just isolated pockets. Dense, forested valleys are bordered by beautiful low mountain ranges, and small rocky outcrops break up the ground in frequent large clearings. Rivers run down into the valleys, offering a source of fresh water. The wood of the plentiful trees is hard and dry, and thus suitable for the fashioning of items such as headboards and bathtubs. The planet’s soil and conditions are evidently conducive to growth, apparent in the abundance of natural flora. They are also suitable for small vegetable crops introduced from other biospheres, such as Talaxian tomatoes. These grow quickly; there does not appear to be much in the way of insect fauna to undermine their progress. The weather is not always so temperate: one of the less desirable features is the savage plasma storms. Brewing very suddenly, clouds draw in overhead in a matter of minutes, and a strong wind whips through the trees. This grows in strength very quickly - movement at ground level becomes extremely difficult. The effect is initially not unlike a fierce thunderstorm, but the plasma carries a considerable potency. The ground shakes with alarming regularity and force under the impact of the plasma energy. It is not known how localized this effect is, but it is not unlike the buffeting a space vessel receives under phaser fire. The end result is devastating - trees are uprooted, and those remaining have shed of most of their branches. The lack of visible evidence

THE TEMPEST

Natural disaster

Chakotay and Janeway’s first away mission, and second more permanent installation on New Earth gives them no indication of the tempestuous weather that very occasionally hits the planet. The landscape of the planet offers no clues to the very rare and destructive inclement plasma storms that can easily been seen everywhere afterward. The only clue the new inhabitants are given that something may be amiss is a visit to Janeway by a very agitated primate that appears to try to communicate with her; the tricorders do not detect the imminent plasma storm. Soon the sky turns black with clouds and winds. When the storm is over, the shelter and research station are in shambles; none of it can be repaired, and continued research is impossible.

Janeway asks the primate, “What’s happened to the sky?” when the weather turns foul.

Chakotay finds Janeway lost in the violent storm. She could not keep her balance and carry her research case and samples at the same time.

Captain Janeway and Commander Chakotay must remain on New Earth when they are exposed to native insect bites.

From orbit, the Class-M planet appears mostly brown. It is the third of seven planets to orbit a yellow dwarf star.

There are many planets across the Galaxy that offer an apparently perfect environment for sustaining humanoid species. New Earth, in the Delta Quadrant, is one such world with its clean air, temperate climate, and edible flora. The planet has a sting in its tail, however, that means those who visit may never leave.
Janeway and Chakotay survey the supplies they are to build their new life with.

The fauna of New Earth does not appear to be very diverse. The twitter of bird songs is ever-present, though they are not seen. One of the few animal life forms that is apparent is a small primate. It is covered with brown fur, bar a white underbelly, and its limbs and tail are disproportionately long. It tends to stand upright on its back legs, striking a distinctive stance with its right arm held high above its head. It makes a continuous, high-pitched chirping sound.

These primates are rarely seen, though their life signs are detectable throughout the forest. They make their homes in the trees and can cover a great deal of territory. The little animals are attuned with the environment. They can detect changes in the weather before they become obvious. Before taking shelter, they attempt to signal to other life forms to warn them of the storm's approach. They will not readily approach larger life forms, preferring to hang back, but this clearly indicates a form of societal structure and intelligence.

It is another example, however, of New Earth's indigenous life that lends the planet its notoriety, and the reason that races occupying the surrounding space steer clear of it. A particular kind of burrowing insect native only to the planet carries a pathogen deadly to humanoid life forms. The symptoms of this illness are unspecified, but it leads to death if not properly treated.

**Unknown cure**

The only cure for the disease is held by the Vidiants, who developed the antiviral agent in the 2360's as part of their continuing efforts to treat the phage that afflicts their race. The only other remedy is a natural one: remaining on the planet. An unidentified element in New Earth's environment shields its life forms from the effects of the virus. Infectedes risk a recurrence of the disease that may prove fatal if they leave.

The insect claims further victims in 2372 – Captain Kathryn Janeway and Commander Chakotay of the Federation starship U.S.S. Voyager NCC-74656. They are bitten during an away mission to the planet, and placed in stasis as soon as their condition becomes clear. The Doctor is unable to come up with a counter agent, despite exhaustive research, meaning the only solution is for the Starfleet officers to remain on the planet.

They christen their adopted home New Earth, and set about making a life for themselves. Janeway investigates the bi-molecular evolution of the planet's ecosystem in her attempts to cure the pathogen. She also studies the indigenous primates, as something in their physiology may offer a clue. Her research is spiked, however, by one of the planet's irregular plasma storms, which destroys her work to that point.

The pair are fortunately recovered by Voyager when the crew gains an antidote from the Vidiants. New Earth is left without humanoid inhabitants once again, and lies in wait for the next unsuspecting visitors to bite on the poison apple at the heart of paradise.

Janeway sets traps around the area for the infecting insect in order to develop a cure. She finally succeeds with a glucose bait.

Continuing her research after the storm is futile; the equipment is not salvageable.

Chakotay and Janeway both see New Earth through the same eyes for the first time: as a home for the rest of their lives.

Janeway hated backpacking and gardening as a child, but now finds satisfaction in watching her seedlings grow.

**Bathtub beauty**

Janeway and Chakotay remain on New Earth for a number of months. Over that time they adapt to the idea that they may have to spend the rest of their lives there. They are given every survival necessity, including a large prefabricated shelter, a replicator, the means to research a remedy for the disease, and a shuttlecraft should they find the cure and be able to leave. Chakotay in particular is able to make use of the traditional techniques he learnt as a boy to make their existence more comfortable.

Once they have arrived on their adopted home, New Earth, Chakotay follows his Native American heritage and settles into making their life more comfortable. He builds a bathtub for Janeway, and advocates constructing log cabin extensions to their shelter, and even a boat which they can take to the nearby river.
Soukara is a steamy jungle world located within Cardassian space. Its strategic importance as the site of a Dominion base is underscored by the elaborate sensor grid that monitors it.

Soukara is an unremarkable tropical world that might not attract a great deal of attention if it were not for the Dominion base established in the early 2370’s. Its dense surface conditions pose a formidable natural barrier along with the technological safeguards installed by the Dominion.

Soukara is located in Cardassian space, close to the border and the treacherous Badlands. It appears to be mostly continental masses divided by small oceans. This makeup gives it a faded brown appearance when seen from orbit, broken up by patches of blue-green. The planet’s surface is covered with a thick, lush jungle growth. The endless trees are invariably misshapen; a common variety displays thin, tangled branches that appear to be covered in a kind of fur. Vines and ferns clump together and hang from the trees, and the occasional brightly-colored flower pokes up through the greenery.

Rough Terrain

Rocky outcrops serve as useful shelter and hide-outs, while rough paths wind through the inhospitable terrain. These may be natural or cut by the Dominion’s Jem’Hadar soldiers, or both. These are sometimes overgrown and must be hacked through with a blade. Concealed logs and twisting vines create dangerous obstacles.

The terrain is broken up into an undulating mix of hills and valleys. The occasional waterfall cascades down into the valleys, showering the jungle at its foot rather than pouring into a waterway. The jungle at the base of the waterfall – the lowest point of the valley – is quieter and darker than other areas, with more lush greenery.

Soukara’s climate is tropical. Steam rises in pockets, layering the jungle during the day, while a large yellow sun shines brightly. Humanoids can find the daytime heat extremely uncomfortable. The temperature drops markedly during the night, necessitating small heaters and thermal blankets for comfort.

The jungle is alive with the sounds of avian, insect, and other animal life. There is movement and teeming life all around. Some animals are nocturnal, waiting until...
The Guide to the STAR TREK Galaxy

FILE 4
CARD 31

SOUKARA

The Jem'Hadar, foot soldiers of the Dominion, make regular patrols of the dense tropical jungle that surrounds the base.

Patrols of the dense surrounds the base. The environment gives rise to many reptilian creatures, including a long, mottled, yellow snake that hangs from the trees. A darting tongue. Its tail is lizard-like. Another common example is a green, gecko-like creature with four strong legs. The lizard is not at all perturbed by the presence of humanoid life—it is inclined to walk straight over them.

The jungle appears to a Starfleet officer face-to-face and organizes to beam an encrypted subspace communication to a set of coordinates in the Badlands at a prearranged time.

Soukara's cold nights dictate blankets for Worf; Dax is impervious to the chill.

Covert shuttlescraft must avoid sensor detection and destruction in the asteroid field before landing on Soukara.

Worf struggles between duty and love after leaving Dax.

Dax is mortally wounded and cannot continue the mission. Dr. Katherine Pulaski can come up with a Federation tricorder to detect and mask the life signs of personnel. Jem'Hadar soldiers patrol the area, traveling in groups of three, and employing handheld sensor apparatus. They open fire at the first sight of intruders.

Secret meetings
Soukara becomes the focus of a clandestine and strategically important Starfleet operation in 2374. The organization receives an emergency signal from a Cardassian operative, Glenn Lasaran, who has been providing intelligence for two months. He indicates that he needs to speak to a Starfleet officer face-to-face and organizes to beam an encrypted subspace communication to a set of coordinates in the Badlands at a prearranged time.

Lasaran's information has proven vital to the Federation, so Lt. Commanders Worf and Jadzia Dax are dispatched from Deep Space Nine aboard a Runabout to meet him. He makes subspace contact and explains that his Vorta supervisor on Cardassia Prime is becoming suspicious of him. He wants to defect. The glinn departs for Quadrant powers, when the Founder leader orders a withdrawal of forces to Cardassia Prime. It is unknown under whose jurisdiction the planet falls in the subsequent occupation of the Cardassian Union.

A lizard is unfazed by Dax and treated as part of the landscape.

Lasaran is killed as a traitor when attempting re-entry to the base. He wants to defect. The glinn departs for Quadrant powers, when the Founder leader orders a withdrawal of forces to Cardassia Prime. It is unknown under whose jurisdiction the planet falls in the subsequent occupation of the Cardassian Union.

THORN IN HIS SIDE

Dangers of the jungle
Another jungle world which has proved inhospitable for Starfleet officers is Surata IV. It is surveyed by the Federation for the first time at the end of 2365. Commander William T. Riker—in command of a U.S.S. Enterprise NCC-1701-D away team—is injured by a thorn from a native plant-form in the steamy jungle and lapses into unconsciousness. The parasitic life form threatens his life until Dr. Katherine Pulaski can come up with a means of stimulating Riker's emotions to kill off the parasite.

Riker welcomes Dr. Pulaski's ministrations after he is poisoned.

Covert shuttlescraft must avoid sensor detection and destruction in the asteroid field before landing on Soukara.

Worf struggles between duty and love after leaving Dax.

Dax is mortally wounded and cannot continue the mission. Content and results of these negotiations are unknown, as the senator's vessel is destroyed soon after in an elaborate subterfuge designed to bring Romulus into the war on the side of the Alpha Quadrant alliance. The presence of the base ensures that the presence of humanoid life—it is inclined to walk straight over them.

The jungle appears untouched by technological incursion for the most part, despite the presence of the sprawling set of buildings that make up the Dominion base. The purpose of the base is uncertain, but it is sometimes used as a venue for diplomatic talks. The Romulan Senator Vreenak makes his way to Soukara toward the end of 2374 for high-level talks with the Vorta Weyoun. The

Soukara makes his way to Soukara toward the end of 2374 for high-level talks with the Vorta Weyoun. The

Soukara makes his way to Soukara toward the end of 2374 for high-level talks with the Vorta Weyoun.
For 500 generations the short-lived Ocampa have been almost totally dependent on the mysterious Caretaker, who ensures that their every need are met within the confines of a vast subterranean city.

The subterranean Ocampa City is submerged on the fifth planet of its system, and is home to the people, who have existed there for 500 generations. All of their requirements and comforts are provided by a highly evolved entity calling himself the Caretaker, a member of the technologically advanced Nacene race, exploring from another Galaxy. When the entity and his colleagues arrived they were unfamiliar with the adaptability of the species they encountered, and accidentally devastated the planet’s atmosphere. The result was a planetary surface transformed into a desert, and an atmosphere lacking the nucleogenic particles essential to the precipitation of rain.

New beginning
Seeking to make amends, the Caretaker created the underground city and led the Ocampa people within, thereafter sealing the access points with an impenetrable barrier, and preventing a return to the surface. Since the event they refer to as “the warming” the Ocampa have dwelled beneath their planet’s surface devoid of any direct contact with the Caretaker or other races, largely content with their cosseted existence. The subterranean city itself is an impressive feat of architectural design, prioritizing aesthetics and a comfortable environment. Space is a high consideration, as walkways are extremely wide, and flanked by columns. A meticulous attention to decorative detail on the Caretaker’s part has also provided large domed architectural delight, with spacious, simply-designed buildings existing alongside wide water ways. The Ocampa travel around the metropolis by foot alone.

Features
The Ocampa homeworld is an unremarkable planet when seen from orbit. No evidence of the city can be seen.

Barren world
The Ocampa homeworld is an unremarkable planet when seen from orbit. No evidence of the city can be seen.

Character
The Ocampa city is decorated in various shades of white. Nevertheless a number of green plants provide a contrast to the sterility of the environment.

In hospitable
The blazing sun and dusty surface provide a lifeless contrast to the beautiful underground city.

A precious commodity
Water is one of the most valuable commodities on the Ocampa homeworld. Neelix is surprised at the U.S.S. VOYAGER NCC-74656’s ready supply.

WATER
The Nacene’s accidental devastation of the planetary atmosphere resulted in the complete devastation of nucleogenic particles within the global gaseous envelope. Without them there could be no precipitation, and without rain the planet surface rapidly turned into a desert with no hope for renewal, and no chance of growing any food.

Water is a commodity in short supply throughout the planetary system, and much prized among its inhabitants. On making initial contact with the Federation starship U.S.S. Voyager NCC-74656, the Talaxian trader Neelix requests water in exchange for his aid. When given access to the ship his first response is to create as much water as possible. He luxuriates in the experience of a bath, commenting that such wastage of water is unknown.

The Kazon-Ogla have a settlement on the Ocampa planet, and have learned of the water available to the Ocampa beneath the surface. Repeated attempts to access this supply, however, have been frustrated by the Caretaker’s barrier. When provided with vast containers of water, the Kazon-Ogla are initially astounded, but recover their faculties soon enough to attempt to hijack the technology that creates it. It is only Neelix firing on the water that dissuades them.

Designation Ocampa homeworld
Quadrant Delta
Class M
Race The Ocampa
Features The surface of the Ocampa homeworld has been rendered barren by the Nacene. They subsequently constructed an underground city in which to home the helpless Ocampa.
Technology The Ocampa city is powered by energy bursts from the Caretaker’s Array.
Environment A temperate Class-M atmosphere is maintained within the city.
Starship Log STAR TREK: VOYAGER "Caretaker"
Because water is in such short supply in the Ocampa system, a sand scrub is the most common form of personal cleansing. The Kazon-Ogla maintain an encampment on the Ocampa planet. It is located in a dry river bed on the large southern continent, located by following a path through the foothills from a group of dormant volcanoes.

The only water available on the planet is beneath the surface, and, unknown to the Ocampa, is greatly prized by others. A massive water works outside the main city curbs the dry season, providing water for a river approximately 40 meters wide running through the city and spanned by several bridges. The Caretaker provides water for the Ocampa's every need, with food dispensers located throughout the city that distribute food every 4.1 intervals. Among the other facilities enjoyed by the Ocampa is a vast communal viewing area. Here the Ocampa can sit on benches facing three large screen projections of atmospheric manifestations, their colour a stark contrast to the surroundings. Almost every area of the city is white, from the extensive system of support beams overhead to the floors on which the Ocampa walk. The few items of contrast are black patterns in the vicinity of the food dispensers, the benches in the viewing areas, and the black bowls supplied, along with eating implements, by the dispensers. The Ocampa themselves provide a drab counterpoint to this universal light by dressing largely in robes colored in shades of grey and brown.

Power for the Ocampa city comes from immense bursts of energy sent from the Caretaker's Array to conduits on the planet surface leading to the city. It is then transferred to storage facilities and used as necessary. A large portion of the energy is for lighting purposes, as the city is so brightly and generously illuminated that it resembles natural light. As of Stardate 48315.6, the Caretaker's rate of energy transmission has tripled, providing enough stored power to meet the city's needs for a further five years.

The Caretaker ensures that the Ocampa are supplied with food at regular intervals. The Caretaker's Array fires immense bursts of energy to the Ocampa city. The Caretaker triples the energy output he provides the Ocampa as his impending demise approaches.

The Caretaker's rate of energy transmission has tripled, providing enough stored power to meet the city's needs for a further five years.

The Caretaker's Array fires immense bursts of energy to the Ocampa city.

The Caretaker triples the energy output he provides the Ocampa as his impending demise approaches.

Direct energy

The Caretaker's Array fires immense bursts of energy to the Ocampa city.

Doomed guardian

The Caretaker triples the energy output he provides the Ocampa as his impending demise approaches.

The Sons of the U.S.S. VOYAGER NCC-74656 can detect little evidence of the subterranean city's existence.

The Caretaker's rate of energy transmission has tripled, providing enough stored power to meet the city's needs for a further five years.

The Caretaker provides food for the Ocampa's every need, with food dispensers located throughout the city that distribute food every 4.1 intervals.

The Caretaker's rate of energy transmission has tripled, providing enough stored power to meet the city's needs for a further five years.

The Caretaker's Array fires immense bursts of energy to the Ocampa city.

Doomed guardian

The Caretaker triples the energy output he provides the Ocampa as his impending demise approaches.

Wide open spaces

The corridors and passageways within the city are incredibly spacious, giving an impression of vastness.

Concealed

The sensors of the U.S.S. VOYAGER NCC-74656 can detect little evidence of the subterranean city's existence.

The centuries there have been some decay, however, and it is possible to pass through the barrier at certain points. Care is required, however, as contact with a barrier can severely burn the skin.

Beyond the barrier huge vertical chasms have been created, leading two miles down to the Ocampa city. These fissures are illuminated, and lined with metal staircases bolted to the sides of the tunnel in a concentric fashion.

As there has been no direct contact with the Caretaker since the Ocampa were led beneath the surface, all his actions are interpreted by a council of elders. They are largely content to accept his benign nature and refuse to consider any other motivations. They also consider it against the Caretaker's wishes for anyone to leave the city. This has led to some resentment within the community from those who would prefer a less coddled existence and the ability to be masters of their own destinies.

These people have set up colonies outside the city where they grow fruit and vegetables in a hydroponic fashion, using lights and heat supplied from the city's energy supply. The consumables grown here are raised side by side with plants and flowers.

Additionally, these breakaway Ocampa have discovered the healing properties of a moss that grows on the side of a fruit tree, and the partial restoration of mental abilities known only to most Ocampa as prevalent among their distant ancestors.

Other Ocampa have used the access chasms to escape their city entirely, but the planet surface has become home to Kazon settlements, and the emerging Ocampa are often enslaved. Their escape routes have been rapidly repaired behind them.

With the demise of the Caretaker the Ocampa can survive a further five years on existing supplies, but with few natural resources beneath the surface the future for the city and its inhabitants remains somewhat uncertain.
Delta Quadrant Ships: 
Encountered by the U.S.S. VOYAGER NCC-74656

**SMALL VIDIIAN CRAFT**

The ailing Vidian scientist, Dr. Danara Pel, is rescued from a small Vidian craft by the crew of the U.S.S. Voyager NCC-74656 in 2372. She is suffering from the phage, and close to death, but heroic efforts by the Doctor extend her life.

**TALAXIAN VESSEL**

Tom Paris leaves the U.S.S. Voyager NCC-74656 in 2372 to serve aboard a Talaxian Vessel in the Delta Quadrant. This surprise move is part of a plan to uncover a traitorous crew member aboard the Starfleet vessel.

**STARSHIP LOG: "LIFESIGNS" (VOY)**

**RAKOSAN FIGHTERS**

The Delta Quadrant planet Rakosa V launches waves of Rakosan Fighters in an attempt to destroy the Dreadnought missile that threatens their world in 2372. Their efforts prove unsuccessful.

**STARSHIP LOG: "DREADNOUGHT" (VOY)**

The interior of DREADNOUGHT can accommodate a small engineering team within its cramped confines.

**DREADNOUGHT**

Dreadnought is a Cardassian-designed tactical missile that was captured by the Maquis, who planned to use it in a strike against Aschelan V. The weapon never reached its target, however, and was instead transported into the Delta Quadrant by the Caretaker. In this distant region of space, Dreadnought acquires another target: Rakosa V, a densely-populated world.

Fortunately, the U.S.S. Voyager NCC-74656 intervenes, and after a number of desperate attempts, successfully destroys the autonomous weapon.

**STARSHIP LOG: "DREADNOUGHT" (VOY)**
The VI DIIAN SHIP looms ominously above the U.S.S. VOYAGER NCC-74656.

The VI DIIAN SHIP explodes after VOYAGER self-destructs.

The VI DIIAN SHIP is operated by a crew of phage-ravaged individuals.

The U.S.S. Voyager NCC-74656 is threatened by a large Vidiian Ship that connects to the Starfleet vessel in 2372. It is destroyed when a duplicate version of Voyager, created by passing through a plasma drift, self-destructs.

STARSHIP LOG: "DEADLOCK" (Voy)

Three Vidiian Warships meet with the U.S.S. Voyager NCC-74656 in late 2372, supposedly on a mission to supply the Starfleet crew with an antiviral agent to combat a condition affecting Captain Kathryn Janeway and Commander Chakotay. Unfortunately, the humanitarian effort quickly proves to be subterfuge, and the vessels launch an attack against Voyager. During the conflict, Dr. Danara Pel succeeds in transporting the serum to the Starfleet ship, which escapes without severe damage.

STARSHIP LOG: "RESOLUTIONS" (Voy)

The TALAXIAN FIGHTER is an integral part of the mission to retake VOYAGER.

The Talaxian Fighter is a sleek, distinctive vessel that proves its mettle during a successful attempt to reclaim the U.S.S. Voyager NCC-74656 from the Kazon-Nistrim in early 2373.

STARSHIP LOG: "BASICS", PART II (Voy)

The U.S.S. VOYAGER NCC-74656 detonates an antimatter container that disables the VI DIIAN WARSHIPS.
Ensign Angela Martine

Tragically bereaved in the line of duty, phaser specialist Ensign Angela Martine nevertheless rebuilds her life and her career in Starfleet after a traumatic loss.

On first acquaintance, Ensign Angela Martine, is a quiet, demure woman, who almost vanishes into the background of a gathering, eclipsed by more vivid and assertive personalities. From her reserved air, shy smile, and reticent body language, one would not initially expect her to be unusually resilient or courageous.

Appearances, however, are deceiving. This slender, seemingly fragile young woman is a pivotal element in the defenses of the U.S.S. Enterprise NCC-1701. A slightly built, petite woman in her early twenties, with short brunette hair, Martine is not conventionally beautiful, but radiates a gentle calmness and maturity that belies her years. Clad in the gold uniform of Starfleet's command division, a less commanding figure would be hard to imagine, yet she holds a position of great responsibility.

In her capacity as a phaser specialist, Martine is stationed in the Enterprise's main Phaser Control Room, a chamber located in the vicinity of the ship's engine room. Here, the tactical commands given by the captain of the ship are implemented, and the phaser discharges regulated and monitored during combat situations. Together with the rest of her team, Martine coordinates the ship's first line of defense, and her calm demeanor and quick reactions are vital, as a split second's indecision could doom the ship.

Bride, interrupted

Martine's immediate superior officer in the phaser room is Lt. Robert Tomlinson, a tall and confident young man whose brisk efficiency instills confidence in his subordinates. The handsome, outgoing, and authoritative Tomlinson might seem an unlikely match for the introverted Martine, but months of working in proximity with her opens his eyes to her subtle appeal. The pair begin dating, and eventually become engaged. As serving officers aboard the Enterprise, they ask Captain James T. Kirk to conduct their wedding ceremony. The captain's consent having been obtained, the friends and fellow-officers of the betrothed couple gather in the Enterprise's chapel to witness the ceremony, and to wish them well in their married life.

The happy occasion, however, is interrupted by a red alert. The Federation Neutral Zone Outposts, a series of monitoring facilities built into asteroids along the border of the Romulan Neutral Zone in Sector Z-6, are under attack. Outposts 2, 3, 4, and 8, despite being composed largely of rodinium, one of the hardest substances known to Federation science, are utterly destroyed by a new plasma energy weapon.

Unseen enemy

The Enterprise engages in a deadly game of silent running with the perpetrator of the attacks, a Romulan Bird-of-Prey whose commander has been encouraged, by an over ambitious junior officer with political influence, to make this deadly incursion. Despite the tension of the situation, Martine, nevertheless finds time to lighten the mood with joking remarks to her fiancé about how he won’t “get off my hook that easily.”
Personnel Files

Ensign Angela Martine

"You won't get off my hook this easily; I'm going to marry you, Mister... battle or phaser weapons notwithstanding!"

— Ensign Martine to Lt. Tomlinson, after their wedding is interrupted

responds by wisecracking that, for the moment at least, he's still her superior officer — so she should get back to work!

Eventually, the stealthy pursuit is abandoned, and in the climactic battle, despite the weapons array taking several hits, Martine and her colleagues pick themselves up and return to their posts, controlling the Enterprise's retaliation. The Starfleet vessel ultimately proves victorious, but the ship's crew suffer heavy casualties.

Amongst the fatalities, tragically, is Lt. Robert Tomlinson, Angela Martine's fiancé, who dies of asphyxiation following the rupture of a coolant conduit in the forward phaser array.

Widowed before she's wed, Martine seeks consolation in her faith; she returns to the ship's chapel, the scene of her interrupted wedding ceremony a few scant hours before. Captain Kirk seeks to comfort her, but sensing his feelings of responsibility, she instead reassures him that she will be alright. Despite her devastating loss, her first thoughts are of others, rather than of herself.

Continuing to serve

Few would judge Martine harshly for resigning her commission in Starfleet, given the circumstances, but it is a testament to her sense of responsibility that she remains aboard the Enterprise, although she does apparently transfer from Phaser Control to the general exploration division. By 2267, Martine is part of the investigative landing party assigned to a Class-M planet in the Omicron Delta region, charged with the responsibility of determining whether the planet is safe for shore leave for Enterprise personnel.

The change of assignment seems to suit Martine, as she seems contented, industrious, and even happy in the company of her colleagues, Lt. Esteban Rodriguez, who harbors romantic feelings toward her. A year after her bereavement, Martine appears to be considering the possibility of a new relationship, but the budding attachment is curtailed when strange figures from both the personal histories and the folklore traditions of the landing party spring eerily to life, and start attacking the Enterprise crew.

Martine, in fleeing from a 20th-century warplane making strafing runs, is apparently killed, but she is restored to health when a being identifying himself as the planet's Caretaker appears.

The Caretaker explains that the planet is equipped with sophisticated subterranean equipment that can scan the minds of visitors, then almost immediately create whatever they imagine. Intended as amusement and recreation for beings who were fully aware of the planet's purpose, the images were disturbing and dangerous to the uninformed landing party members. When it became obvious that the Enterprise crew were not enjoying the diversions, the Caretaker decided to reveal his presence and repair the injured personnel.

Recovered from her death-like state, Martine embraces Rodriguez, seemingly reconciled to making a go of this new relationship, and of her new career. Her resilience, dedication, and the true, quiet strength of her character is evident, and in the finest tradition of the ideals of Starfleet.

New love

Ensign Angela Martine accompanies Lt. Esteban Rodriguez to the Amusement Park planet in 2267. She appears to have formed a close relationship with the capable young officer.

Work and play

Martine cannot refrain from glancing across at her new beau, but is mindful to ensure that she completes the task assigned to her capable hands on the Amusement Park planet.
Major Kira Nerys and Chief of Security Odo might appear to outsiders to be an unlikely couple, but the blissful relationship they embark upon in 2374 is built on years of mutual trust and friendship.

The Changeling Odo spends the best part of three years pining for a woman he believes he can never have: Major Kira Nerys, his colleague on Deep Space Nine. Little does he suspect that she returns his affections, though she needs a little prodding to realize it.

Odo and Kira enjoy a fruitful, respectful working relationship for more than two years before he begins to develop feelings for the Bajoran woman. They are more alike than they know: dedicated to their jobs, highly moral, and unfailingly loyal to their friends. They are both complex people with straightforward ways.

Absolute beginner

Kira is one of a very few women with whom Odo has ever fallen in love, and he falls heavily. He admits he is vulnerable to her—all she has to do is smile at him, he says, and he is happy beyond reason; a minor disagreement between them and he is devastated. Kira gives meaning to his life, without ever realizing it. He keeps these feelings well hidden, however, as he is afraid of driving her away. He is instead content to cherish the time they spend together, such as at the Tuesday morning meetings where they discuss criminal activity reports.

Unsuspecting

Kira remains blissfully ignorant. She views Odo simply as a good friend with whom she can discuss issues and her relationships, unaware of the effect it has on the shapeshifter. She notices little details about his appearance that no one else does—but she also blusters indignantly when a Romulan officer, Ruwon, insinuates that she and Odo might be romantically involved.

Odo is adamant that Kira does not love him. He has spent three years watching her, and longer studying human beings, and he cannot find any indication of romantic feelings. He nevertheless brings himself to tell her of his feelings when she becomes trapped by a crystalline formation during an away mission in 2371. This unfortunately turns out to be a member of his own race, masquerading as Kira, and his secret remains his own.

Kira’s relationships with Vedek Bariel, and later First Minister Shakaar Edon, are a source of frustration and pain to Odo. He even vents his anger by wrecking his quarters at one point. He hides his feelings so well, however, that Shakaar confides in the Changeling about his love for Kira. Much of Odo’s advice in this instance reflects his own feelings.

The major finally realizes the extent of Odo’s love for her in late 2373, when the U.S.S. Defiant NX-74205 crew encounters their own descendants—the product of a temporal accident—on the planet Gaia. She is stunned by the revelations of a 200-year-old Odo, while the contemporary Odo is speechless when he finds out. Neither is quite sure how to deal with it, but they recognize they need time. They remain awkward around each other for almost a year.

The moment of truth comes in 2374, with a flash of “complete clarity” for Kira followed by a passionate kiss in the middle of the Promenade.

Odo’s love for Kira goes unspoken while she conducts her relationship with First Minister Shakaar Edon in 2372.

When the Changeling impostor poses as a doomed major, Odo is tricked into revealing his love for Kira when a Changeling impostor poses as a doomed major.

Friendship

Kira and Odo first meet on Terok Nor in 2365. He is easily drawn to her striking personality.

Workmates

Kira and Odo spend much time working together, but she sees little evidence of his deep feelings.

Unrequited

Odo’s love for Kira goes unspoken while she conducts her relationship with First Minister Shakaar Edon in 2372.
Kira and Odo: Romance

Odo is able to relax with Lola, a holographic recreation of Kira created by Vic Fontaine in 2374, love, starting with the one-month anniversary of their first date. They even link together, demonstrating their complete trust in one another.

The relationship changes Odo’s entire outlook, and he becomes more optimistic as a whole. Kira, for her part, admits that every time she thinks she has him figured out, he manages to do something that pleasantly surprises her. She worries at times that she is keeping Odo from his people and his destiny - that he is staying with her out of a sense of obligation - but he assures her this is not the case.

The couple have their occasional tussles. Kira is not pleased, for example, when Odo arrests Vedek Solis for unauthorized fund raising on the Promenade. She refuses to speak to him for a couple of days, causing Odo to worry unnecessarily that their relationship is over. They support each other at the important times, however. Odo is by her side when Kira leads a vastly inferior force in a blockade of the Bajoran moon Derna.

Ignited sparks

Odo is spurred into positive action by the holographic club singer Vic Fontaine. Vic understands the Changeling’s fear that Kira simply views him as a friend, but he also explains that women sometimes change their minds if they are given a reason. He encourages Odo to “thaw out” and relax, and even conjures up Lola Chrystal, a sultry club singer with Kira’s features.

The holosuite is a different world to Deep Space Nine, however. Odo knows that he may be a Romeo within its walls, but as soon as he faces Kira again, it will be back to square one emotionally. Vic thus decides to take action. He pays a visit to Kira and impresses upon her how much Odo is in love with her. He then organizes a candlelit dinner for the pair. Kira is a little nervous but Odo, believing his dinner date is Lola, is relaxed enough to really be himself.

The perfect romantic evening turns sour when Odo realizes Kira is the genuine article and leaves, mortified. The depth of their feelings cannot be denied, however, and the major confronts the situation for once rather than backing away. They swiftly end up in each other’s arms.

Happy couple

A gentle hand on Kira’s arm is a clear display of the love that Odo has for his beloved partner.

Concern

Kira cannot contain her emotions when it appears as if Odo will succumb to the Founder disease. Parting is such sweet sorrow

With Kira’s blessing, Odo decides to return to the Great Link following the Dominion war.
Balok

Balok is one of the more enigmatic aliens to be encountered by Captain James T. Kirk of the U.S.S. Enterprise NCC-1701. The crafty commander of the powerful First Federation vessel Fesarius embarks on a clever program to test the Starfleet crew’s true disposition and resolve.

In command

Balok - pronounced “Baylok” - is the commander of the empire’s flagship, the Fesarius. It is an impressive spherical craft that glows brightly with green and yellow energy, as myriad patterns play over its mottled surface. The nature of the First Federation itself is unclear; Balok claims to be alone and running the “entire complex” himself, indicating that he is either one of very few citizens, or far from home. He encounters the Starfleet vessel U.S.S. Enterprise NCC-1701 in 2366, and sets about evaluating the newcomers by disguising his personal appearance and his intentions.

An unmanned warning buoy is his first point of contact. It resembles a cube balanced on one of its corners. It spins on its axis and glows brightly, reflecting every color of the rainbow from its facets. The object intercepts the Enterprise and actively blocks the starship from proceeding any further. This naturally causes some consternation among the starship’s crew, and the harmful radiation emanating from the buoy forces Captain James T. Kirk to fire phasers and destroy it.

A good fake

The Fesarius arrives quickly at the scene. The vessel is massive in comparison with the Enterprise, giving some indication of the technology at Balok’s disposal. He also employs exceptionally powerful sensor probes that are able to scan every system aboard alien vessels. The information he gains in this way from the Enterprise data banks could conceivably have been faked, however, so the only firm evidence he has of their intentions remains the destruction of the buoy.

Balok’s intention is to assess the Federation’s reaction to an overt display of aggression on his behalf. He accuses Kirk of representing a primitive and savage civilization, and refuses to listen to explanations. He also demonstrates his willingness to open fire by destroying a recorder marker fired from the Enterprise back to Starfleet Headquarters. These threats and the

PROFILE ON BALOK

NAME: Balok
LIFE FORM: Male of unknown origin
POSITION: Commander of the First Federation flagship, the Fesarius.
REMARKS: Bald and physically diminutive child-like humanoid of indeterminate advanced age. Balok exhibits extremely high levels of intelligence and curiosity, along with a garrulous and friendly personality after satisfactory investigation of foreign species and their dispositions.
FIRST SEEN: ‘The Corbomite Maneuver’ [TOS]

Balok’s child-like demeanor is juxtaposed against the formidable technology he has at his command aboard the FESARIUS, and his interest in cultural exchange.

SECOND IMPRESSIONS

Bluffing
Kirk realizes that Balok uses a model to portray a more frightening visage.

Solo in satin
Balok dresses and surrounds himself in sumptuous fabrics.

Surprise
Kirk, McCoy, and Lt. Bailey are surprised at the confined space in the FESARIUS.

Unidentified object
The U.S.S. ENTERPRISE NCC-1701 appears inconsequential alongside the immense FESARIUS.
Balok

**A perfect host**
Balok extends his hospitality to Kirk, McCoy, and Bailey in his luxurious quarters.

Fesarius’s obvious firepower cause some panic among the more inexperienced crew members.

**Lonely Existence**
Balok tells his Starfleet guests about his solitary existence aboard the FESARIUS.

His obvious firepower cause some panic among the more inexperienced crew members.

**Strategy**
A number of Balok’s actions nevertheless betray the fact that his intention is not wanton destruction. He probes the Enterprise computers to discover more about his adversaries’ cultures, and uses his newfound knowledge to make himself more easily understood. He talks in Earth measurements such as minutes, for example. He demonstrates a certain compassion, even more tellingly, by allowing his victims a little time to make peace with their deities before facing apparent death.

Balok is forced to rethink his approach when Kirk makes one of his typical bluffs. He claims that a substance known as corbomite is incorporated into the hulls of every Earth vessel, reflecting destructive energy and making them impervious to attack. Balok is unable to completely discount this, and changes his tactics accordingly. He informs the captain that the Enterprise will be escorted to a planet with a suitable environment, where the crew will be interned. Kirk has other ideas, however, and forces the Enterprise free from the tractor beam.

Commander Balok is satisfied that the Starfleet crew has not resorted to undue force in the face of this aggression. He embarks on another gambit in his assessment program: sending out a distress signal indicating that he has lost engines and life support systems. He is finally convinced of Kirk’s humanitarian credentials when the captain transports aboard to offer assistance rather than take the opportunity to attack.

**Child’s play**
Balok’s true nature is finally revealed. He is the size of an eight-year-old human child, with a round, face, a snub nose, and what appear to be well-spaced baby teeth. He wears gray satin robes, with a round, face, a snub nose, and what appear to be well-spaced baby teeth. He wears gray satin robes, tied at the front with a brooch, and a gray-colored headband across his bald pate. He welcomes his guests aboard in a high, jaunty voice.

Balok is the perfect host. He bids them sit and be comfortable on the plush couches dotted about, and he serves up a beverage named tranya. He is evidently very fond of the drink, as he emits a satisfied sigh after each gulp. He is also rather proud of the Fesarius, and enjoys conducting his visitors on an inspection tour. The little alien is prone to throwing back his head and laughing when he finds humor or appeal in a situation. He is actually rather gregarious, and the fact that he is the only crew member aboard the Fesarius means he misses conversation and company.

He makes a proposal to Kirk that will perhaps satisfy both of them: allowing one of the Enterprise crew members to remain aboard the Fesarius as a cultural envoy to the First Federation.

Balok’s initial desire is for a representative of the best Earth to have to offer, but in the event the nominated officer is Lt. David Bailey. The young navigator personifies the myriad qualities, good and bad, that make up humanity. He will facilitate an exchange of information and experience with their new friends – one of the core principles of Starfleet.

Balok believes that he and Captain Kirk are very much alike. They are both diplomatic, amenable, and in the business of making peace. Their methods may differ, but the results speak for themselves.

---

**Wolf’s clothing**
One of the first steps on Balok’s agenda is to establish voice communication with the Enterprise. He sends a message over the Enterprise’s navigation beam – an unusual form of communication – that is heard all over the ship. He identifies himself, and accuses the starship of trespassing into the First Federation’s star systems. His voice is deep and foreboding – designed, as it transpires, to inspire fear in the Starfleet crew.

The fearsome countenance projected over the viewscreen is also calculated for this effect. Balok appears to have a narrow, angular face with a large mouth and prominent nose. His eyes are large and yellow with thin black pupils, rather like a snake’s. His domed scalp rises to a smooth crest, and each side of the head is flattened, giving a generally misshapen impression. The utterly alien impression is enhanced by the fact that the face displays little expression. This is because it is, in fact, a mannequin – the Mr. Hyde to his Dr. Jekyll, as Balok puts it.

---

**Onscreen persona**
The Balok the crew sees onscreen is intended to instill fear and trepidation – an intentional misrepresentation.

**Boy’s boog**
The U.S.S. ENTERPRISE NCC-1701 encounters a mysterious spinning cube which moves closer and closer to the ship.
As an adept pilot, Irina is a natural candidate for the Antarian Trans-stellar Rally, but unknown to the other competitors, having an opportunity to demonstrate her piloting skill is not the only reason for her choosing to compete.
"Warp's fine if you like going fast in a straight line. But to me that's just physics, not flying."

— Irina explains her piloting philosophy to Ensign Kim.

**More than just friends**
Ensign Kim is disappointed to witness Irina's apparent affection for her copilot, Joxom.

**Piloting partners**
Irina and Joxom pilot their vessel successfully through the first stage of the Trans-stellar Rally.

**Out of the running**
A sabotaged phase inverter leaves Joxom with severe burns—and Irina without a copilot.

**Dangerous Liaisons**

Harry Kim's brief relationship with Irina is not the only occasion in the young ensign's personal history when he becomes involved with a separatist. In 2375, he meets a Varro female called Derran Tal who has lived aboard a Generational Ship all her life. While repairs are being conducted to her ship, she begins an intimate relationship with Harry Kim. The isolationist politics adopted by her race frustrate her as, unlike Irina, she craves the opportunity to explore the Galaxy and interact with other species.

Her dreams are tantalized by Kim, who takes her to see a Class-3 nebula when they transport aboard a shuttlecraft together.

In order to achieve her wishes Tal takes the rather drastic action of introducing silicon based parasites into the linkages between the Generational Ship, hoping that once the vessel is segmented she will be able to escape and embark on a life of adventure and exploration. Microfractures soon appear on the Generational Ship and it fragments. She, and her collaborators, escape punishment from their superiors, but her new-found freedom comes at a price when she is forced to leave behind Harry Kim in search of her new destiny.

**Inquest**
Captain Kathryn Janeway launches an investigation after it is discovered that Irina's vessel has been sabotaged.

**Ensign eager**
In his efforts to court the attentions of Irina, Ensign Kim offers his piloting services.

**Suspicious minds**
The only thing to be aroused aboard Irina's ship is Harry Kim's suspicion at his pilot's reluctance to finish the race.

**Saboteur unmasked**
Irina reveals that her distrust and hatred of other races inspires her terrorist undertaking.

**veridium isotopes.** Irina is presumably detained and arrested once the race is concluded.

Irina is totally ruthless, and for the sake of completing her objectives is willing to place the lives of friends, such as Joxom, and relative strangers in jeopardy.

**KIM AND SEXY SABOTEURS**

**Similarities**
Ensign Harry Kim's infatuation with the Varro female Derran Tal, mirrors his later feelings for Irina; both are passionate and dedicated women.
Captain Proton’s Rail Gun

Lt. Tom Paris’s ‘Adventures of Captain Proton’ holodeck program, based on examples of 1930’s television science fiction serials, employs early 20th-century visions of how future weaponry would operate and be designed.

In early 2375, Lt. Tom Paris of U.S.S. Voyager NCC-74656 devises a holodeck program designed to duplicate the look and feel of classic 1930’s Earth low-budget non-interactive film serials. Faithfully reproducing the monochromatic color reproduction of the time, Tom Paris adopts the title role of Captain Proton, a human space traveler who journeys through the Sol System in his Rocket Ship defending Earth from numerous menaces including his arch-nemesis Dr. Chaotica and Satan’s Robot. Accompanying Captain Proton is Ensign Harry Kim as Proton’s best friend Buster Kincaid, along with the character of his beautiful secretary Constance Goodheart, a role played on at least one occasion by Seven of Nine. Wishing to create as accurate an environment as possible, Paris pays very close attention to the design of every element, including the technology represented by the limited special effects employed within these serials. One vital piece of equipment mirror Starfleet’s own technology in the form of a portable offensive and defensive weapon referred to as a ray gun by Captain Proton.

Captain Proton’s ray gun is a lightweight, handheld weapon that is carried with the space adventurer at all times. Housed within a black holster long enough to encase the relatively long muzzle of the gun, it can be drawn and ready for action very quickly, as the upper part of the holster is cut back to allow fast access to the grip and part of the trigger guard. The holster is secured to a thick waist belt worn over Captain Proton’s flight jacket via a single flap that extends upward from the back of the holster, allowing the weapon to hang freely over Tom Paris’s right thigh. While the Captain Proton environment functions in black and white, the ray guns of both Tom Paris and Harry Kim contain some color although this cannot be seen while the programs are running.

**Old school fire power**

Captain Proton’s gun is over 20 centimeters in total length, making it far more cumbersome in operation than the weapons available to Starfleet personnel. In keeping with the overall 1930’s design motif, the weapon is designed less around functionality, and more around a stylized view of what future armaments may look like. The ray gun is an unwieldy device when compared to Starfleet handheld weapons; however, the comfortable grip and curved cradle facilitate the easy carriage of the extra bulk.

The ray gun is approximately 20 centimeters in length. Its cylinder is silver and decorated with metallic blue triangles at both ends.

The delicately designed firing tip narrows through three increasingly small tiers. At its discharge point, a crest rises from the top in a manner akin to the smoking guns of old.

A superhero’s first line of defense Captain Proton always carries his gun with him, often out of its custom designed holster. The ray gun is an unwieldy device when compared to Starfleet handheld weapons; however, the comfortable grip and curved cradle facilitate the easy carriage of the extra bulk.

The design is representative of how 20th-century serial writers believed future weapons would appear.

Captain Proton’s ray gun bears a metal six pointed star with a left-facing boomerang shape. Buster Kincaid’s gun also features a similar symbol.

The top of the handle curves out toward the wrist when held, cradling between the thumb and index finger.

The ray gun emits a conical energy beam when fired, accompanied by a crude sound effect. Proton does not hesitate to use his weapon when he is presented with threatening situations.

**SIDe VIEW**

Buster Kincaid, Captain Proton, and his secretary Constance Goodheart again find themselves in a situation where they require fire power for protection and persuasion.
Captain Proton and Buster carry different guns, but they both discharge a powerful wide energy beam that extends to the target and disables it.

In reality, the weapon has no functionality unless the holodeck safety protocols are disengaged; with them in place, the ray gun only operates in a limited capacity within the holographic environment for which it is designed – disabling photonic characters, but leaving organic players unharmed if they are struck by its energy beam. Nevertheless, Tom Paris attempts to maintain authenticity in the detailing of the gun. Constructed from an unknown material, the ray gun consists of a short pistol grip connected to a cylindrical primary firing chamber from which issues an extended barrel. The grip is long and narrow, allowing a comfortable grasp, and the butt is slightly flared outward, which along with the inset dark colored panel on either side of the grip reduces the possibility of the weapon slipping out of Captain Proton’s grasp during use.

There is a small icon embossed in the same silver color used on the majority of the gun’s casing, different in design to the red icon found on Harry Kim’s more simplified ray gun, that includes a red color scheme and a less ornate barrel and muzzle. Directly in front of the upper part of the forward angled grip is the circular trigger guard formed by a narrow drilled plate underneath the primary firing chamber. There does not appear to be any kind of trigger mechanism within the guard, although activation of the weapon is achieved by pressing inside this area. The upper main chamber is a simple cylinder, with the rear of the unit terminating in a curved end cap that is colored with a narrowing blue chevron matched at the front of the chamber shortly before it connects to the muzzle. The muzzle itself consists of three circular plates connected by forward curving cones that reduce in size from the rear to the front of the weapon, eventually narrowing to the ray gun’s barrel that is cased in a thicker end-cap with a backwardly angled fin acting as a rudimentary aiming mechanism on the top. On activation, both Harry and Tom’s weapons issue a thick conical beam of focused energy that incapacitates the target immediately. The emission of the beam is complimented by a crude sound effect, again in keeping with the authenticity of the recreation.

Fired in anger

The only time that the ray gun has been used for any purpose other than as a prop in a holodeck fantasy occurs in 2375, when Voyager is invaded by the Night beings, humanoid creatures that inhabit an expanse of the Delta Quadrant seemingly devoid of stars. Lt. Paris and Seven of Nine are stranded within the ‘Adventures of Captain Proton’ scenario, and while looking for a way to exit the holodeck they discover a solitary Night being. The creature reacts violently to a flashlight being swept across it, producing a ball of energy that it projects toward Paris. Seven’s reaction to this attack is swift; she kneels beside Paris, and unclips the ray gun from his belt, simultaneously ordering the computer to disengage the safety protocols. She then fires a powerful beam at the creature, easily disabling it, and proving that Captain Proton’s ray gun is an effective weapon.

1930’s science fiction heroes always carry protection in hostile enemy environments, as they never know what insidious evil they may encounter.

Seven of Nine uses Captain Proton’s ray gun with the safety protocols disengaged to stun a Night being that infiltrates the U.S.S. VOYAGER NCC-74656.

Buster Kincaid uses Captain Proton’s sidekick’s sidearm. His ray gun is of a less distinctive design – indicative of his lesser role in the the scenario. Buster Kincaid is quick to use his ray gun as both an offensive and defensive weapon; he is always prepared to fulfill his mission and protect his captain.
The crew of *Deep Space Nine* have encountered many diverse alien races, from the familiar Alpha Quadrant species to strange and bizarre life forms found while journeying through the unexplored regions of the Gamma Quadrant. Most dangerous of all is the powerful Dominion, led by the shape-shifting Founders.

**CARDASSIANS**

- **Gul Dukat**
  - File 30 Card 1

- **Tora Ziyal**
  - File 30 Card 4

- **Enabran Tain**
  - File 30 Card 6

- **Damar**
  - File 50 Card 7

**FERENGI**

- **Ishka**
  - File 51 Card 4

- **Grand Nagus Zek**
  - File 51 Card 5

**CARDASSIANS FERENGI**

**GALOR-CLASS VESSEL**

- File 36 Card 1

**KLINGONS**

**I.K.S. ROTARRAN**

- Bridge
  - File 34 Card 9A

**KLINGON BIRD-OF-PREY**

- File 34 Card 1

**EMPOK NOR**

- a Cardassian space station, that is abandoned in 2372. It is left adrift in the Trivas System by its former occupants.

- File 36 Card 4

**STORYSHIP LOG FILE 70 STAR TREK: DEEP SPACE NINE Index**
**THE DOMINION**

This hands-free virtual reality headset is used to command warships through direct system and operation links. Designed for agents of the Dominion, other races can use them but often suffer side effects.

- **Female Shapeshifter**
  - File 54 Card 4A
- **Weyoun**
  - File 59 Card 2A

- The deadly JEM'HADAR WARSHIP poses a considerable threat to Federation starships.
- The darkly lit command center makes few concessions to the crew's comfort.

**JEM'HADAR WARSHIP**
- File 40 Card 14A

**THE PROPHETS AND THE PAH-WRAITHS**

- The Prophets are regarded as Gods by the Bajoran people, and the Pah-wraiths are their evil counterparts. They once shared the Celestial Temple, and with the Reckoning the Pah-wraiths plan to regain control of their former domain.

- Commander Benjamin Sisko is named as the Emissary of the Prophets when he accesses the Bajoran wormhole in 2369.

**THE MAQUIS**

- **Michael Eddington**
  - File 43 Card 70

**THE MIRROR UNIVERSE**

- The Mirror Universe is accessed by DEEP SPACE NINE crew members in 2370.

**STAR TREK: DEEP SPACE NINE FILES**

- **SECTION 1: GUIDE TO THE STAR TREK GALAXY**
  - 10 16B THE PAH-WRAITHS AND THE RESTORATION
  - 16 1 THE DOMINION
  - 18 APPENDIX CARD 2 THE MIRROR UNIVERSE
- **SECTION 2: A GUIDE TO FEDERATION STARFLEET**
  - 19 10A SECTION 31
- **SECTION 3: NON-FEDERATION SHIPS**
  - 34 1 KLINGON BIRD-OF-PREY
  - 36 1 GALOR-CLASS VESSEL
  - 40 14A JEM'HADAR WARSHIP
- **SECTION 4: PERSONNEL FILES**
  - 43 70 MICHAEL EDDINGTON
  - 43 63 LUTHER SLOAN
  - 48 7 GOWRON
  - 48 9 KOR
  - 48 11 MARTOK
  - 50 1 GUL DUKAT
  - 54 4A FEMALE SHAPESHIFTER
  - 56 7 VIC FONTAINE
  - 58 2A WEYOUN
- **SECTION 5: STARSHIP LOG**
  - 70 STAR TREK: DEEP SPACE NINE
"Drive"

With the blessing of Captain Kathryn Janeway, Lt. Tom Paris enters the new Delta Flyer in the Antarian Trans-stellar Rally. His competitive spirit is curtailed, however, by a mysterious saboteur, and a turning point that occurs in his relationship with Lt. B'Elanna Torres.

Tom Paris and Harry Kim are testing a new Delta Flyer when a small craft pulls alongside and challenges them to a race. Through the timely use of impulse thrusters the Flyer wins, but a malfunction in the other ship results in the release of toxic gas. Tom transports a woman aboard the Flyer, who explains that her power transformer has exploded. Harry, very taken with her, suggests they obtain a replacement from the U.S.S. Voyager NCC-74656.

Aboard Voyager, B'Elanna Torres works hard to convince the Doctor to forgo his holodeck time in order to let her and Tom enjoy time in a vacation paradise program.

The other craft is repaired on Voyager, but Harry is rebuffed when he asks questions of its pilot; Irina proves far more forthcoming with Tom, whose conversation concerns itself more with her ship. She is in the sector to participate in the Antarian Trans-stellar Rally, a 2.3 billion kilometer course through three obstacle-laden segments. Tom considers it a formidable test of craft design and piloting skills, and wishes to participate. Irina offers the use of a deuterium fuel converter, enabling the Flyer to conform to the race regulations.

Excited entry

The race is a peaceful commemoration of the signing of a treaty that ended a prolonged period of war between four species within the sector. Captain Kathryn Janeway is convinced that the participation of the Delta Flyer will be a good public relations exercise, but there is mixed reaction among others aboard Voyager; Tuvok considers it a drain on resources, but B'Elanna greets the postponement of her planned holodeck vacation with Tom with uncharacteristic understanding, realizing the race to be a unique opportunity.

B'Elanna's understanding, however, masks her growing belief that she and Tom are not a compatible couple. She is unconvinced by Neelix's rebuttal of her assertion that love may not be enough, and refers to a maxim of her grandmother's that there are some couples who are a bad match. For B'Elanna, the fun she and Tom have shared is not enough, and she plans to inform him of this after the race. Neelix suggests she do so sooner rather than later.
Race organiser Ambassador O’Zaal comes aboard Voyager to finalize the details of the Delta Flyer’s participation, and explains his unenviable position. Every decision he makes in favor of one species offends another, and the peace between the four is still fragile. He gratefully accepts Captain Janeway’s offer to host pre- and post-race festivities aboard the neutral territory that is Voyager.

During a pre-race social gathering Tom attempts to make the acquaintance of a competitor named Assan, a former warrior pilot who refuses any camaraderie. Irina, on the other hand, is exceptionally pleased at the arrival of her co-pilot, Joxom, dashing Harry’s hopes. The entire crew have come to embrace the idea of the race, even Seven of Nine who works out the optimum course for the Delta Flyer. She mentions to B’Elanna that she finds it easier to work with Tom if she responds to his enthusiasms. B’Elanna takes the comments to heart and supplants Harry as Tom’s co-pilot.

**Close racing and terrorist activity**

A risky maneuver instigated by B’Elanna sees the Delta Flyer win the first stage of the race, but she alienates Tom as the pilot. Furthermore Irina blames Assan’s aggressive tactics for an injury suffered by her partner. Tuvok’s investigation reveals that her ship has been sabotaged, and coupled with threats received before the race, O’Zaal believes an attempt to destabilize the peace. His offer to postpone the race is rejected, and Harry Kim becomes Irina’s new co-pilot.

Harry learns that Irina’s relationship with Joxom was purely professional, and he speaks of her in glowing terms. Once the race resumes, however, he learns that she has sabotaged her own ship. Without quicker reflexes Harry would have suffered the same injuries as her former co-pilot, and he discovers that the entire ship has subsequently been disabled.

Aboard the Delta Flyer Tom and B’Elanna’s relationship is disintegrating. Tom stops the vessel a million kilometers from the finish line to resolve the situation, citing their relationship as his priority. Harry further learns that the fuel converter Irina supplied to the Delta Flyer is rigged to explode at the finish line. She does not believe in the prevailing peaceful coexistence of races and her intention is to reignite the war. Tom and B’Elanna reconcile in time to receive a morse code warning from Harry. With a warp core breach imminent, Tom leaves the course and heads for a nebula filled with ionized gas that will contain the resulting explosion. With the warp core primed to detonate in a matter of seconds he proposes to B’Elanna.

The warp core is ejected in time, and the Flyer survives the resulting shockwave. Tom and B’Elanna return to Voyager having lost the race, but cemented their relationship; they marry soon after their return to Voyager.

---

**STARSHIP FACTS**

- Torres’s intended holodeck destination for her holiday with Tom Paris is Gedi Prime, a vacation paradise that includes crystalline beaches, mood reefs, and bioluminescent waterfalls.
- The entire last third of the race course is taken up by the Mobius Inversion — a level 6 subspace distortion that Tom Paris describes as a “little wormhole with big attitude.”
- The Delta Flyer is forced to eject its warp core when it is revealed that Irina has sabotaged the power converter. It explodes harmlessly in a Class-J nebula.
- Following the conclusion of the race, Tom Paris and B’Elanna Torres marry. They enjoy a romantic honeymoon alone aboard the Delta Flyer.

---

**ON SCREEN**

- A pre-race party is held aboard Voyager. All of the competitors attend, including the Starfleet crew in their smart new racing uniforms.
- Harry Kim almost succumbs to the same fate as Joxom aboard Irina’s Vessel, but he escapes injury and reveals Irina to be the saboteur.
- The Delta Flyer is forced to eject its warp core when it is revealed that Irina has sabotaged the power converter. It explodes harmlessly in a Class-J nebula.
THE OFFICIAL STAR TREK FACT FILES 236

Role of a Helmsman
Setting sail for the stars

Captain Klaa and Vixis
Battling Captain Kirk for glory

The Ferengi Phaser
Weapon of choice for large-lobed aliens

Captain Proton!
Profile of Earth’s savior

The Planet Soukara
Deep within Dominion space

Irina’s Vessel Takes Flight
Racing in the Antarian Trans-stellar Rally
CONTENTS: PART 236

The Guide to the STAR TREK Galaxy

Temporal Anomalies: BRAXTON’s Interference
INVERSION NEBULA
The BAJORAN ORBS

FEDERATION STARFLEET

Roles within STARFLEET: Helmsman
U.S.S. VOYAGER NCC-74656: TUVOK’s Quarters

Non-FEDERATION Starships

IRINA’S VESSEL

Personnel Files

TOM PARIS as CAPTAIN PROTON
HARRY KIM as BUSTER KINCAID
KLAA and VIXIS
The ALBINO

Equipment & Technology

FERENGI PHASER

Starship Log

STAR TREK: VOYAGER – Index (Part 1)
STAR TREK: VOYAGER – ‘Repulsion’

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Tim Leng, Emily Robertson-Heegs
Assistant Editor: Jane Burgess
Editorial Assistant: Anthony Weaver
Authors: Chris Downs, Jonathan Freund, Peter Griffiths,
Frank Plowright, Beth Slick, Howard Stangroom
Design: Martin Ritchie, Graham Miller
Art Editor: Emily Robertson-Heegs
Artists: Rob Garrard, Peter Harper, Ian Fullwood,
Stuart Wagland, Adam Willis
Associate Editors: Ben Robinson, Marcus Riley
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd &
Waddington Chorleys PFB Ltd
Trade distribution by COMAG (Tel: 01895 444055)
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Verdaman
RESEARCH COORDINATOR, LOS ANGELES:
Penny Smartt-Juday

All rights reserved. STAR TREK and related
marks are trademarks of Paramount Pictures.
Fabbri Publishing Ltd. authorized user.
Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW
Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or
in part by any means without the prior permission of
Paramount Pictures. All rights reserved. This publication
may not be lent, resold, hired out or otherwise disposed
of by way of trade at more than the recommended selling
price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES.

Special thanks to Michael Okuda, Denise Okuda,
Rick Sternbach, and the Art Departments for
the current STAR TREK series.

CUSTOMER SERVICES
UK AND EIRE
COLLECTING YOUR MAGAZINES
WEEKLY FROM YOUR NEWSAGENT
Your local newsagent
will be happy to take your regular weekly order for The STAR
TREK Fact Files, so don’t miss out – place an order today.

SUBSCRIPTIONS: For information on how to take out a
subscription, ring our Customer Services on 0870 729 9292
or write to the address below.

BACK NUMBERS: Missing a copy? To ensure that your
collection is complete, use our back numbers service. Each
issue will cost £1.99. POSTAGE IS FREE. (For issues with a
free binder, please add £1.00 to cover postage and packing.)

HOW TO ORDER: Orders should be sent to:
The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ
Please make your cheques/postal orders payable to
Woodgate (Fabbri) Ltd.

Customer orders can be given by phone on 0870 729 9292.

OVERSEAS MARKETS
BACK NUMBERS: If you require any back issues, ask your
local newsagent or write to these addresses:

Australia: The STAR TREK Fact Files, Gordon & Gotch Ltd.
PO Box 290, Burwood, VIC 3125 (Please enclose payment of
the cover price plus A$1 per pack & h). Tel: 03 9805 1700.

New Zealand: Netlink Distribution Company, Private Bag
925 A Wellesley Street, Auckland.

South Africa: The STAR TREK Fact Files Back Numbers
Department, Republican News Agency, PO Box 16234
Doornfontein 2028. Please add R 2 Rand per pack & h.
Tel: (011) 477 7391.

Malta: Back numbers are available through your local
newsagent.
A hidden Force 3 temporal disruptor is the catalyst for a dangerous series of temporal anomalies aboard the U.S.S. Voyager NCC-74656 in 2375. The most remarkable paradox of all, however, turns out to be the identity of the saboteur.

A ll Federation officers are trained to handle the eventualities of temporal incursions and disturbances to the time line. The 29th century sees the development of fully-fledged Federation Timeships that scan the centuries for temporal infractions, and send agents to rectify them and the resulting paradoxes. Captain Braxton of the U.S.S. Relativity NCV-474439-G performs this vital duty, but he is not immune to the resonances of time. A disproportionate number of Braxton’s missions have involved the 24th-century Starfleet vessel U.S.S. Voyager NCC-74656 and the Janeway factor. He feels that Captain Kathryn Janeway is reckless when it comes to time travel – he has had to repair the damage from three major temporal incursions. The latest sweep shows another Voyager debacle: a concealed Force 3 temporal disruptor that threatens to fracture spacetime and destroy the vessel.

**Disruptive forces**

The temporal disruptor triggers a wave of temporal anomalies aboard Voyager prior to destroying the ship. The distortions fracture spacetime, with effects varying from a significant number of cases of space sickness, to a ping pong ball frozen mid-flight during a tournament in the mess hall. Food spoils only an hour after being replicated, and the crew’s perceptions of each other also begin to be affected. Internal chronometers register different times on different decks and sections; time appears to be slowing down in parts of the ship and accelerating in others. The Emergency Medical Hologram receives a message from Neelix, for example, informing him that Ensign Manis has taken ill in the mess hall, but when he turns up, Manis is yet to fall sick. Sickbay time is posted as 1543 hours, whereas in the mess hall it is 1536.

Voyager’s hull is eventually demolecularized by the distortions emanating from the temporal disruptor, and the ship implodes on Stardate 52861. It is the direct result of Captain Braxton of the U.S.S. RELATIVITY NCV-474439-G being pragmatic and somewhat ruthless when exacting the necessary arrangements in repairing temporal anomalies. He willingly sacrifices recruits’ health – the end justifies the means.

B’Elanna Torres’s naked eye cannot see the temporal disruptor that Seven of Nine’s ocular implant can.

Commander Chakotay appears in different places as the temporal disruption passes through Captain Kathryn Janeway’s ready room when they are discussing how to stop the distortions occurring.

**REPEAT PERFORMANCE**

To the power of Seven

Seven of Nine is recurrently recruited by Captain Braxton of the Timeship Relativity to locate and disarm a temporal disruptor that has been planted aboard the U.S.S. Voyager NCC-74656. The Borg technology in her ocular implant allows her to detect the irregularities occurring because of this powerful weapon. Seven is recruited at least four times and suffers health side-effects as a consequence, most notably sensory aphasia. In her own time she experiences disruption of her neuro-disruptors – as a result of continuous temporal transports – and on one occasion dies in the 29th century from damage to her bionetic implants.

Seven of Nine uses her tricorder in an attempt to locate the coordinates of the temporal disruptor.
The U.S.S. VOYAGER NCC-74656 is blown up in the Delta Quadrant in 2373 by the time traveling 29th-century Captain Braxton who believes that VOYAGER will be responsible for an apocalyptic temporal explosion.

Multiple sevens

Seven visits a number of time periods in an attempt to rectify the temporal anomaly. The details of her first mission are unknown, but the second is to 2371, at a time when Voyager is still in dry dock at the Utopia Planitia Fleet Yards in Earth’s Solar System. She masquerades as a medical/sciences division officer, Ensign Anna Jameson, and uses a 29th-century tricorder to scan the ship. She locates the device, but it is out of phase – meaning it was placed in this location, but not in this time period.

Seven beams away before she can be discovered, but her presence cannot help but create a number of paradoxes – she is engaged in a short conversation with Captain Janeway, on her first inspection of her new command. Her disappearance leaves behind a chronoton flux of 0.003 – an odd reading that Janeway will distinctly recall when the sensors pick up the same phenomenon in the same location during future time periods. A further visit to this time period in pursuit of the saboteur creates even more temporal carnage, with a running fire light and subsequent beam-out witnessed by Janeway and other crew members.

Seven’s initial visits mean she can narrow the time frame to a period two years before she joined the Voyager crew – Stardate 49123. The starship is under constant attack from the Kazon at this time, and the melee lets the saboteur place the disruptor without being detected.

The main paradox arising from Seven’s arrival in this time period involves her sighting and capture by Janeway and Lt. Tuvok two years before she will join the crew. The captain recognizes Seven from their short meeting in the earlier 2371 time period. The ex-Borg drone initially refuses to violate the Temporal Prime Directive and answer questions, but she must inform Janeway of her mission and ask her assistance with pursuing the saboteur.

The villain is revealed to be Captain Braxton – this version hails from a time after he recruited Seven for her mission. He has a personal vendetta against Janeway because of an earlier incident in which her unwitting actions stranded him in the barbaric late 20th century for three decades. He had to undergo extensive temporal rehabilitation before he could return to duty, but a relapse forced him to retire.

Future shock

This future Braxton is suffering from temporal psychosis. He sees his recovery in obliterating Voyager completely from the timeline – then none of the events that caused his illness will occur. The fact that his previous self instigates the mission to prevent his future actions is a paradox more surprising than any created on route.

More temporal problems are caused when Braxton escapes to Voyager in the 2375 time period, pursued by Seven. Fifteen crew members witness his appearance and the even more surprising meeting between Seven and her counterpart from that era. Braxton is nevertheless apprehended at the same time as the 29th-century captain is relieved of his duties from crimes he will commit. Captain Janeway is enlisted to help repair the myriad paradoxes that have been set in motion by preventing the chain of events from occurring in the first place. She is sent back to the precise moment that Braxton boarded Voyager to plant the disruptor – a piece of information provided by the abashed prisoner in exchange for leniency.

The three Braxtons – including the third apprehended by Janeway – are reintegrated in time for his trial in the 29th century. The time line is restored with an incursion factor of just 0.0038 – an excellent result for such a convoluted experience involving so many factors. The Braxton paradox is resolved, though it will doubtless be collated to the list of cases deserving of future investigation.

Anomaly training

The 29th-century Timeship crews are instructed in several precedents for temporal paradoxes. The Dali paradox, also known as the melting clock effect, refers to a temporal fissure that slows the passage of time to a gradual halt, while the Pogo paradox is a causality loop in which interference to prevent an event actually triggers the same event.

An example of the latter is the Borg’s attempt in 2373 to travel back in time and stop pioneer Zefram Cochrane from breaking the warp barrier. They succeed, but this in turn leads the U.S.S. Enterprise NCC-1701-E crew to intervene. They assist Cochrane with the flight, which he completes, and the causal loop is complete.

A temporal disruption is even more destructive in the hands of the unstable Braxton.

Zefram Cochrane successfully achieves warp flight April 4, 2063.

Seven of Nine attempts to avoid causing temporal paradoxes in her transports without success.

The temporal disruptor is FASTER THEN THE SPEED OF LIGHT
Inversion nebulae are fiery, short-lived astral phenomena that rarely survive long enough to be studied. One centuries-old example in the Delta Quadrant proves to be an enigma wrapped up in a mystery.

Inversion nebulae are, in the words of one observer, beauty and mystery combined. It is an alluring combination. They are an extremely rare phenomenon—so rare, in fact, that an example has never been witnessed in the entire Alpha Quadrant.

Nebulae are best described as a giant cloud of gases that occupy the empty space between star systems. Inversion nebulae are additionally layered with highly unstable strands of plasma. It is unknown what circumstances and variables must be in place to facilitate the formation of these rare Galactic wonders.

Rare sight

They are a beautiful sight, featuring, as they do, the typical blaze of color indicative of nebulae, with clashing purples, pinks, and blues, though the colors are somewhat muted when compared with more typical nebulae such as the Mutara Nebula. They generally take a spherical or oval shape. Inversion nebulae only generate the illumination generally associated with nebulae at their core, rather than all the way through. The outer limits of the nebula fade into the surrounding darkness. It is unknown what causes this sustained lighting effect, or why it differs from the norm.

Small strands of ghostly white material crisscross inversion nebulae. This is the plasma that makes up the astral phenomena. The strands are highly unstable, and ignite somewhere in the vicinity of 9000 degrees Kelvin. A subatomic cascade reaction begins at that point, and the plasma strand bursts into incandescent light. These give off a great deal of energy.

The inversion nebula is a beautiful mass of swirling gases and dangerous plasma strands. This particular nebula is also home to the alien Marayna.

At the heart of the nebula

Marayna enjoys her solitude, but she sometimes feels the need for company as well. She has been known to create an uplink to the computer systems of passing ships to amuse herself by examining all the little details of the crew’s lives. The U.S.S. Voyager NCC-74656 proves an intriguing distraction when she uplinks and discovers the holodeck facility. Marayna takes the form of an attractive holographic character from the popular Polynesian resort program, and uses her as an interface to interact with the crew. She finds the whole concept highly diverting.

Ensign Harry Kim and Lt. Tuvok both become enamored by the alluring hologram, little realizing that she is the product of an outside agency. The Vulcan deals with his attraction by deleting the Marayna subroutine, but the alien is firmly installed inside Voyager’s computer system. She transfers herself to sickbay, and uses the Emergency Medical Hologram’s mobile holocomm to pay Tuvok a visit in his quarters.

She threatens to destroy the Starfleet vessel by igniting plasma strands in its path unless Tuvok, whom she feels is a kindred spirit, remains with her. He transports to her space station concealed within the nebula — the source of the traced uplink — and manages to convince the alien face-to-face that if she really has feelings for him, she would not force him to stay.

The crew of VOYAGER are forced to turn away when they are dazzled by the fiery plasma strands that ignite within the inversion nebula.

The U.S.S. VOYAGER NCC-74656 is threatened with destruction by Marayna’s control of the inversion nebula’s plasma strands.

Marayna enjoys her solitude, but she sometimes feels the need for company as well. She has been known to create an uplink to the computer systems of passing ships to amuse herself by examining all the little details of the crew’s lives. The U.S.S. Voyager NCC-74656 proves an intriguing distraction when she uplinks and discovers the holodeck facility. Marayna takes the form of an attractive holographic character from the popular Polynesian resort program, and uses her as an interface to interact with the crew. She finds the whole concept highly diverting.

Ensign Harry Kim and Lt. Tuvok both become enamored by the alluring hologram, little realizing that she is the product of an outside agency. The Vulcan deals with his attraction by deleting the Marayna subroutine, but the alien is firmly installed inside Voyager’s computer system. She transfers herself to sickbay, and uses the Emergency Medical Hologram’s mobile holocomm to pay Tuvok a visit in his quarters.

She threatens to destroy the Starfleet vessel by igniting plasma strands in its path unless Tuvok, whom she feels is a kindred spirit, remains with her. He transports to her space station concealed within the nebula — the source of the traced uplink — and manages to convince the alien face-to-face that if she really has feelings for him, she would not force him to stay.

The crew of VOYAGER are forced to turn away when they are dazzled by the fiery plasma strands that ignite within the inversion nebula.

Marayna enjoys her solitude, but she sometimes feels the need for company as well. She has been known to create an uplink to the computer systems of passing ships to amuse herself by examining all the little details of the crew’s lives. The U.S.S. Voyager NCC-74656 proves an intriguing distraction when she uplinks and discovers the holodeck facility. Marayna takes the form of an attractive holographic character from the popular Polynesian resort program, and uses her as an interface to interact with the crew. She finds the whole concept highly diverting.

Ensign Harry Kim and Lt. Tuvok both become enamored by the alluring hologram, little realizing that she is the product of an outside agency. The Vulcan deals with his attraction by deleting the Marayna subroutine, but the alien is firmly installed inside Voyager’s computer system. She transfers herself to sickbay, and uses the Emergency Medical Hologram’s mobile holocomm to pay Tuvok a visit in his quarters.

She threatens to destroy the Starfleet vessel by igniting plasma strands in its path unless Tuvok, whom she feels is a kindred spirit, remains with her. He transports to her space station concealed within the nebula — the source of the traced uplink — and manages to convince the alien face-to-face that if she really has feelings for him, she would not force him to stay.

The crew of VOYAGER are forced to turn away when they are dazzled by the fiery plasma strands that ignite within the inversion nebula.
is able to be traversed by starships, but vessels that venture too close to a plasma strand can sustain extensive damage to their shields—akin to being hit by a phaser or disruptor blast—if it ignites at that moment. It takes just one strand to flare, and a chain reaction is set in motion that quickly engulfs the entire nebula. This is the factor that renders inversion nebulae so unstable and difficult to study. Federation astrophysicists have hypothesized that they usually burn out within a few years, though they have no solid information with which to work. 

**Exception to the rule**

One inversion nebula on the other side of the Galaxy, in the Delta Quadrant, appears on face value to disprove this theory. It still exists after centuries, with an unknown process preventing the plasma strands from igniting and the nebula being consumed like a torch. Strands that reach the point of combustion remain on fire for only a few seconds before they disappear. The plasma completely burns itself out without causing the expected chain reaction.

The secret of this nebula’s longevity is a concealed space station at the center of the phenomenon. The facility produces a dampening field between the strands that stops the reaction, acting almost like a fire break in space. It seems to be automatically triggered by each reaction. The effect can work in reverse as well—plasma strands are able to be detonated one by one in any pattern. The station can thus use them as a weapon against any vessel that enters the nebula. The sole sentient life form aboard the station is called Marayna. She is very proprietorial about the nebula, describing it as her own. She has dedicated herself to the preservation of the amazing phenomenon for the benefit of its own race. She finds it incredibly beautiful, and she wants her people to be able to enjoy it as a work of art. The conundrum of a long-lived inversion nebula is the very thing that piques the interest of Captain Kathryn Janeway and the crew of the Federation starship U.S.S. Voyager NCC-74656 in mid-2373. They maintain a safe distance of 2000 kilometers in case the nebula should ignite, as the astrophysicists predicted, but they probe it for several days with full spectrum scans on continuous sweep. These scans fail to pin down Marayna’s Station at the heart of the gas cloud, however.

**Lonely hearts club**

The crew wish to research applications for the dampening effect, realizing it is of artificial origin. They believe that if a similar effect can be generated using Voyager’s deflector dish, they may be able to use it to contain a warp core breach or other plasma reaction. All possible information is recorded, and the starship then tries to resume course for the Alpha Quadrant. Marayna refuses to let the vessel go, however. She gains access to the ship’s systems via a computer uplink and incapacitates the propulsion computer pathways, and covers her tracks so that it cannot be traced, leaving the crew unable to find the cause of the problem. Lt. Tuvok is fortunately able to reason with her that the solution is not to forcibly acquire company for her lonely task, but perhaps to return to her homeworld and let someone else take over her fastidious work.

It is unknown if Marayna follows Tuvok’s advice. It is certain, however, that the inversion nebula will remain as long as the station at its center is crewed and operational. The alien woman recognized that it is the one permanent example of an otherwise fleeting and magnificent astral phenomenon, and one that deserves to be preserved.

---

**HIDDEN STATION**

**What lies inside a cloud**

Marayna has lived alone for years on the space station camouflaged inside the anomalous inversion nebula. This foreign body is unknown and invisible to passing vessels, and it is from this covert position that Marayna endeavors to protect and preserve the majestically beautiful nebula for the enjoyment of her people. Marayna’s Station has been designed to cater to the nebula’s longevity, with little attention to creature comforts; it supports only an extremely spartan lifestyle.

---

**GALAXY FACTS**

On Stardate 48546.2, the U.S.S. Voyager NCC-74656 encounters another nebula-like gas cloud that proves to be a massive, gaseous living being rich in omicron particles that the ship inadvertently injures while gathering fuel.
The Orbs of Bajor are one of the most important archeological finds for the deeply spiritual Bajoran people. These beautiful energy spheres serve as a link between the people and the revered Prophets of the Celestial Temple.

The Orbs of Bajor – also known as Tears of the Prophets – are mystical artifacts of great religious significance to the Bajorans. They are bestowed upon the people of Bajor by their gods, the Prophets, who occupy the Celestial Temple. This translates, in layman’s terms, to the powerful noncorporeal aliens who exist outside of linear time, and reside in the stable wormhole environment in the Denorios Belt.

Amazing discovery
Nine Orbs have been found in the Bajoran System, many in the Denorios Belt, at irregular intervals over the last 10 millennia. Each resembles a colorful energy vortex shaped like an hourglass, and spinning slowly on its own axis. They are contained within special caskets known as arks. Numerous fake Orbs have turned up over the years; fragments of Orbs also exist. It is unknown if these are splinters from one of the known Orbs, or the remains of another. The bracelet of the Sirah of one Bajoran village is made from an Orb fragment. It was once used to give physical substance to the fear and mistrust that was dividing the village, resulting in a cloud entity known as the Dal’Rok. This common enemy served to unite the bickering villagers.

The Orbs offer a link between Bajor and its gods, and the wisdom and contact they provide has shaped the people’s theology. They are placed in the care of the various orders across Bajor, and tended to by the vedeks and monks. All but one of the Orbs are stolen by the Cardassians, however, when they end their occupation of Bajor in the late 2360’s. They wish to decipher the power of the artifacts for their own use, though they apparently have little success in the ensuing years.

Homecoming
The return of the Orbs to Bajor is a difficult issue, and discussion is delayed until after a peace treaty is signed between the two worlds in mid-2371. Negotiations apparently bear fruit after this point, as at least one Orb is willingly returned in 2373. Two others are returned to the Bajorans at various points, and a tenth Orb is discovered in 2375. Individual encounters with the Orbs are traditionally to be approved by the Vedek Assembly, but this is a formality to which few adhere. An Orb experience is a taxing and highly personal matter, and one that can be confusing at first. It is described as something one has to live with for a while and absorb.

ORB OF WISDOM
This Orb has a purple hue. It is obtained by the Ferengi Grand Nagus Zek from contacts on Cardassia III in 2371, and eventually sold back to the Bajoran people in an undisclosed deal. Zek first attempts to use the Orb to see into the future for financial gain, but he is temporarily, but profoundly changed by his encounter with the Prophets.

Kai Winn consults the Orb toward the end of 2373, when faced with the difficult question of whether Bajor should sign a non-aggression pact with the encroaching Gamma Quadrant power known as the Dominion. She receives no counsel, however.

Grand Nagus Zek hopes to use the Orb of Wisdom for financial gain, but the experience serves to alter his personality, effectively removing his avaricious tendencies.

Kai Winn is disappointed to discover that the Orb of Wisdom offers little assistance when she ponders whether to sign a non-aggression pact with the Dominion in 2373.
**ORB OF PROPHECY AND CHANGE**

This Orb is known as the Orb of Prophecy, or the Orb of Change, or simply as the third Orb. It gives off a bright green glow. A Bajoran named Trakor shared an encounter with it, and wrote down a number of prophecies around 3000 years before the Cardassian occupation of Bajor.

This Orb is the only one not stolen by the Cardassians, and thus it takes on a special significance for the Bajorans for a number of years. It is kept in a hidden shrine, and tended by Kai Opaka in 2369, although she allows Commander Benjamin Sisko, whom she identifies as the Emissary of the Prophets, to take it with him to Deep Space Nine.

Those who share an experience with this Orb include Sisko, who in 2369 relives his first meeting with his wife, Jennifer. He uses the Orb to focus the prophetic visions, or pagh'tem'far, he experiences some four years later, and correctly discerns that Bajor should not accept the Federation's offer to join at that time. Other encounters are had by Lt. Commander Jadzia Dax, who experiences again the moment she received the Dax symbiont, and Major Kira Nerys, who accepts Vedek Bareil Antos's invitation in 2370, and receives a glimpse of the near future. These two are in addition to any number of vedeks, including Bareil, and lay Bajorans.

The Orb is temporarily relocated to the Bajoran shrine on Deep Space Nine in 2374. It is secured behind a forcefield keyed to a decryption matrix. Vedek Ossan also attempts to use this Orb to communicate with the Prophets after the dreaded Pah-wraiths reach out to her in 2375, but she receives no response.

**ORB OF CONTEMPLATION**

This Orb is brought to Deep Space Nine in late 2374 as part of the celebrations of the Bajoran Gratitude Festival. It later becomes the vessel into which a Pah-wraith contained in the Cardassian Dukat passes. This results in all of the Orbs growing dim, and the temporary sealing of the Celestial Temple.

The Orb of Contemplation becomes a focus for some of the celebrations held during the Gratitude Festival on DEEP SPACE NINE in 2374.

**ORB OF TIME**

This Orb is one of the more powerful artifacts. It permits the temporal displacement of individuals, or even a starship, as well as geographical shifts of hundreds of light years. Some Bajorans believe the influence of the Prophets prevents those using the Orb from disturbing the timeline.

The Orb is returned to the Bajoran people by the Cardassian government in early 2373. The former Klingon agent Arne Darvin uses it en route to Bajor to take the U.S.S. Defiant NX-74205 back in time to 2267, in an attempt to exact revenge on Captain James T. Kirk of the U.S.S. Enterprise NCC-1701.

The Orb is later installed in the Temple of Iponu on Bajor. Major Kira Nerys receives permission to consult it in 2374 to learn the fate of her mother, Kira Meru, during the Cardassian occupation.

Odo supervises the arrival of the Orb of Time aboard the U.S.S. Defiant NX-74205.

**ORB OF THE EMISSARY**

The existence of this Orb is not known until 2375. Captain Benjamin Sisko experiences a vision from the Prophets, and mounts an expedition to unearth it, with the aid of an ancient Bajoran inscription in a locket belonging to his mother, Sarah. He finds it buried in the sand on the planet Tyree.

The opening of the Orb's casket releases a trapped Prophet — known to Sisko as Sarah — who returns to the Celestial Temple and expels the Pah-wraith that has infiltrated it. This restores the other Orbs, which have been dark and lifeless since the attack on the Orb of Contemplation in 2374.

The discovery of the Orb of the Emissary brings the total of those known to exist to ten.
The helmsman holds an indispensable position on the bridge: it is his duty to pilot the ship into uncharted regions of space.

One of the most important positions on the bridge of any vessel is the helm, a term borrowed from early Earth naval tradition for the operational station and series of controls directly responsible for actually piloting a vessel. In common with many bridge control stations, the helm position has been constantly improved and increasingly integrated into other systems as starship design has evolved. In the 24th century, the separate positions of helm and navigation no longer exist, but the role of the helmsman can still be clearly identified, as can the change in the skills required to become a helmsman discussed in relation to the change in Starfleet bridge designs.

The introduction of the Constitution-class starship in the 2240’s heralds a new era in space exploration for the United Federation of Planets, and while knowledge exists of the Alpha Quadrant, one of the primary functions of Starfleet’s expanding fleet is to map previously unexplored territories and collate information on new races. The need for a skilled pilot becomes paramount on such scientific expeditions as their knowledge of pre-set and instinctive piloting can get a vessel out of trouble in matters of conflict or emergency. All officers stationed at the helm are expected to be well versed in textbook attack patterns and evasive maneuvers, reacting automatically to external influences or orders from the senior commanders on the bridge.

Constitution-class vessels such as the U.S.S. Enterprise NCC-1701 have separate consoles for navigation and helm control, both permanently manned at all times and liaising closely with each other in order to execute previously programmed courses and calculate the quickest or safest route to a destination. Situated to the forward left position of the captain’s chair, the helmsman has an uninterrupted view of the main viewscreen and the location of their station is usually at the lowest part of the bridge so that other personnel may have an unobstructed view of the main viewer. The integration of the navigator’s function into the helm position comes some time later, with the Galaxy-class design in the 2360’s, and while it is renamed to flight controller, conn, or pilot, the relative position in front of the main viewscreen remains the same, although it is shifted to the starboard side of the bridge in line with the newly created Ops position.

Helm evolution

Controls available to the helmsman have increased in sophistication and sensitivity over the years, and while the skills of the navigator are integrated into a pilot’s training from the 2360’s, the basic helm controls have remained the same since the introduction of warp drive. Controlling the ship’s course, attitude, and speed are three of the primary functions of the helmsman (a traditional naming convention that does not preclude female officers from taking the position), and the interfaces made available at the helm reflect the technological sophistication of the time. The helm of U.S.S. Enterprise NCC-1701 is operated for a number of years by Hikaru Sulu and he proves his mastery of the basic push-button controls and toggle switches to control warp and impulse power on numerous occasions. Deviancy from the pre-programmed course would be instantly communicated via the raised helm alert flasher between the helm station on the left and navigation on the right, allowing the helmsman to check the current heading on the large Astrogator to the right, and make changes accordingly.

Conn innovation

Starfleet’s introduction of the nautical term conn on such vessels as the U.S.S. Enterprise NCC-1701-D leads to an expanded role for the helmsman, but the original piloting controls remain on the newly designed touch-sensitive interfaces built into the low console located in front of the helmsman’s chair. The flight control panel integrates the navigational controls of the once separate station, allowing the helmsman to prepare courses and execute them at the same station. Warp drive and impulse controls are within easy reach to the right of the navigational controls, requiring a greater flexibility of manipulation by the crew member operating the conn. The Constitution-class starship design includes thruster systems for station-keeping and low speed maneuvers. The helmsman has complete control over this earlier vessel, and the level of sensitivity available to the officer increases greatly with the more complex computer systems available to the Galaxy-class and subsequent starship designs. The conn panel on the Galaxy-class,
The U.S.S. ENTERPRISE NCC-1701-E includes the option to control the helm via the manual steering column.

In control
Further integration of skills is exhibited in the design of the Defiant-class vessel, where the helm also doubles for weapons and defensive controls, along with navigation. Highly experienced officers conversant with all of these systems are assigned to such vessels as the U.S.S. Defiant NX-74205, and while the position is reflective of the traditional helm station at the very front of the small bridge it is not a true helmsman's role. The introduction of the Intrepid-class design in 2370 makes a return to naming the pilot's position the helm instead of the conn, placing the helm officer in charge of the ship's highly advanced pilot console at the very front of the bridge. Seated in front of a large semi-circular console, the helm officer exemplified by Lt. Thomas Paris of the U.S.S. Voyager NCC-74656 has a wide range of automatic and manual controls available to them, although the knowledge of propulsion systems and a natural ability for piloting techniques is still as valuable as ever. Flight critical displays from the engineering console are duplicated on one of the viewscreens, allowing the helm officer to shut down the warp or impulse engines if an emergency arises. Control over the navigation of the ship can be handled from this station, or coordinated with the Ops position, and in addition to operating the thrusters, warp, and impulse engines, the helm officer aboard an Intrepid-class vessel must also be conversant with the automated landing procedure, as the sequence can be initiated and controlled from the helm control panel.

In control
The helm console requires a great deal of knowledge, intuition, and talent from its operator for maximum efficiency.

The helmsman has duplicate displays from engineering of the warp and impulse engines for use in emergencies only.

Jadzia Dax is the science officer aboard DEEP SPACE NINE, yet is also a talented pilot, a legacy of her symbiont.

The bridge viewscreen must be visible to all present at all times and the helm requires the best view.

The helmsman must be able to reach all points of his console comfortably while seated; this is facilitated by an ergonomic anchored swivelling chair.

The bridge viewscreen is visible to all present at all times and the helm requires the best view.

The helmsman can stand rather than sit in times of crisis, foregoing the comfort of his chair for the added convenience of a wider reach and peripheral view of the bridge area and its operating crew.

The bridge viewscreen is visible to all present at all times and the helm requires the best view.

The helmsman must be able to reach all points of his console comfortably while seated; this is facilitated by an ergonomic anchored swivelling chair.

The bridge viewscreen is visible to all present at all times and the helm requires the best view.

The helmsman can stand rather than sit in times of crisis, foregoing the comfort of his chair for the added convenience of a wider reach and peripheral view of the bridge area and its operating crew.

The bridge viewscreen is visible to all present at all times and the helm requires the best view.

The helmsman must be able to reach all points of his console comfortably while seated; this is facilitated by an ergonomic anchored swivelling chair.
Vulcan luxury may ordinarily be an oxymoron, but in the case of Lt. Commander Tuvok’s quarters aboard the U.S.S. Voyager NCC-74656, aesthetics and meditative design are paramount to the officer’s comfort.

The accommodation offered to the senior officers of the Intrepid-class U.S.S. Voyager NCC-74656 are not the most lavish quarters available within Starfleet due to the relatively small size of the vessel, although careful positioning of furniture and personal effects can maximize the living area allotted to the individual. Creating a comfortable and relaxing private environment is important to all crew members, but in the case of Lt. Commander Tuvok he has the additional requirement for quarters that can offer him the isolation required for his all-important Vulcan meditation and reflection, as well as an area in which to undertake his command duties. It may be surprising that the most logical of the Voyager’s crew complement chooses to surround himself with a rich diversity of Vulcan artifacts and styles, but it would be true to say that the chief of security has one of the most personalized living areas on board the ship.

A matter of style
Situated on Deck 6, Tuvok’s accommodation reflects a combination of Vulcan simplicity, ethnic decoration, and tasteful aesthetic functionality that not only enhances the living area, but also the bathroom and sleeping section. Tuvok’s main living area is entered through a set of standard Starfleet double doors, and appears deceptively spacious due to the relatively large expanse of light brown-carpeted flooring with a dark gray border running around its outer edge. The left side of the main living area is separated from the neighboring quarters by a curved light gray colored bulkhead broken up by a natural wood-colored vertical beam; the expanse of gray is broken up by Tuvok’s Vulcan bow and quiver of arrows. The dark polished organic-looking material is used to great effect around the entire quarters, with decorative bulkhead supports following the exterior contour of the outer hull, and curved hand-rests fitted into the sides of the seating area to give the illusion of natural wood. Tuvok has the advantage of having his quarters positioned on the outer part of Deck 6, allowing him a view of space through two rectangular ports in the main living area, and one in the sleeping compartment.

Vulcan ornaments
Built into the curved inner wall of the living area separated by a sectional bulkhead is a low fabric-covered sofa to the left, and a rectangular shelf and storage unit to the right. A low glass-shelved table is situated in front of the sofa on which Tuvok places ornate Vulcan artifacts such as candleholders and other objects, including his Kal-toh game. Located on the opposite wall adjacent to the entrance is a single low-backed curved black chair with distinctive downward curving legs to the front, which can be pulled up around the glass table in order to face anyone seated on the opposite sofa. To the right of this general meeting area is a plain gray colored second table, much higher than the first, on which can be found further personal items such as more highly ornate candleholders. Directly behind it on the wall in which the entrance is situated is a further table constructed from a polished metallic alloy directly below a hanging tapestry suspended from a gold-colored rod of woven gold and black materials. This is often used to display his favorite orchids to add a further natural touch to the interior.

As a senior command officer, work is never far away even when Tuvok is officially off-duty, and this is reflected by the large computer terminal built into one of the walls in this section, although most of the floor space can be cleared away and the entire room’s lighting
Unwelcome guest

Tuvok's quarters usually act as his private sanctuary but on at least one occasion he finds himself playing involuntary host. When Voyager offers refuge to a Klingon community that they find in the Delta Quadrant, Tuvok finds that he must share his quarters with the Talaxian, Neelix, who has surrendered his own rooms to a large family. Tuvok is less than pleased with these arrangements, and stoically tolerates the intrusion until he finds himself locked out of his room. A security override opens the double doors and reveals his quarters in shambles — Neelix has been engaging a lusty Klingon woman in some interspecies sex, causing immense damage to the living area and its furniture. Tuvok curtly ejects his colleague, and sets about recreating the peaceful atmosphere he so cherishes.
Tom Paris as Captain Proton

He's dashing! He's heroic! He's Captain Proton, right-hand man of the President of Earth and defender of all that is lawful and good! And he's really Tom Paris fulfilling some adolescent fantasies.

Lt. Tom Paris spends a great deal of his free time on the U.S.S. Voyager NCC-74656's holodecks. One of his favorite pastimes is assuming the role of futuristic big-screen hero Captain Proton – spaceman first class, protector of Earth, and scourge of intergalactic evil.

Proton was the eponymous hero of a thrilling series of cinematic science fiction adventures from 1930's Earth, 'The Adventures of Captain Proton.' He is the epitome of a good guy, and his orders come directly from the President of Earth. He is slick and brave, he plays by the rules, and he is always ready to give his opponents the chance to redeem themselves; otherwise he will not stop until they end up in jail.

Proton wears a flying jacket, complete with goggles, and he comes well-equipped for his derring-do: he carries a flashlight and a ray gun. He is quick to draw the latter and fire away at the scum of the cosmos. He wears a rocket pack on his back, allowing him to fly through the air, and occasionally through space. He does not, oddly, require any protective gear or breathing apparatus for these pursuits. The pack is controlled via a small panel strapped onto the front of his jacket.

Retro hero lingo

The good captain is a product of how 1930's western Earth society envisaged the future, even though his lingo – such terms as “the jig is up,” and calling female adversaries “toots” – is contemporary. His Rocket Ship is a masterpiece of retro chic design. Features include flashing valve consoles, an intergalactic telegram machine for receiving communications from the President, and a periscope to view surrounding space from the bridge.

The vessel is equipped with a destructo beam capable of destroying targets from space, and what appears to be a self-destruct activator – a large button in the middle of a central panel. Paris somehow understands how all this dubious technology works, including the ability to fix a burnt-out resistor with some cross-wiring.

Proton’s trusty side-kick is Buster Kincaid, a novice spaceman who idolizes the captain and lends him valuable assistance in between regular capture by Proton’s various mortal enemies. They pilot their rocket ship together, cross-checking the operational status of systems such as the space drive and ‘destructo beam.’ Buster is played by Paris’s real-life best friend Ensign Harry Kim.

Any good hero needs nemeses worthy of his talents, and Proton’s more potent adversaries include the Twin Mistresses of Three’s company

Captain Proton relies on the assistance of Buster Kincaid and his secretary Constance to keep his mind on the mission.

PROFILE OF A MATINEE IDOL

NAME: Captain Proton
ALSO KNOWN AS: Lt. Tom Paris
LIFE FORCE: Patriotic and red-hot blooded American male.
MISSION: Captain Proton’s purpose in life is to vanquish the nefarious Dr. Chaotic and his pathetically evil minions.
FIRST SEEN: ‘Night’ (Voy)

Captain Proton is a prime example of 20th-century futuristic science fiction machisma and gallantry.

Satan’s Robot figures largely in Proton’s adventures as does the vivacious Constance Goodheart.

Dashing!

Captain Proton strikes a signature pose – goggles, leather flight jacket, rocket pack strapped on, and weapon unholstered. He is ready to fight evil wherever it rears its ugly head.

Fearless rescuer!

Captain Proton spends much of his precious time rescuing his sidekick Buster Kincaid from the ropy bonds of evil.

PORTRAYAL OF A HERO

CAPTAIN PROTON

SAMUEL T. PROTON

THE ADVENTURES OF CAPTAIN PROTON

1930's Earth

The good captain is a product of how 1930's western Earth society envisaged the future, even though his lingo – such terms as “the jig is up,” and calling female adversaries “toots” – is contemporary. His Rocket Ship is a masterpiece of retro chic design. Features include flashing valve consoles, an intergalactic telegram machine for receiving communications from the President, and a periscope to view surrounding space from the bridge.

The vessel is equipped with a destructo beam capable of destroying targets from space, and what appears to be a self-destruct activator – a large button in the middle of a central panel. Paris somehow understands how all this dubious technology works, including the ability to fix a burnt-out resistor with some cross-wiring.

Proton’s trusty side-kick is Buster Kincaid, a novice spaceman who idolizes the captain and lends him valuable assistance in between regular capture by Proton’s various mortal enemies. They pilot their rocket ship together, cross-checking the operational status of systems such as the space drive and ‘destructo beam.’ Buster is played by Paris’s real-life best friend Ensign Harry Kim.

Any good hero needs nemeses worthy of his talents, and Proton’s more potent adversaries include the Twin Mistresses of Three’s company

Captain Proton relies on the assistance of Buster Kincaid and his secretary Constance to keep his mind on the mission.

Satan’s Robot figures largely in Proton’s adventures as does the vivacious Constance Goodheart.

Dashing!

Captain Proton strikes a signature pose – goggles, leather flight jacket, rocket pack strapped on, and weapon unholstered. He is ready to fight evil wherever it rears its ugly head.

Fearless rescuer!

Captain Proton spends much of his precious time rescuing his sidekick Buster Kincaid from the ropy bonds of evil.

PORTRAYAL OF A HERO

CAPTAIN PROTON

SAMUEL T. PROTON

THE ADVENTURES OF CAPTAIN PROTON

1930's Earth

The good captain is a product of how 1930's western Earth society envisaged the future, even though his lingo – such terms as “the jig is up,” and calling female adversaries “toots” – is contemporary. His Rocket Ship is a masterpiece of retro chic design. Features include flashing valve consoles, an intergalactic telegram machine for receiving communications from the President, and a periscope to view surrounding space from the bridge.

The vessel is equipped with a destructo beam capable of destroying targets from space, and what appears to be a self-destruct activator – a large button in the middle of a central panel. Paris somehow understands how all this dubious technology works, including the ability to fix a burnt-out resistor with some cross-wiring.

Proton’s trusty side-kick is Buster Kincaid, a novice spaceman who idolizes the captain and lends him valuable assistance in between regular capture by Proton’s various mortal enemies. They pilot their rocket ship together, cross-checking the operational status of systems such as the space drive and ‘destructo beam.’ Buster is played by Paris’s real-life best friend Ensign Harry Kim.

Any good hero needs nemeses worthy of his talents, and Proton’s more potent adversaries include the Twin Mistresses of Three’s company

Captain Proton relies on the assistance of Buster Kincaid and his secretary Constance to keep his mind on the mission.

Satan’s Robot figures largely in Proton’s adventures as does the vivacious Constance Goodheart.
Proton’s rocket pack are located on a panel attached to a harness that fits across his chest.

Tom Paris as Captain Proton

PERSONNEL FILES

55° appendix

Tom Paris suspects Proton must deal unexpectedly found dead, and with an unscripted crisis.

Proton, like all good heroes (and villains), has many lives—much to Chaotica’s chagrin. He escapes certain death after falling into the mouth of a fiery volcano on one occasion, and explains his miraculous survival with a simple throwaway comment that it takes more than a little lava to stop him.

Tom Paris throws himself into the Proton role with gusto. He says this is a sociological study, but in truth it reflects his love of all things 20th century, particularly pop culture. It is unknown how much influence Tom Paris has on the writing of the episodes in which he stars, although the stories occasionally reflect his true life experiences. Proton wrestles his Rocket Ship back from Chaotica to prevent it being used as the spearhead for an attack; similarly, Paris led a Talaxian force to capture the U.S.S. Voyager NC-74656 back from the Kazon in 2373 when they were planning to use the starship for conquest. Reality and Captain Proton become further confused during Episode 18 of Proton’s adventures, ‘Bride of Chaotica’! Proton’s Rocket Ship is struck by Chaotica’s death ray, forcing him to make a bumpy emergency landing on Planet X. He plans to steal uniforms from Chaotica’s guards, make his way through underground caverns into the Fortress of Doom, and disable the death ray before Chaotica can destroy Earth.

This grim experience proves too much for Tom Paris. He wants simple escapism, but playing the hero versus killer robots, mad scientists, and death rays suddenly does not seem so appealing. He seemingly decides to delete the program, leaving behind the joys of fighting alien invaders, and entering on heroic musical cues.

Teamwork

The President of Earth, Captain Proton, Buster Kincaid, and Queen Arachnia watch as Dr. Chaotica takes his last breath.

Armed and righteous

Proton and Kincaid always carry their ray guns for defense and offense. Proton’s weapon is more ornate and noticeably longer.

Dr. Malicia and Demonica. They revel in the villainy of their evilness, which on one occasion involves hijacking Proton’s Rocket Ship and capturing Buster for their own sordid ends.

To much for Tom Paris. He wants simple escapism, but playing the hero versus killer robots, mad scientists, and death rays suddenly does not seem so appealing. He seemingly decides to delete the program, leaving behind the joys of fighting alien invaders, and entering on heroic musical cues.

Tom Paris as Captain Proton

“You’re done for... You two are going to jail for a very long time.”

— Captain Proton does his sterling work

Evildoers

The captain’s arch-enemy is the infamous Dr. Chaotica, an insane scientist bent on domination of the cosmos. Several of his attempts are thwarted by Proton, including the development of a mind-control machine. He captures Proton’s Rocket Ship in the final chapter of ‘Satan’s Robot Conquers the World,’ but our hero naturally retakes it in a feat of daring.

Proton, like all good heroes (and villains), has many lives—much to Chaotica’s chagrin. He escapes certain death after falling into the mouth of a fiery volcano on one occasion, and explains his miraculous survival with a simple throwaway comment that it takes more than a little lava to stop him.

Tom Paris throws himself into the Proton role with gusto. He says this is a sociological study, but in truth it reflects his love of all things 20th century, particularly pop culture. It is unknown how much influence Tom Paris has on the writing of the episodes in which he stars, although the stories occasionally reflect his true life experiences. Proton wrestles his Rocket Ship back from Chaotica to prevent it being used as the spearhead for an attack; similarly, Paris led a Talaxian force to capture the U.S.S. Voyager NC-74656 back from the Kazon in 2373 when they were planning to use the starship for conquest. Reality and Captain Proton become further confused during Episode 18 of Proton’s adventures, ‘Bride of Chaotica’! Proton’s Rocket Ship is struck by Chaotica’s death ray, forcing him to make a bumpy emergency landing on Planet X. He plans to steal uniforms from Chaotica’s guards, make his way through underground caverns into the Fortress of Doom, and disable the death ray before Chaotica can destroy Earth.

This grim experience proves too much for Tom Paris. He wants simple escapism, but playing the hero versus killer robots, mad scientists, and death rays suddenly does not seem so appealing. He seemingly decides to delete the program, leaving behind the joys of fighting alien invaders, and entering on heroic musical cues.

Teamwork

The President of Earth, Captain Proton, Buster Kincaid, and Queen Arachnia watch as Dr. Chaotica takes his last breath.

Armed and righteous

Proton and Kincaid always carry their ray guns for defense and offense. Proton’s weapon is more ornate and noticeably longer.

Dr. Malicia and Demonica. They revel in the villainy of their evilness, which on one occasion involves hijacking Proton’s Rocket Ship and capturing Buster for their own sordid ends.

Tom Paris suspects Proton must deal unexpectedly found dead, and with an unscripted crisis.

Proton, like all good heroes (and villains), has many lives—much to Chaotica’s chagrin. He escapes certain death after falling into the mouth of a fiery volcano on one occasion, and explains his miraculous survival with a simple throwaway comment that it takes more than a little lava to stop him.

Tom Paris throws himself into the Proton role with gusto. He says this is a sociological study, but in truth it reflects his love of all things 20th century, particularly pop culture. It is unknown how much influence Tom Paris has on the writing of the episodes in which he stars, although the stories occasionally reflect his true life experiences. Proton wrestles his Rocket Ship back from Chaotica to prevent it being used as the spearhead for an attack; similarly, Paris led a Talaxian force to capture the U.S.S. Voyager NC-74656 back from the Kazon in 2373 when they were planning to use the starship for conquest. Reality and Captain Proton become further confused during Episode 18 of Proton’s adventures, ‘Bride of Chaotica’! Proton’s Rocket Ship is struck by Chaotica’s death ray, forcing him to make a bumpy emergency landing on Planet X. He plans to steal uniforms from Chaotica’s guards, make his way through underground caverns into the Fortress of Doom, and disable the death ray before Chaotica can destroy Earth.

This grim experience proves too much for Tom Paris. He wants simple escapism, but playing the hero versus killer robots, mad scientists, and death rays suddenly does not seem so appealing. He seemingly decides to delete the program, leaving behind the joys of fighting alien invaders, and entering on heroic musical cues.

Teamwork

The President of Earth, Captain Proton, Buster Kincaid, and Queen Arachnia watch as Dr. Chaotica takes his last breath.

Armed and righteous

Proton and Kincaid always carry their ray guns for defense and offense. Proton’s weapon is more ornate and noticeably longer.

Dr. Malicia and Demonica. They revel in the villainy of their evilness, which on one occasion involves hijacking Proton’s Rocket Ship and capturing Buster for their own sordid ends.

Tom Paris suspects Proton must deal unexpectedly found dead, and with an unscripted crisis.

Proton, like all good heroes (and villains), has many lives—much to Chaotica’s chagrin. He escapes certain death after falling into the mouth of a fiery volcano on one occasion, and explains his miraculous survival with a simple throwaway comment that it takes more than a little lava to stop him.

Tom Paris throws himself into the Proton role with gusto. He says this is a sociological study, but in truth it reflects his love of all things 20th century, particularly pop culture. It is unknown how much influence Tom Paris has on the writing of the episodes in which he stars, although the stories occasionally reflect his true life experiences. Proton wrestles his Rocket Ship back from Chaotica to prevent it being used as the spearhead for an attack; similarly, Paris led a Talaxian force to capture the U.S.S. Voyager NC-74656 back from the Kazon in 2373 when they were planning to use the starship for conquest. Reality and Captain Proton become further confused during Episode 18 of Proton’s adventures, ‘Bride of Chaotica’! Proton’s Rocket Ship is struck by Chaotica’s death ray, forcing him to make a bumpy emergency landing on Planet X. He plans to steal uniforms from Chaotica’s guards, make his way through underground caverns into the Fortress of Doom, and disable the death ray before Chaotica can destroy Earth.

This grim experience proves too much for Tom Paris. He wants simple escapism, but playing the hero versus killer robots, mad scientists, and death rays suddenly does not seem so appealing. He seemingly decides to delete the program, leaving behind the joys of fighting alien invaders, and entering on heroic musical cues.
Harry Kim as Buster Kincaid

Ensign Harry Kim is Lt. Tom Paris's chief partner-in-crime. It is fitting, then, that he should be called upon to play Buster Kincaid, loyal and pragmatic sidekick to Paris's futuristic holodeck hero, Captain Proton.

The pair form a well-oiled team, much as Kim and Paris do in real life. Kincaid's main task is to tag along on the adventures and deliver occasional pithy remarks to the villains, such as "Give up now," or "You'll never get away with this." He asks endless questions—giving Proton ample opportunity to explain the plot—and adds a voice of doom regarding their chances of survival during tense cliffhanger moments.

Super sidekick

Kim is charged with helping Proton protect Earth and the cosmos from weekly invasion attempts and nefarious plots hatched by incredible villains. The heroic Kincaid is also forced into the role of perpetual captive, along with Captain Proton's other assistant, secretary Constance Goodheart. He is captured in one adventure by the dreaded Dr. Chaotica, who plans to use Proton's Rocket Ship as the spearhead for his own forces in an invasion of Earth. Kincaid maintains a cool disposition nevertheless, telling the dastardly scientist that his evil plan will fail. He reveals that the self-destruct button was activated before Chaotica came onboard—an irrefutable spoke in his evil plans. Kincaid is imprisoned on another occasion by two of Proton's more alluring adversaries: Malicia and Demonica, the Twin Mistresses of Evil. Kincaid may not find this an appealing prospect, but Kim certainly enjoys the attentions of the evil duo, ably played by the attractive real-life sisters Megan and Jenny Delaney. He appears highly stimulated at being tied up by them as they purr that he will be their slave—he does not particularly want to be rescued.

Stimulating torture

Kim enjoys the Kincaid role, though he does not necessarily understand all elements of the stories. His interest is kept up by Paris's

PROFILE OF BUSTER KINCAID

NAME: Buster Kincaid
ALSO KNOWN AS: Harry Kim
REMARKS: Kincaid is an ace reporter, and worthy second fiddle to the heroic Captain Proton.
MISSION: Tirelessly navigates the cosmos and suffers constant imprisonment in the fight against evil.
FIRST SEEN: "Night" [Voy]
Harry Kim as Buster Kincaid

"Don't worry about me, captain. I can handle myself." — Kincaid puts up a brave front for Captain Proton when captured by the Twin Mistresses of Evil

★ Formidable trio
Buster Kincaid, Captain Proton, and Constance Goodheart present a heroic front against the forces of evil.

★ Draw your weapon
Kincaid carries his ray gun at all times in a custom tailored holster attached to his belt, ready to engage the forces of evil.

★ Mysterious lights
Kim falls out of role briefly when he and Paris spot subspace distortions that are not consistent with the Captain Proton storyline.

promise of hordes of scantily-clad or strong women, such as the slaves in Dr. Chaotica’s harem, or future appearances by Malicia and Demonica.

Kim adds a post-modern dialogue to their adventures — noting, for instance, that the surface of Planet X bears a striking resemblance to the mines of Mercury. This is because it would have been the same set redressed and reused — a common feature of shoddy episodic science fiction. He is also a little nonplussed by the fact that the recaps are never the same as what actually happened in the previous week’s chapter. Paris explains this as the lost art of hyperbole, bringing moviegoers back to the cinema to watch more exploits.

Kincaid appears in Captain Proton adventures such as Captain Proton and the Cosmic Creature, Satan’s Robot Conquers the World, and Bride of Chaotica! The latter sees Proton and Kincaid travel to Planet X, site of Chaotica’s Fortress of Doom, to rescue Constance Goodheart and lay to rest the doctor’s latest evil plan to destroy Earth. Kincaid assists with an emergency landing when their Rocket Ship is damaged by Chaotica’s awful death ray, which knocks out the engines and steering jets, and jams the landing gear.

Another dimension
The episode takes a bizarre twist, however, when a race of photonic aliens invade the Captain Proton program. They register the simulated environment as real, and wage war on the bellicose Dr. Chaotica, forcing Kim to take his role as Kincaid deadly seriously in an effort to avert disaster. The heroes manage to destroy the death ray using their ship’s destructo beam — with a little help from Queen Arachnia, otherwise known as Captain Kathryn Janeway.

Kincaid storms the Fortress of Doom with Proton, and he witnesses the crucial moment that Dr. Chaotica apparently breathes his last breath. A good villain is very difficult to keep down, however — and even in the face of Tom Paris’s assertion that he has had enough of the Captain Proton program, it is very possible that Buster Kincaid will return to fight another day.

SUB-CLASS SIDEKICK OF EVIL

Lonzak

Just as Captain Proton has Buster Kincaid, Dr. Chaotica’s faithful deputy is Lonzak, the leader of the twisted scientist’s forces on Planet X. The portly and rather effete captain’s status is indicated by his more elaborate armor, and the fact that he wears long pants rather than the tight shorts of Chaotica’s guards. His helmet is also taller and bejeweled, and he wears a communication bracelet on his wrist.

Lonzak appears rather irked by the fact that Arachnia, Queen of the Spider People, takes his place in Chaotica’s affections. He is glad of the opportunity to open fire when her treachery is revealed, though the ray gun beam has no effect on her. He later falls prey to Arachnia’s irresistible pheromone potion, however, and declares his love for her before releasing her from captivity.

What he wants at that very moment is to be entangled in her web and drink in her maddening beauty, but all he receives is a knock over the head for his trouble.

★ A new environment
Buster is quick to notice the differing technology in the infamous Fortress of Doom on Planet X.

★ Evil vanquished
Buster stands alongside Proton, the President of Earth, and Arachnia, the Queen of the Spider People as Dr. Chaotica perishes.

Proton program. They register the simulated environment as real, and wage war on the bellicose Dr. Chaotica, forcing Kim to take his role as Kincaid deadly seriously in an effort to avert disaster. The heroes manage to destroy the death ray using their ship’s destructo beam — with a little help from Queen Arachnia, otherwise known as Captain Kathryn Janeway.

Kincaid storms the Fortress of Doom with Proton, and he witnesses the crucial moment that Dr. Chaotica apparently breathes his last breath. A good villain is very difficult to keep down, however — and even in the face of Tom Paris’s assertion that he has had enough of the Captain Proton program, it is very possible that Buster Kincaid will return to fight another day.

★ Majestic overtones
Lonzak is the devoted servant of Dr. Chaotica, but nevertheless indulges in frippery that suggests a higher station in life.

Welcome to doom
Lonzak leads the menacing guards on Planet X; his uniform is more elaborate than his underlings.
little is known of the early careers of Klaa and Vixis before they come to prominence during the Nimbus III rescue mission of 2287. Their respective positions as commander and first officer of a Klingon Bird-of-Prey at such a comparatively young age indicate either a distinguished service record, or, possibly, the exertion of influential friends on their behalf. Given the nature of the Klingon Defense Force, which does not encourage warriors to live to a ripe old age, and sees prudence as a form of cowardice, it is most likely that the pair distinguished themselves in battle, and were awarded with a warship as a result.

Klaa is a vigorous Klingon male at the height of his youth and strength, appearing to be no older than his mid-twenties. He is tall and imposing, and holds his crew together by sheer personal charisma and force of authority rather than any real degree of respect; they obey his orders out of fear of the consequences, not from any loyalty toward him. What matters to him, however, is that they do obey.

Klaa's hair is unbound and wild, his arms bare to allow freedom of movement. His uniform is modified to display his formidable physique, and, even amongst a culture as belligerent as the Klingons, he seems to be a caged tiger, barely holding his anger in check, and seeking any excuse to vent his resentment upon his enemies, or, failing that, his subordinates. He is unquestionably courageous, but is also a frustrated show-off and status seeker. Not content with routine patrols, he wastes his formidable marksmanship skills by peevishly blasting space debris into oblivion.

Warrior Beauty

Klaa's first officer, Vixis, is a notable contrast to her captain. Seemingly a few years older than Klaa, she possesses a degree of insight and foresight, and is the only one on the ship who can question Klaa's orders. More adept in the arts of guile and deception than most of her contemporaries, Vixis is an expert at jamming and diverting communications signals, and, interestingly, can speak unaccented English flawlessly, deceiving Federation listeners into believing that they are communicating with a Starbase, when in fact they are revealing sensitive information to a Klingon vessel.

Klaa is the stereotypical Klingon warrior; muscular, fearsome, and possessing a bloodlust for honor.

Vixis is a striking warrior woman. Her powerful physique makes her more than a match for her male counterparts.

Klaa is reduced to destroying the ancient PIONEER 10 probe in the absence of worthier targets.

Klaa enjoys taking personal responsibility for firing weapons.
bound at the back of her head; her uniform, though cut to reveal a physique every bit as formidable as her commander’s, is austere and orderly. While Klaa resembles a caged animal, Vixis’s entire aspect is of power tightly focused and channelled, of discipline and control.

The ties that bind
Vixis’s loyalty to Klaa is unshakeable, regardless of his questionable decisions, and if he overrules her advice she unhesitatingly obeys his commands, even if the consequences are potentially disastrous. The strength and intimacy of the bond between Klaa and Vixis has led to speculation about the nature of their relationship. These questions notwithstanding, there is no evidence to suggest any bond other than the one of discipline and control.

The opportunistic Klaa is delighted when, in 2287, he hears of a hostage situation involving the three ambassadors – the Federation’s St. John Talbot, the Romulan Caithlin Dar, and the Klingon Empire’s General Korrd – on Nimbus III, the ironically-named Planet of Galactic Peace. Without the authorization of the Klingon government, Klaa orders his ship to Nimbus III. Ostensibly he plans to rescue the hostages, but in reality he hopes to provoke a confrontation with any Federation vessels in the area. When he discovers that the Federation ship assigned to attempt a rescue mission is the U.S.S. Enterprise NCC-1701-A, all pretence of rescuing the hostages vanishes; Klaa’s desire to acquire glory by vanquishing Captain James T. Kirk becomes paramount.

Nimbus III, a brave social experiment commenced by the three Galactic superpowers some 20 years earlier, had been an attempt to determine if the races could work together. Sybok’s delusion is that by the barrier behind which the planet’s only denizen is staved off disaster, and the planet’s only denizen is a malevolent energy-being who seeks to escape from his imprisonment behind the barrier and ravage the Galaxy once more. Klaa unwisely decides to mount an attack upon the Enterprise, seizing what he perceives as an opportunity to draw attention to himself by killing or capturing James T. Kirk, the legendary enemy of the Klingon people. Klaa’s foolish actions nearly succeed in destroying Kirk and the Enterprise, but the Klingon Ambassador to Nimbus III, General Korrd, is stirred into action by Captain Spock, who urges him to assert his authority and seize command of Klaa’s ship.

Korrd’s decisive action staves off disaster, and Klaa is later forced by Kirk to publicly apologize for his actions by following a career that, in Klingon eyes, is menial and redundant. Vixis’s status after the events of 2287 remains unknown, but it is to be hoped that, having separated herself from Klaa’s unruly influence, she goes on to fulfill her considerable potential.

UNAUTHORIZED ATTACK

Ready for battle
The crew of the U.S.S. Enterprise NCC-1701-A are well aware that their mission to retrieve hostages from Nimbus III will pique the interest of the Klingons. Klaa makes his first move against the starship almost immediately after arriving at the planet, curiously leaving his vessel open to sensor sweeps; he only engages his cloaking device after moving within attack range. Klaa’s major tactical error comes when he ignores the shuttlecraft that actually carries Captain Kirk. An effort to reconcentrate his target allows the shuttle to dock with the Enterprise, which flees before a photon torpedo can strike it.

In the line of fire
Klaa launches a photon torpedo toward the U.S.S. Enterprise NCC-1701-A in an attempt to destroy Captain Kirk.

Escape
Captain James T. Kirk orders a risky manual landing of the Galaxy in order to escape unharmed from Klaa’s unwarranted attack.
The Albino

Most men would have more sense than to murder the first-born sons of three esteemed Klingon warriors in a fit of vengeful pique. The plunderer known as the Albino has no inclination toward rhyme or reason — he prefers retribution.

The far-flung colonies of all the great Galactic powers are game for thieves and raiders, but it still takes a brave soul to mount an attack on the Klingons. One particularly audacious gang continually raided the Klingon Empire's colonies toward the end of the 23rd century. Its ruthless leader was known simply as the Albino.

The Albino is a man who does not know when enough is enough. His raids on the colonies presented an intolerable situation for the Klingons, who sent three warships to put an end to his group's activities. The mission was successful, and most of the rogues were captured; the Albino, however, escaped justice. His last message to the Klingon captains, Kor, Kang, and Koloth, was a vow to take revenge on the first-born child of each.

Vengeance

He made good on his promise by infecting the first-born son of each captain with a genetic virus that killed them. The three inconsolable fathers took a blood oath with their old friend, and the godfather of Kang's son, Curzon Dax, to avenge the deaths. They would find their enemy, kill him, and eat a feast from his heart.

Vengeance is one of the Albino's priorities, particularly when it comes to Klingon "filth." He doubtless enjoyed his retribution, but the price was his peace of mind. He was forced into hiding by the Klingons' pact. He hires mercenaries to protect him, and he pays for ears across the quadrant to inform him of any threatening moves. He is evidently able to pay for all this with a fortune amassed from the raids, but his own vindictiveness means he can hardly enjoy his spoils.

The Albino of 2370 is besieged in his sanctuary on the fourth planet of the Secarus System, in 2370.

PROFILE OF THE ALBINO

NAME: The Albino
LIFE FORM: Male of unknown origin
OCCUPATION: Raider and assassin
REMARKS: Takes revenge on the Klingons Kor, Kang, and Koloth who shut down his exploitative raiding operations against Klingon colonies, by murdering their first-born sons. Ever since he has been in hiding, protected by private guards, fearing for his life from those seeking retribution against him for his heinous crimes.
FIRST SEEN: 'Blood Oath'

Breath

The Albino discovers that his security has been breached by the unrelenting Klingon arbiters of punishment. Now is the time to engage the reinforcements — hidden sentries and a gravitic mine.

Golden age

The Albino wears a padded girdle-like gold vest akin to his soldiers, but richer in color and detail, over a black uniform.
The Albino

Bloodlust
The Albino matches Kang blow-for-blow, and in a lucky strike, breaks the Klingon's bat'leth in two.

No Taste for death
Jadzia Dax fulfills Curzon's earlier promise to seek revenge against the Albino, but hesitates in killing him at the last moment.

Arrogance interrupted
The Albino is poetically stabbed in the back by the vengeful Kang mid-battle. As he wished, he dies in cold blood.

Poor service
The Albino vents his anger on his most senior aide when he realizes that the mercenaries are failing.

A hard, grizzled man. He has long white hair and a scruffy matching beard. His features include pronounced cheekbones, a crinkled forehead, and a wide speckled nose that vaguely resembles a Ferengi's. He is still strong and agile despite his advanced age, and he wears a black uniform with a padded gold vest, in concert with the workers in his compound's control center.

The Albino is not an appealing character. He has had numerous wives, each of whom he discarded once he tired of them. He places little importance on women; he even patronizes one female foe by telling her she is far too young and lovely to wield a deadly weapon.

It is, appropriately, one of the Albino's wives who gives away his location. She meets Kang in 2363, but refuses to part with the information, as she still fears her ex-husband. Seven years later a messenger delivers the amulet she wore around her neck to the Klingon – inside is the Albino's location.

The Albino loses none of his guile with the passing years. He is informed when Kang visits the Secarus System to confirm his sworn enemy's location, and he immediately takes the initiative. He contacts the Klingon and claims that he is tired of the lifelong pursuit to which he has been subjected. He suggests one last, honorable battle, with 40 of his strongest and most skilled men pitted against the three Klingons and Starfleet's Lt. Commander Jadzia Dax.

It is, of course, a trick. The Albino has no ethics and no honor. He has deliberately made his defenses look weaker than they are, such as lying that sentries are only posted at intervals of 75 meters. He also plants a gravitic mine at the main threshold of his compound, with plans to detonate it as soon as Kang, Kor, Koloth, and Dax enter. He remains present on Secarus IV because of his own vanity and overconfidence.

Ethical void
The battle comes soon enough. The Albino discovers that not all the cards are stacked in his favor. Dax modulates the Klingon Bird-of-Prey's disruptor banks to bombard the compound with tetron particles, neutralizing directed energy weapons. The compound's sensor network is also shut down with a precision strike against the power generator.

The Albino displays a strong grasp of tactics from his many years in battle. He orders all troops to be sent to secure the power station, despite an attack on the armory. He knows the latter will be diversionary – the generator is the weak link. He also understands technical matters; he reasons that the weapons are not working because of interference from a cloaked ship in orbit.

The Albino takes refuge in a secure command post within the house at the moment of attack. He panics when the intruders break through the inner defense line, and yells at his deputy to get out and marshal the guards, who are no match for the Klingons. He covers behind his troops when the fight comes to the house, and fearfully watches them being cut to pieces.

Laughing in the face of death
The mercenary leader shows some of his old steel when the situation demands it. He takes a bat'leth and successfully matches Kang in one-on-one battle. An unlucky strike breaks the Klingon's weapon, and the Albino takes the opportunity to seriously wound him. His hubris proves his undoing once again, however – his gloating over his fallen foe gives Dax the chance to put a blade to his throat.

She dauntingly watches them being cut to pieces, and , his gloating over his fallen foe gives Dax the chance to put a blade to his throat.

She dauntingly watches them being cut to pieces, and, his gloating over his fallen foe gives Dax the chance to put a blade to his throat.

She dauntingly watches them being cut to pieces, and, his gloating over his fallen foe gives Dax the chance to put a blade to his throat.

She dauntingly watches them being cut to pieces, and, his gloating over his fallen foe gives Dax the chance to put a blade to his throat.

Laughing in the face of death
The mercenary leader shows some of his old steel when the situation demands it. He takes a bat'leth and successfully matches Kang in one-on-one battle. An unlucky strike breaks the Klingon's weapon, and the Albino takes the opportunity to seriously wound him. His hubris proves his undoing once again, however – his gloating over his fallen foe gives Dax the chance to put a blade to his throat.

The Albino loses none of his guile with the passing years. He is informed when Kang visits the Secarus System to confirm his sworn enemy's location, and he immediately takes the initiative. He contacts the Klingon and claims that he is tired of the lifelong pursuit to which he has been subjected. He suggests one last, honorable battle, with 40 of his strongest and most skilled men pitted against the three Klingons and Starfleet's Lt. Commander Jadzia Dax.

It is, of course, a trick. The Albino has no ethics and no honor. He has deliberately made his defenses look weaker than they are, such as lying that sentries are only posted at intervals of 75 meters. He also plants a gravitic mine at the main threshold of his compound, with plans to detonate it as soon as Kang, Kor, Koloth, and Dax enter. He remains present on Secarus IV because of his own vanity and overconfidence.

Laughing in the face of death
The mercenary leader shows some of his old steel when the situation demands it. He takes a bat'leth and successfully matches Kang in one-on-one battle. An unlucky strike breaks the Klingon's weapon, and the Albino takes the opportunity to seriously wound him. His hubris proves his undoing once again, however – his gloating over his fallen foe gives Dax the chance to put a blade to his throat.

The Albino displays a strong grasp of tactics from his many years in battle. He orders all troops to be sent to secure the power station, despite an attack on the armory. He knows the latter will be diversionary – the generator is the weak link. He also understands technical matters; he reasons that the weapons are not working because of interference from a cloaked ship in orbit.

The Albino takes refuge in a secure command post within the house at the moment of attack. He panics when the intruders break through the inner defense line, and yells at his deputy to get out and marshal the guards, who are no match for the Klingons. He covers behind his troops when the fight comes to the house, and fearfully watches them being cut to pieces.

Laughing in the face of death
The mercenary leader shows some of his old steel when the situation demands it. He takes a bat'leth and successfully matches Kang in one-on-one battle. An unlucky strike breaks the Klingon's weapon, and the Albino takes the opportunity to seriously wound him. His hubris proves his undoing once again, however – his gloating over his fallen foe gives Dax the chance to put a blade to his throat.

The battle costs Koloth his life, but a great weight of vengeance is lifted from the surviving Klingon warriors. Songs are sure to be sung about the epic confrontation for years to come, and the children of all Klingons will learn of the death of the hated Albino.

No place to hide
The Albino has had a number of close shaves with the Klingons over the years. His sanctuary on the planet Galdonterre was located by Kang and company, but the Albino heard the news and fled before he could be cornered. He took refuge on the fourth planet of the Secarq system in 2345, in a secure, grandiose compound constructed out of rid-dinite. He sat safe within its walls, supplied by traders and surrounded by mercenary guards, for a quarter of a century. Kang eventually finds him once again, and summons Kor and Koloth to Deep Space Nine to begin their long-awaited mission of revenge. Jadzia Dax, serving on the Federation station, agrees to maintain her previous host Curzon's commitment to the blood oath, and the quartet leave to face the Albino.

Behind bars
The exile spends over 25 years living in gilded cages of his own making.
The Ferengi phaser is an inconspicuous weapon when it is concealed within its user's hand. It should not be underestimated, however.

AII personnel aboard ships of the Ferengi Alliance bear arms. This allows them to be prepared for any eventuality that may arise and threaten their security.

These weapons are small, powerful, and easy to conceal.

The purchase of warp technology by the Ferengi Alliance leads to their influence within the Alpha Quadrant increasing dramatically in the middle part of the 24th century, culminating in them posing a substantial military threat to the United Federation of Planets. Reliable intelligence on the Ferengi level of engineering and weapons design is often unreliable, as they will buy or steal a technological advantage from other races, with first-hand experience by Starfleet crews often providing the only real data on the offensive and defensive capabilities of Ferengi vessels and troops. The timescale of change in their starship capabilities is relatively long, whereas the change in Ferengi hand weapons is far more dramatic, as the replacement for the universally used Ferengi energy whip to a standardized phaser design occurs somewhere between 2364 and 2370.

The Ferengi whip is a handheld weapon that fires a high energy plasma discharge at its target, and while its effectiveness is undeniable it is limited both by the skills of its user and the short range of the device. The decision to replace this device with a more traditional, highly portable, and easy to use directed energy weapon elevates the offensive and defensive capabilities of individual Ferengi to the same level as other Alpha Quadrant races, including the Klingons, Romulans, and Starfleet personnel. The Ferengi issue their phasers to all ranks, not restricting its use to any personnel, with the units carried routinely aboard ships.

A small open section on the top of the phaser allows its components to be accessed and manipulated if necessary.

The firing stud is positioned toward the rear of the unit, in front of a small thumb rest.

The entire phaser is constructed from a bronze material similar to that used on a number of other Ferengi devices, such as PADDs and tricorders.
EQUIPMENT AND TECHNOLOGY

Ferengi Phasers

Ferengi Phasers

A small thumb rest ensures that those using the Ferengi phaser can maintain a comfortable hold on the weapon.

Energy beam When activated, the Ferengi phaser fires a continuous beam of orange energy at whatever target it is aimed toward.

The Ferengi phaser is simple to operate, allowing members of other species to make use of it without specific instruction.

The emblem of the Ferengi Alliance is prominently displayed on the upper surface of the phaser.

A series of controls are located just in front of the firing stud. These may be used to alter the effectiveness of the energy beam.

The wide sides of the phaser allow it to be held more comfortably in the palm of the hand.

during a duty shift – this may seem a surprising decision when one takes into consideration the often ruthless nature of the Ferengi toward each other.

Compact design

The Ferengi phaser is designed in such a way that it can be used in either hand. It is much smaller than its Starfleet, Klingon, or Romulan counterparts, and also differs considerably in its configuration. The unit is similar in design to the small palm-sized phaser unit used by Starfleet in the 23rd century, allowing the Ferengi phaser to be easily concealed due to its relatively flat design. The weapon does not include a grip like other disruptor or phaser designs, allowing it to be stored in a small flat holster to the side of the body; this allows it to be easily accessible to draw, aim, and fire. The holster is worn outside the Ferengi duty uniform, and can be positioned on the left or right hip according to the preference of the user. Some Ferengi use their free hand to hold down the holster while they draw their weapon to prevent the phaser from getting stuck.

The Ferengi phaser is constructed from a copper colored material that is both lightweight and resilient, forming a tough outer casing that protects the interior mechanism of the weapon. The device measures approximately 15 centimeters long, and 10 centimeters in width at its widest forward point. The power of the phaser is unknown, although its relatively small size suggests that its range is somewhat limited. The unit consists of a flat lower base with a narrow rear section around which the hand is placed, forming a rudimentary grip during use. This flat design means that the wrist of the user has to be angled forward during employment. The upper rear surface of the weapon includes a sculpted indented strip forming a thumb rest for the user, with the firing button situated directly forward of this section and requiring downward pressure to activate the phaser. Three colored bars of unknown function are set into a raised section in front of the trigger button, facing toward the user, and allowing direct line of site aim down the raised central section toward the target.

Surface detail

The central section of the phaser has a set of narrow ridges set into its sides, aiding the grip around the weapon during use. The right side also features a small raised forward facing arrow that may be used to inform the operator that the weapon is facing the right way in low light conditions. Clearly visible on the rectangular upper surface of the device is the symbol of the Ferengi Alliance in green, directly behind a similarly sized open section in which the internal systems of the weapon can be seen. Two flat fins curve outward from the narrow rear of the device to either side of the central upper exposed section to form the widest part of the weapon, with gold metallic symbols stamped onto the left and right upper surface to further aid identification. Located at the front of the weapon is the beam emitter, a polished metallic sectional cone that protrudes forward of the casing’s curved front. The emitter nozzle is connected to the main power unit within a backwardly angled recessed opening that provides protection to the user, and a clear opening for the energy beam.

Ferengi knife

The move toward a more efficient and effective weapon in the form of a portable hand phaser is a necessary update of offensive technology for the Ferengi Alliance, but, like the Klingon Empire, some Ferengi, such as the disgraced former DaillMon Bok, still enjoy using more traditional weapons for close-quarter combat as late as 2370. The Ferengi knife is a substantial weapon, consisting of a dark colored cylindrical handle with two upwardly curving hand guards terminating in viciously pointed tips that are constructed of the same polished metallic material used in the production of the main blade. The lower section of the main blade is inset into the handle, and follows the curve of the grip to the hand guard points, which features an embossed design in the center. Similar stamped markings are carved into the main blade that measures around 15 centimeters in length, ending in a sharply pointed tip ideal for producing puncture wounds. The outer edge of the blade has a number of jagged protrusions designed cause maximum tissue damage when used on a victim, with the extremely sharp polished edges making the blade just as lethal when used in a slashing motion.

Threatening posture

Bok threatens Jason Vigo with a knife when Captain Jean-Luc Picard determines that the young man is not his son.
STAR TREK: VOYAGER Index

Part 1 The crew of the U.S.S. VOYAGER NCC-74656 are presented with a unique task in 2371: to traverse the uncharted depths of the Delta Quadrant in an effort to return to the United Federation of Planets. For Captain Kathryn Janeway and her crew, this leads to an unparalleled voyage of discovery and adventure which they hope will lead them safely home.

U.S.S. VOYAGER NCC-74656: CREW

Captain Janeway
File 43 Card 51
Cmdr. Chakotay
File 43 Card 52
Lt. Cmdr. Tuvok
File 43 Card 53
Lt. B'Elanna Torres
File 43 Card 54
Lt. Tom Paris
File 43 Card 55
Ensign Harry Kim
File 43 Card 56
EMH
File 43 Card 57
Seven of Nine
File 43 Appendix Card 3
Kes
File 43 Appendix Card 4
Neelix
File 43 Appendix Card 5

The bridge of the U.S.S. VOYAGER NCC-74656 is a spacious facility that conforms to established Starfleet design, but also adds an extra degree of comfort and ergonomic style to aid efficiency.

The U.S.S. VOYAGER NCC-74656 is an INTREPID-class starship. It is launched from the UTOPIA PLANITIA FLEET YARDS in 2371, and quickly assigned to its first mission in the volatile Badlands.

U.S.S. VOYAGER NCC-74656 successfully evades destruction at the hands of the Borg on a number of occasions, confounding all expectations that it is not designed for extended use.

U.S.S. VOYAGER NCC-74656: Bridge
File 29 Card 6
The cockpit of the DELTA FLYER is designed to accommodate five crew members in comfort. Most of the consoles feature the familiar LCARS controls, but Lt. Tom Paris has catered some of the stations to utilize levers and buttons from his beloved Captain Proton holodeck program.

The DELTA FLYER is constructed in 2375, after the crew determine that they require a short-range shuttle that can survive the rigors of the Delta Quadrant. Tom Paris acts as the project’s chief designer.

VOYAGER’s Emergency Medical Hologram is confined to sickbay and the holodecks until a trip through time allows him to acquire a 21st-century mobile holoemitter. This small device is worn on the arm, and allows the Doctor to respond to medical emergencies faster, as well as taking part in away missions.

Lt. Reginald Barclay theorizes that the MIDAS ARRAY can be used to send messages from the Alpha Quadrant to the U.S.S. VOYAGER NCC-74656 in the Delta Quadrant in 2376.

The Project Pathfinder laboratory on Earth is the location from which a dedicated team attempt to contact VOYAGER.

The Talaxian trader Neelix lives alone aboard a small vessel close to the Ocampa homeworld when he is discovered by the crew of VOYAGER in 2371. He soon joins the crew, and his trusty ship is stored in one of the Starfleet vessel’s shuttlebays.
'Repression'

A series of attacks against Maquis personnel aboard the *U.S.S. Voyager NCC-74656* lead to the conclusion that someone is attempting to renew past aggressions. Lt. Commander Tuvok does not suspect that the threat originates in the Alpha Quadrant — and he is one of its tools.

During a date in a holodeck movie theater, Tom Paris and B'Elanna Torres discover the unconscious body of Ensign Tabor, one of the *U.S.S. Voyager NCC-74656*’s Maquis officers. He is comatose, and the Doctor detects cranial microfractures and contusions that lead to the conclusion that he was attacked.

The holodeck sensor logs have been adjusted, and Lt. Commander Tuvok is sure a member of Voyager’s crew is responsible. When Captain Kathryn Janeway queries Tuvok’s certainty, he concedes his viewpoint is based on an instinct too strong to ignore.

Several more crew members lapse into comas, all displaying similar symptoms to Tabor, and all of them among the former Maquis aboard Voyager. The Doctor cannot discern the exact cause of the comas, but Tuvok notes the assailant must have access to security protocols to avoid detection.

Pulling together

Commander Chakotay and Torres gather the former Maquis crew, and instruct them to report anything suspicious to Tuvok. There is a reluctance among some crew; however, citing the Vulcan’s placement to betray the Maquis seven years earlier. Meanwhile, Tom and Harry Kim isolate a photonic residue of Tabor’s assailant in the holodeck, but not clearly enough to identify them without further enhancement.

Harry is dismayed to learn that Tuvok has been reading his private communications against Starfleet protocol. Tuvok cites his security officer status as justification in special circumstances. The attacks began shortly after the last communications arrived, and Harry is among six recipients whose physical parameters match the photonic residue retrieved in the holodeck. Harry is appalled at Tuvok’s suspicions.

Tuvok is puzzled by the incidents, noting them as defying logic. When Ensign Tabor revives he recalls nothing between the holodeck and sickbay. Chakotay later discovers B’Elanna unconscious in the cargo bay. She has suffered similar injuries to Ensign Tabor, who has since unexpectedly recovered.

Attempts are made in the holodeck to determine the identity of Tabor’s attacker. Isolating photonic residue offers the best chance of revealing the perpetrator.

Tuvok is revealed to be B’Elanna’s attacker. Before Chakotay can raise the alarm, however, the Vulcan renders him unconscious via a mind-meld.
the attacks, and puzzled by their pattern. When he reveals he is certain the perpetrator is male and challenging him directly, Captain Janeway believes he is taking the case too personally, and suggests he rest.

Meditating in his quarters, Tuvok is assailed with visions of the assaults on the crew members. A further vision has a victim fighting back, and Tuvok discovers he has bruising consistent with that which would have been imparted. He then sees a Bajoran reflected in his mirror, and leaving his quarters he is told not to question his mission.

Tuvok joins Harry and the captain, who are refining the photonic image in the holodeck. Tuvok confirms he is the assailant, and the image of the Bajoran appears again. When confined to the brig, Tuvok is tormented by images of the Bajoran, but is able to isolate his reference to a holy time as connected with a Bajoran incantation. He mentions that he had checked all communications received before the attacks began except his own.

Distant orders

A study of the communication reveals a message calibrated to interact with Vulcan synaptic frequencies on a subliminal level. The Bajoran is referring to a holy time, an awakening, and a return to the dark from which life springs. A recovered Chakotay recognizes the Bajoran as Teero Anaydis, a vedek expelled from the Maquis for persisting with mind control experiments. Such was his fanaticism that he considered the other Maquis traitors for rejecting his ideas, and vowed to sustain the fight single-handedly. Captain Janeway is puzzled that this should involve controlling Tuvok in the Delta Quadrant.

Tuvok recalls meeting Teero, but little else until the captain suggests he may have used mind-control techniques during their encounter. Meditation prompts recollections of restraint, and Teero talking of an interest in controlling Tuvok's repressed personality. When he sees Teero in the brig again urging him to complete his mission, Tuvok relays a Bajoran incantation to Chakotay.

The incantation is a signal to the former Maquis, and primed by Tuvok's mind-meld they mount an insurrection, reaffirming their loyalties despite all Maquis hostilities ceasing in the Alpha Quadrant three years earlier.