

Statement of Federation Grand Alliance

We, the assembled delegates of the United Federation of Planets and the representatives of the Free Worlds of Klinzhai, in accordance with the principles of Peace and the dictates of mutual respect for all sentient lifeforms, do hereby pledge our desire to live in mutual harmony and safety from this day on.

We acknowledge the rights of our respective peoples to live, each in accordance with their own social systems, to share in the wealth of scientific and cultural exchange, to support each other in times of need, and never to forget that we are each free beings, capable of the highest ideals and the grandest vision.

We claim as our mutual heritage the right of self-determination, freedom from oppression or coercion, the right to pursue personal glory in keeping with our own standards and expectations, the benefits of trust and cooperation, and the end of suspicion and racial bigotry.

Thus do we, the assembled representatives of our two governments, henceforth pledge, to ourselves and our posterity, to live in peace so long as a single sun shall shine in our heavens, secure in the knowledge of our own greatness and with the hope of a secure future tomorrow and for all tomorrows to come...

The Next Generation of Starfleet

FASA Provides an Officer's Manual

Jonathan Frater

Thus begins the Federation/Klingon alliance, a central part of the universe portrayed in the television show, **Star Trek: The Next Generation**. According to both the networks and the critics, the show is a complete success. But you won't find those stirring words in any of the episodes viewed during the Fall '87 to Spring '88 season. FASA has created the first guide to that universe and the great events which formed it, and has produced the **Star Trek: The Next Generation Star Fleet Officer's Manual**, a collection of the who's, what's and how's of the year 2364. All the tantalizing glimpses of information shown to us throughout this past season is fully explained here at the reader's fingertips. Some of the highlights of this manual include:

The Grand Alliance

Perhaps the most unusual event of the 24th century in terms of Star Trek history is the fact that the United Federation of Planets and the Klingon Empire have banded together in the interests of peaceful coexistence. However, with the recent resurgence of the Romulan threat and the increasing activity of the Ferengi on everyone's borders, it's only a matter of time before the tension explodes into an unpleasant situation. According to the **Officer's Manual**, the Klingon Empire of old underwent a drastic series of changes over the past 50 years or so. Once the Federation/Klingon borders were quiet and both sides were busy tending to their internal matters, the Romulans decided that things needed a bit of stirring up — all along the Klingon border, destroying dozens of thriving colony worlds, and killing millions of people in the process.

Over a period of two or three years following those incidents, the Klingon Empire split into two factions; one was pro-Federation, because an alliance with the Klingons' former rivals would mean better ships, technology, economic power, and one less enemy to worry about. Then there were the conservatives, the factions that wanted to keep things the way they were. Thus, the *Free Worlds of Klinzhai* (the pro-Federation Klingons) and the *Imperial Klingon States* (the traditionally hostile Klingons) were born. The borders and neutral zone dictated by the Organian Peace Treaty was erased, and the border between the Federation and the Free Worlds of Klinzhai is now about as peaceful as the one between Canada and the United States. The Imperial Klingon States see their more liberal brethren as traitors to the Klingon way of life, and are doing everything in their meager power to disrupt Free World/Federation cooperation. Luckily, the Imperial Klingons are too weak and few to do any lasting damage.

Out With The Old Orion Pirates, In With The New

The Orion Colonies no longer exist as such in the 24th century. I know that must come as a shock to die-hard Orion Pirate fans, but consider: the Federation has increased its overall size by about 50% in the last 78 years, the better part of the Klingon race is assisting their allies' expansion efforts for their own benefit, and the Romulans are still keeping a strong hold on what they already have, which is at least as much as the old Klingon Empire had. That means that pirating simply lost any economic appeal that it might have had in the past,

especially now with the new transwarp powered vessels that patrol the space lanes; it just was not worth it.

But, a new threat has shown up of late: the Ferengi Empire. The Ferengi are a race of spacefaring humanoids, who though physically are considered unattractive by human standards, are nonetheless at least equal to humans in terms of cunning, greed, and the art of piracy, in all of its connotations. The Ferengi, so far as Star Fleet Intelligence is able to determine, are interested only in material profit, and it shows in their unprovoked attacks on everyone, Federation, Klingon, and Romulan alike. Ferengi ships are at least as well-armed and shielded as the better Federation cruisers are, but have no transwarp engines, so they can still be outrun and outmaneuvered by Enterprise-class starships. However, to date, the only ship of Ferengi design the we know about is the Marauder class Cruiser. There are undoubtedly more battleworthy ships in their armada, so beware of small men with large ears in a crowd.

To Be A Romulan, Perchance To Hurt The Federation

About 50 years ago, the Romulans severed all contact with other races, we have that much as fact in the history books of the Federation. There were no border incursions, no threatening subspace messages, nothing at all. But they didn't stay put for long, because they attacked the Klingons 15 years later, the event which sparked the creation of the Grand Alliance. Now, however, "The Romulan Threat" is back, and this time, they are not going away.

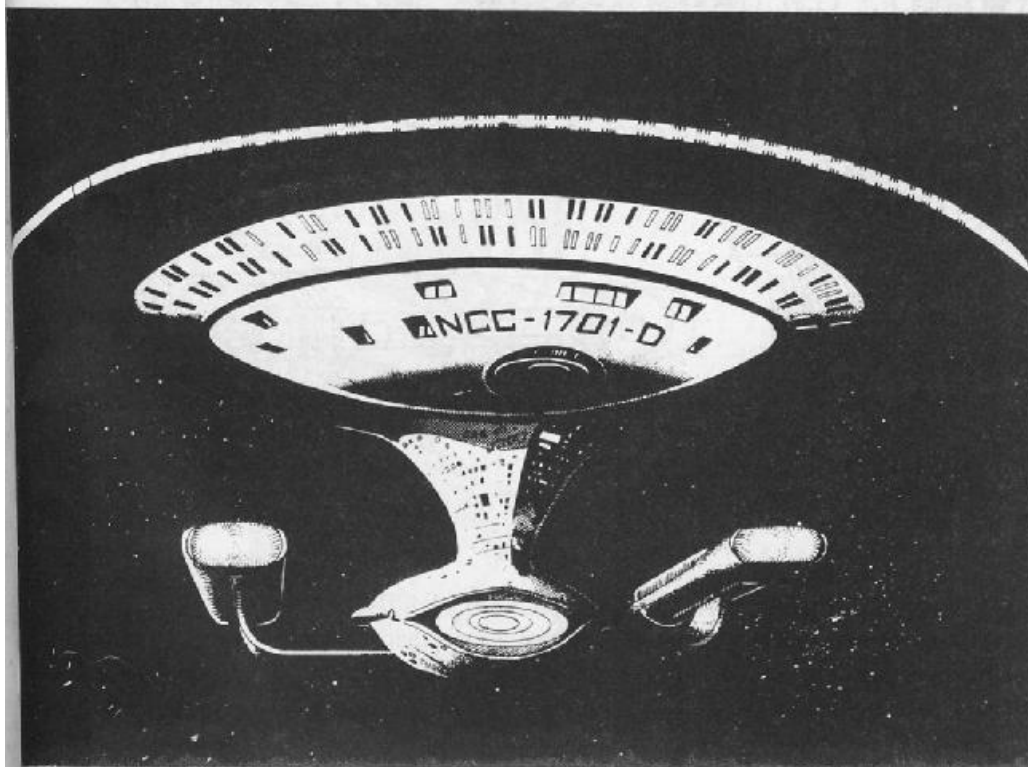
Romulans are precisely what they were 78 years ago; sneaky, devious, and extremely sure of themselves, especially when warfare is concerned. They have changed very little in those decades save for one huge and deadly difference; they have kept up with Star Fleet and the Klingon Defence Force in



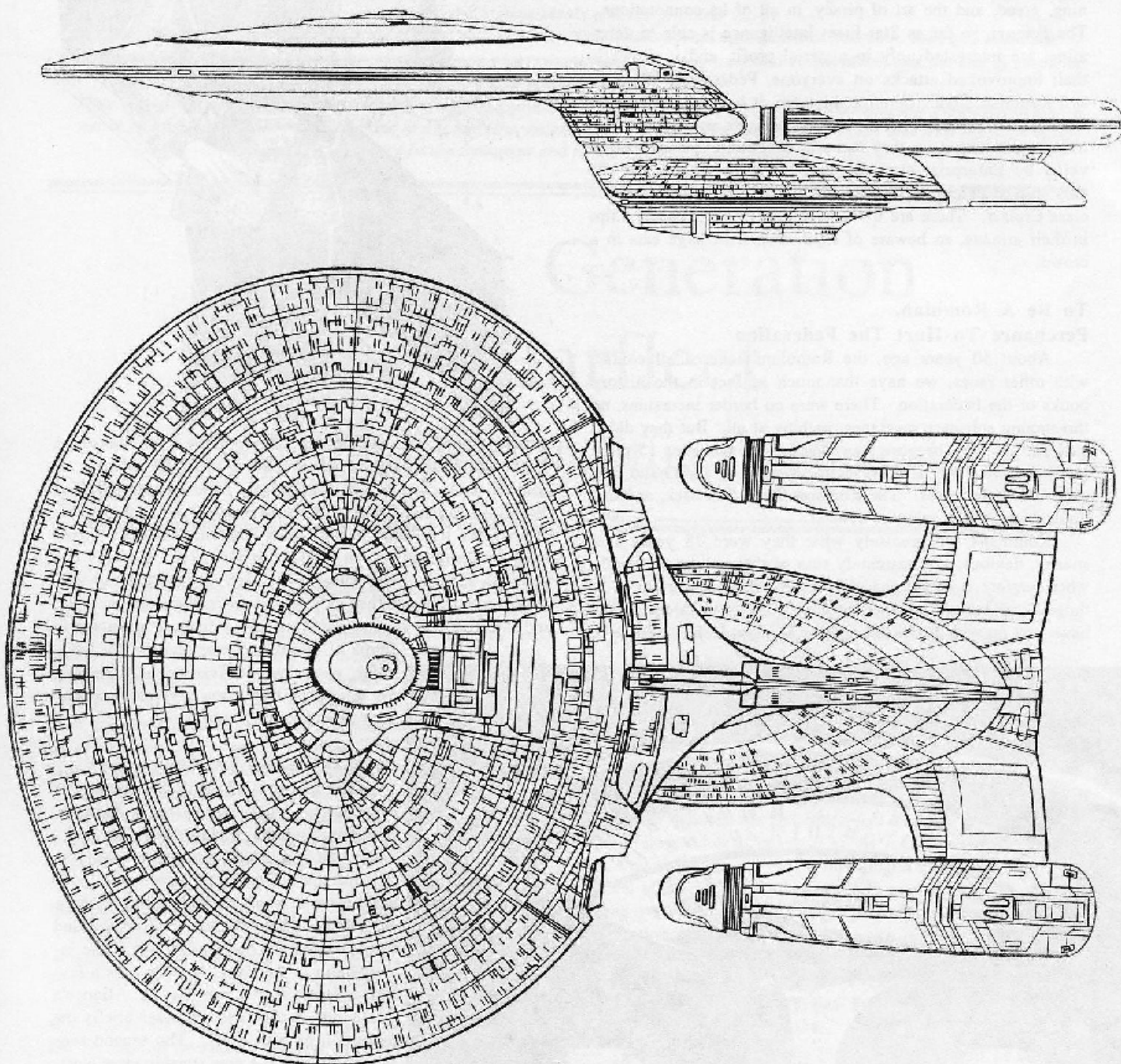
terms of arms and technology. Their ships have transwarp drives, and their weapons are at least as powerful as those on board Galaxy-class U.S.S. Enterprise. After examining all of the ship data the *Officer's Manual* contains on both the *Enterprise* and the Romulan *D'daridex* (Executioner) class Transwarp Battlecruiser (which we saw in the '87-'88 season's last episode), I firmly believe that if one side or the other had provoked hostilities, neither ship would have survived for long, and the Romulan ship would have had a distinct advantage in terms of speed and maneuverability. Besides, now that the Terrans and Klingons are allies, the Romulans have only one enemy to worry about, not two.

Several Grand Enterprises

The politics of the 24th century is only part of what the *Officer's Manual* contains, and the smallest part, at that. The *Officer's Manual* contains everything that a Star Trek role-player could possibly want to know about the 24th century Federation. The Manual itself is divided into four main sections; the first is the introduction to the book, and contains a few basic facts about the Grand Alliance's terms, and results, and discusses briefly the evolution of Star Fleet. The second section deals with the new starship crew classes that have been developed in the past century, since having non-military, i.e., civilian personnel aboard military starships is now common practice, as well as giving full details on the process that recruits must go through in order to become full-fledged members of Star Fleet. The



GALAXY CLASS U.S.S. ENTERPRISE, NCC 1701-D

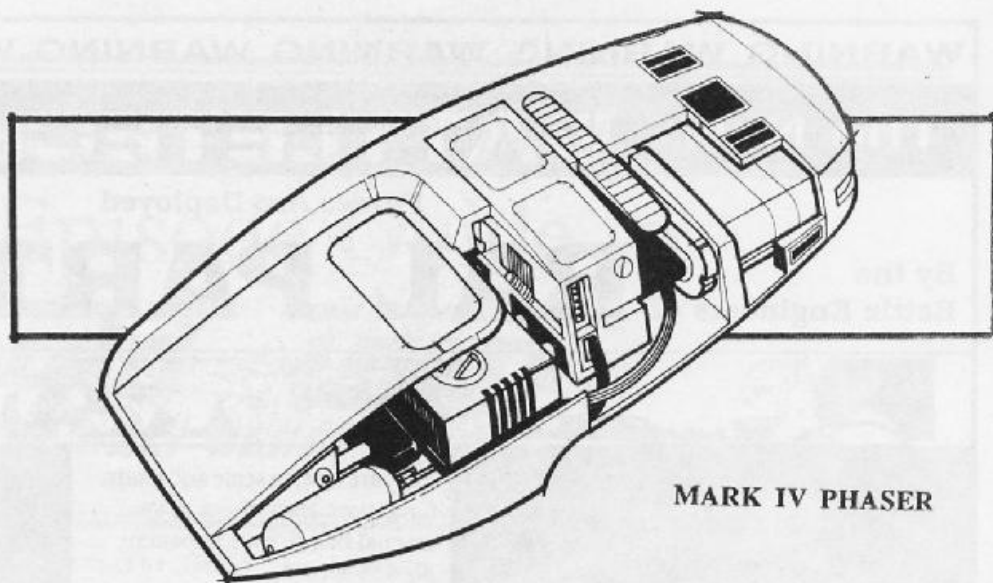


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From these blueprint previews of the Galaxy Class U.S.S. Enterprise NCC-1701D, provided exclusively to Gateways from the FASA Corp. *Star Trek: The Next Generation Officer's Manual*, it is easy to see that the series creators were going for majesty as well as size in their new starship designs. The area covered by this ship is roughly equivalent in area to the vast Paramount motion picture studio lots in Hollywood.

third deals specifically with the evolution of "The Transwarp Fleet," the new breed of starships that literally made any other sort of military vessel obsolete long ago. Included here are the statistics for the following starships: the Excelsior Class XIII Transwarp Battleship, the Enterprise Class XII Cruiser, the Constellation Class XII Heavy Cruiser, the Decker Class IX Transwarp Destroyer, the Royal Sovereign Class XV Battlecruiser, the M'Benga Class VII Hospital Ship, the Sagan Class V Science Research Ship, the Wellington Class VII Transwarp Light Cruiser, the Paine Class IV Transwarp Frigate, the Moscow Class V Transwarp Scout, and the Ambassador Transwarp Heavy Cruiser, all of which can be played using the **Star Trek Tactical Combat Simulator** by FASA, if you own it.

But that is just the icing on the cake, for these ships are dealt with only briefly. The real treat is the information on the Galaxy-class Exploration Cruiser, including what it is, why it was built, who recommended that the Federation build it, the various ways in which the ship is run, and how the brains at Star Fleet want to see it used. The Enterprise, being the first of the line, the ship is specifically dealt with. ("Enterprise," is an old name, being held by a grand total of four Federation starships, so far; the Constitution class Heavy Cruiser (NCC-



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1701), and the Enterprise class Cruiser (NCC-1701A), both commanded by James Kirk; the Excelsior class Battleship (NCC-1701B); and the Galaxy class Exploration Cruiser, commanded by Captain Jean-Luc Picard (NCC-1701D.)

Scientifically Liquid Assets

Finally, the fourth section of the **Officer's Manual** deals extensively with the various leaps and bounds made by the Federation in terms of technological advances, in terms of medicine, engineering, "beaming" capabilities and weapons. Also, we are finally given the hows and whys of the Holodeck, developed by Dr. Simone Van Gelder (as a psychotherapeutic tool, no less) full information on Mr. Data, the only "living" android to have ever been created by mankind, and most of the personal equipment that we see the Enterprise crew carry from one episode to the next. There is also a great deal of information on the other races in the galaxy (including their new and improved starships, weapons, social organizations, and so forth).

Unfortunately, what I saw was a hastily edited prototype manuscript of the product, and there might be a few changes in the format to occur as the supplement goes to press (historic speeches are included by Mr. Data and Dr. McCoy pending Paramount Pictures approval), but aside from those two factors, the book is as I have described. I can only call it a valuable asset to any **Star Trek: The Role-Playing Game** campaign, and even if you don't plan to play in the Next Generation universe, the book does serve to answer a great many questions about the series in terms of general information.

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