



# STAR TREK GLADIATOR

Season One Bible

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"When the war is over the following will happen in short order: The Dominion will be forced back to the Gamma Quadrant, the Cardassian Empire will be occupied, the Klingon Empire will spend the next ten years recovering from the war and won't pose a serious threat to anyone. That leaves two powers to vie for control of the quadrant: The Federation and the Romulans."

- Sloan

"Inter Arma Enim Silent Leges"  
Star Trek: Deep Space Nine Season 7, Episode 16

3.

The Dominion War has ended.

The guns have gone silent, but for many who served those guns still echo in their minds. For those weary souls, a new war is raging within. Every day they must fight to keep what remains of their humanity and bear the burden of holding together a Federation which so desperately wants to tear itself apart.

A cold war is rising.

The Romulans have annexed Federation territory liberated during the war and have blockaded parts of occupied Cardassia, cutting off all communication with their former allies. The United Federation of Planets must oppose the Romulan thirst for intrigue and expansion but internally Starfleet bore the brunt of the war and has little resources to hold the fracturing Federation together. Many frontier and core worlds that suffered under the brutal assault of the Dominion are forced to ask if the Federation can continue to protect them in the face of future calamity.

Star Trek: Gladiator is set immediately after the events of Star Trek: Deep Space Nine. The series follows the crew of the USS Gladiator, an assault carrier that served with the Seventh fleet, a fleet assigned to some of the most dangerous tasks of the war. The crew is young, battlefield promoted many years before they were prepared to take on the roles they were forced into. With no time to recover from their experiences, the crew is once again thrust into the heart of conflict. However, this conflict is not just one of bloodshed, but one of the failing political alliance between the United Federation of Planets and her wartime allies the Romulan Star Empire.

TABLE OF CONTENTS

SECTION I: STATE OF STAR TREK.....5

SECTION II: SERIES SETTING.....8

SECTION III: SERIES BACKGROUND..... 11

SECTION IV: CHARACTER PROFILES..... 34

SECTION V: STORY..... 51

SECTION VI: STYLE, TONE, & STRUCTURE..... 62

SECTION VII: U.S.S. GLADIATOR..... 67

SECTION VIII: APPENDIX..... 87

SECTION I: STATE OF STAR TREK

6.

Star Trek has long since left its original design.

Beginning with the 2009 J.J. Abrams blockbuster, Star Trek has been partaking in thrilling flights of fancy, dabbling in the action adventure lineage of Star Wars. Although these are fun and incredibly well-made films, Star Trek, at its core, is about the human condition (the irony of changing Star Trek into popcorn spectacle is not lost here) as all good science fiction is. The series needs to return to its roots, in a television, or long form story-based environment.

Although Star Trek: Discovery brought the franchise back to television, Star Trek is still somehow upside down, looking like a shadow of what we once knew. Is this even the same universe we knew before? Do the characters we love, Archer, Kirk, Picard, Sisko, Janeway, and their valiant crews still exist in this place? Does the nearly eight hundred hours of entertainment that came before 2009 still exist? People of all ages want a Star Trek that holds to the same basic principles of what they grew up with, they want the Star Trek they binge watched on Netflix or Hulu to still exist.

Audiences are ready for a return to the "original timeline" and the original series format.

What is that format? To paraphrase the 1967 Writer's Guide of The Original Series (TOS) the Star Trek format is:

- I. A Captain
- II. His Crew
- III. A Starship
- IV. Patrolling a section of space

To emphasize the importance of this, Star Trek claims to hold onto seven basic principles of television writing, again from the 1967 Writer's Guide:

- I. Action-Adventure frame work, able to entertain.
- II. Stories about people, not science or gadgetry

7.

- III. Follows basic dramatic principles: a source of jeopardy, someone to care about in that jeopardy, a climatic build, and sound motivations
- IV. Interweaving statements to be made about man, society, underneath the framework above, while being entertaining (no essays)
- V. Most be logical within the confines of the established universe (no grappling hooks on starships)
- VI. No stories about entire civilizations
- VII. Don't worry about not being a scientist

Despite being written over 50 years ago these rules still hold true.

However, since the final series, Star Trek Enterprise, left the air in 2005 storytelling has changed dramatically. Filmmaking has changed dramatically. The entire television viewing landscape has changed dramatically! We can't simply create a new show with static shots and fluorescent lighting. We aren't ignorant of these changes.

We will hold onto the important parts of the past, while embracing the future.

The goal of this series is nothing short of a glorious return to original Star Trek, but our purpose is to keep the franchise strong and return it to a bright and hopeful beacon for humanity's future.

SECTION II: SERIES SETTING

The Dominion War has ended, but it has proven to be the costliest war in the history of the Alpha Quadrant. The Founder controlled Dominion is retreating back to the Gamma Quadrant, crippled after its surrender. Cardassia, now despised for bringing this war to the galaxy, lay in ruins, all her territories occupied by the Federation, Klingon, and Romulan Alliance, but as payment for her hubris, Cardassia also suffered a devastating genocide of 800 million men, women, and children at the hands of their Dominion masters in the final moments of the war. Although the allies persevered together, the crucible of war has seen two powers emerge dominant above all others: The Federation and the Romulans.

Romulans, throughout the course of the war, seized many Cardassian systems and liberated much war-torn Federation territory. The Romulans have found themselves in a very strong position as much of the war was fought away from their borders with the Federation serving as a buffer between their empire and the Dominion. The Romulans are now an industrial powerhouse with a strong foothold in Alpha Quadrant territories. The tipping scale has invigorated the Romulan thirst for intrigue and expansion.

With its most trusted Klingon allies severely wounded, the Federation finds itself standing alone amongst the tatters of its great confederacy of worlds. The Dominion pushed hard into Federation space, even laying siege to several core worlds including occupying Betazed and Bizar. The back of Starfleet is broken, leaving the Federation fractured and vulnerable with its fleets spread thin. The Alpha Quadrant finds itself balancing on the head of a pin between collapse and the risk of another war with its former ally: the Romulan Star Empire.

Fleets who had come to rely upon each other in battle are now being brought home, not for rest and relaxation, but for immediate redeployment into an increasingly cold war with the Romulans. Some of these crews, young and given battlefield commissions, commanding starships long before their time, have only known war; the former explorers of Starfleet are virtually extinct, killed in the opening act of the war. The men and women of the USS *Gladiator* are one such crew, having

10.

earned a reputation as a ship that could find victory against all odds, is now being redeployed to relief efforts on the devastated world of Betazed.

Season one will feature this crew, coming off the battlefield, struggling to rebuild the world of Betazed and attempt to contain the social, political, and humanitarian problems facing its people. But, they must also deal with the ghosts of a war that tore at their psyches as well. As tensions rise on Betazed, among other worlds, the entire Federation will question the dream of unity and some will seek to secede. The crew must keep Betazed, the Federation, and themselves from fracturing in the face of a hard-won and possibly short-lived peace.

SECTION III: SERIES BACKGROUND

THE DOMINION WAR

(Excerpt majority from Memory Alpha)

The Dominion War was a major interstellar conflict, fought from 2373 to 2375, though related conflicts began earlier. The war involved all major powers of the Alpha and Gamma Quadrants, formed into two opposing military alliances; the Federation Alliance and the Dominion-Breen Alliance. Marked by massive civilian casualties, including the Jem'Hadar bombardment of Cardassia (in which approximately 800 million Cardassians were killed), and the mobilization of military fleets on a scale never seen prior, it was the bloodiest and most destructive war in galactic history.

After a series of calculated steps to destabilize the political landscape of the Alpha Quadrant, the Dominion launched an attack on Deep Space 9 after the Federation provocatively mined the Bajoran wormhole. Although sluggish to start, the Dominion rapidly conquered vast swathes of Federation and Klingon territory. In mid-2374, Allied forces recaptured Deep Space 9, though the Dominion soon recovered, conquering Betazed.

After the death of Senator Vreenak, the Romulan Star Empire declared war on the Dominion in late 2374. Allied forces launched a joint invasion of Cardassian space late in the year. Requiring additional manpower, the Dominion signed a treaty with the Breen Confederacy, and, with their aid, launched a raid on Earth, and recaptured the Cardassian Chin'toka system.

Political instabilities within the precarious Dominion alliance triggered a major rebellion by Cardassian military forces, rendering the Dominion position untenable. As the Dominion-Breen Alliance began to unravel, the Allies launched a massive invasion of Cardassian space in late 2375, sealing the final defeat of the Dominion.

The Treaty of Bajor formally ended the fighting in December 2375 with the conditional surrender of the Dominion.

THE SEVENTH FLEET

At the outbreak of the Dominion War in 2373, an ad-hoc task force of Starfleet and Klingon ships raided the Cardassian shipyards around Torros III while the Dominion Fleet attacked Deep Space Nine. Although the victory would prove ultimately futile in the face of Dominion shipbuilding efficiency it was an important show of force by the Federation and Klingon Alliance. Elements of what would become the Seventh fleet, including the Gladiator, participated in this attack.

Once the war began in earnest the Federation and Klingon forces divided their ships into fleets assigned to safe guard specific territories. The Federation's Seventh and Fourth fleets were assigned to protect the Galactic northern corridor that shielded the entrance to Romulan Space and critical core Federation worlds, including Earth. The sixth fleet served as a reserve assigned to protect the core worlds to the Romulan border of the galactic east. The Sixth and Fifteenth fleets would further protect Bolarus, and the Eleventh and Fourteenth fleets would protect Benzar.

In early 2374, the Seventh Fleet, divided into patrolling task forces at the time, was rallied to full strength and ordered to stop the Jem'Hadar advance in the Tyra system. The Fourth fleet was already engaged in the sector and served as the last defense between the Dominion and entrance into the Galactic Northern territory. The Seventh fleet entered the battle, but the Dominion and Cardassian forces overwhelmed both fleets, annihilating them. Only 14 out of 112 ships in the Seventh fleet survived the assault (DS9: "A Time to Stand"). The Gladiator lost its first captain in this engagement, with the XO then becoming commanding officer and the tactical officer, Malcolm Xires, becoming the XO.

Remaining elements of the Seventh and Fourth fleets were pulled back to Starbase 621 for refit and reassignment. After the loss at Tyra the defenses of the Galactic north fell quickly. The Eleventh and Fourteenth fleets became engaged by Dominion forces within the next several weeks at Benzar. The system was seized and saw the Fourteenth fleet annihilated

with its remnants retreating to Earth. The Eleventh had retreated to reinforce Bolarus.

Captain Jonathon Sykes, now the senior captain of the remaining Seventh fleet, convinced Starfleet Command that a new fleet could emerge from the destruction of the Seventh, Fourth, and Fourteenth fleets. Sykes, now promoted to Rear Admiral, transferred his flag to the USS Bismarck, a Galaxy-class starship, and was given command over the broken fleets and given a small array of new ships and crews, now reconstituted into the 82-ship strong Seventh fleet. Sykes was a survivor and a natural warrior, a rare breed in Starfleet. His experience ranged from the Cardassian Border Wars, survival of Wolf 359, and interdicting Breen pirates and Tzenkethi Raiders.

Immediately Starfleet began suffering a manpower shortage in the face of heated conflict. The mostly peaceful ways of the Federation proved distasteful to many of the races that comprised its membership and humanity itself was largely forced to fill in the gaps. Sykes' first priority was to retrain the captains and crews of the new Seventh fleet, seeing the experienced crewmen as essential to the underpowered fleet's survival. Replacement captains were not available and in almost every case the next highest officer was battlefield promoted to take command of their ship. The new Seventh Fleet was now known for having some of the youngest and most brazen captains in all of Starfleet. Sykes used this to his advantage.

The Seventh had become known amongst the Alliance as the defacto fleet sent to some of the most dangerous engagements of the war. The fleet was almost always under strength due to its constant and unending participation in these near suicidal assignments. Despite its initial staggering casualties, it is acknowledged that after Rear Admiral Sykes took over the Seventh Fleet, the mission would be, at least, a pyrrhic victory.

During the Seventh fleets refit Sykes personally took small task forces out on patrols to train the young captains in

fleet tactics, ship to ship combat, boarding actions, and limited ground combat operations. This was done for two months until the fleet was completely ready for combat. Sykes also personally trained each commanding officer in his personal command style, including the next two most senior officers so that there would always be three completely trained command officers, two more ready to take command in the event of a catastrophe.

The reconstituted Seventh Fleet was formally stood up for active duty in July 2374 with the fleet's immediate response to a Dominion invasion of Remidian Prime system near the northern Tzenkethi border. An Eighteenth fleet Klingon scout had detected a buildup on the planet during a behind the front patrol.

The eager and ready Seventh fleet arrived in system, en masse, warping nearly straight into the faces of the Dominion defenses, overriding their gravity well detection equipment, a tactic favored by Sykes, slamming straight into the Dominion defenses like a sledgehammer, using overwhelming and surprising force to take the Dominion completely off guard. The 150+ ship Dominion forces were utterly destroyed. Intelligence gathering missions revealed that the Dominion were using Remidian Prime as the first link in a chain of resupply stops for fleets heading into the Galactic North. Although not a major victory, it did prevent the Dominion from gaining another strategic foothold after Benzar. Because of this victory, Bolarus would never fall in the war. This marked the first turn in morale after the reconstitution of the fleet. After this the Seventh became a mobile fleet, with no permanent port.

With a victory under its belt, the Seventh fleet undertook a three-month campaign in the four sectors of space that surrounded Tzenkethi territory including the Helespont Nebula, the Badlands, and the Rulor Nebula, further disrupting Dominion supply lines to the Galactic North. The fleet also had several of its losses replaced and bolstered its numbers to nearly one hundred and fifty ships. The Seventh became quite adept at combat within gaseous anomalies, a favored

hiding tactic of the Dominion that would plague the allies for the entirety of the war. Sykes utilized old Cardassian border wars tactics that favored carrier based small craft operations that excelled in these anomalies. Numerous conflicts in the region erupted with Cardassian and Jem'Hadar small craft, in addition to agitated Tzenkethi border patrols.

Later that year, the Seventh Fleet took heavy losses again, this time at Sybaron. The Seventh fleet was tasked with pushing the Dominion forces out of the star system. Due to poor intelligence, the fleet was taken off guard by the sheer number of enemy vessels, some reports claimed over four hundred. Sykes was unwilling to retreat and split the fleet into smaller tactical groups across the system. In the initial attack the captain of the Gladiator was killed in action and Malcolm Xires was promoted to Captain. Malcolm developed a plan of hit and fade operations over several days that eventually led to a portion of the Dominion fleet being drawn into several ambush engagements, causing extremely high casualties in both ships and manpower for the Dominion. Rather than risk more losses, Sykes was compelled to order a tactical retreat out of the system. Malcolm convinced him otherwise and designed a multi prong attack on the staging base in the system. After nearly two weeks of further hit and fade operations the bulk of the seventh fleet was mustered for an assault. The fleet would destroy the facility and immediately withdrew from the sector, causing further supply disruption for the Dominion lines, but at heavy cost.

For spearheading many of the attacks Malcolm was given the nickname "Sword of the Seventh" and became a trusted advisor of Admiral Sykes. Although not an overwhelming victory it marked a dramatic shift in the fleets embrace of unorthodox tactics.

After Sybaron, the fleet was given momentary reprieve and refit, but was quickly sent back to the front lines, engaging in a series of campaigns throughout the Kalandra Sector, now known as the Kalandra Campaign (During the missions of this campaign Sabrina McQuarrie joins the crew of the Gladiator).

The retaking of - what remained of - Lya Station Alpha around the planet Lya, was the next victory for the fleet (During these battles the Romulans retake Benzar. They do not give up claim to the world after the war.). Helmsman McQuarrie is made famous after she pilots the Gladiator through the wreckage of the massive station Alpha managing a narrow escape of a pursuing squadron of Jem'Hadar attack ships.

Later, the Seventh Fleet - only at half strength at the time - was sent to the Tibor Nebula, in the Kalandra sector, where they were ordered to cut off the Dominion logistical route (DS9: "The Reckoning") through the Argolis cluster, a dangerous cluster of densely packed stars. The fleet had earned a reputation for fighting in gaseous anomalies and was requested specifically for the mission. Sykes knew the Seventh was underpowered and couldn't engage the Dominion toe to toe. Using the composition of elements in the Tibor Nebula, the ships activated a pulse that disabled every ship, including their own, knowing that the Dominion did not utilize small shuttlecraft as heavily as Starfleet.

Using newly formed marine units in conjunction with the ship's security forces, they used shielded shuttles to launch boarding assaults on each of the disabled Dominion ships. Although boarding actions were risky and the Jem'Hadar regarded as adept close quarter combatants, Starfleet was trained well in close quarters starship combat for boarding protection. The enhanced training, the sheer number of mobile troops, and the new equipment of the marine units upset the balance and the battle was won despite high casualties. This is the largest boarding action in Starfleet history and became legend across the Alliance, particularly amongst the Klingons.

In early 2375, the fleet was assigned to launch a counteroffensive against the remnant Cardassians in the Kalandra sector. Among the vessels assigned to the fleet at the time was the USS *Destiny* (DS9: "Afterimage"). The offensive was successful and resulted in finally cutting off the remaining supply routes to the Dominion forces in the Betazed system. Although not able to retake Betazed itself, Jem'Hadar forces on Betazed were now isolated and would soon

run out of supplies, particularly Ketracel-White. Starfleet saw that this would either force a surrender or the Dominion would need to make a dangerous retreat (Federation reinforcements did eventually invade the system in late 2375, but the Dominion were already divesting in a strategic regroup back towards Cardassian space).

For the remainder of 2375 the Seventh fleet participated in a series of actions now dubbed the Dorovan Sector campaign. This involved pushing Dominion remnants from the Kalandra sector back into Cardassian space and destroying any hold out units. Fleeing forces from Betazed under pursuit by the Tenth fleet spurred the Alliance to press an attack into Cardassia itself.

The Seventh fleet was part of the joint alliance armada assigned to invade Cardassia in the final battle of the war. Gladiator was knocked out of the battle and nearly destroyed, but was patched up enough to make it into orbit around Cardassia Prime with the other Federation ships after the turning of the Cardassians to the Alliance. Gladiator was one of the few ships to survive the entire war from the first battle of Torros III to the final battle of Cardassia Prime.

BETAZED

Betazed is the central location for the first season of Star Trek: Gladiator. Counselor Deanna Troi from Star Trek: The Next Generation was half human, half Betazoid. The culture of Betazed was loosely filled in during the course of The Next Generation, but only as necessary for the plot of a particular episode, usually when Troi or her mother, Lxwanna Troi, was involved. The Betazoid culture and its internal political and social strife will define the primary antagonism of our show for the first season, thus the history and culture of Betazed needs to be filled out extensively.

SUMMARY

Betazed is considered a "core world" to the Federation.

The world's people are humanoid and are only physically distinctive from humans with their pupil and iris being entirely black. The planet is a literal paradise world. There are many cities on the planet filled with ancient and ornate, almost hedonistic futurist Victorian Gothic architecture, but most of the world is lush greenery with massive natural reserves. These reserves are the only location we've seen on screen before now.

Many millennia ago, the female population on Betazed was oppressed by a male dominated theocracy. After generations of this status quo woman began to rise up and demand equal rights, which the men granted them, albeit very slowly. Reform began, but the women chided under their masters and watched from afar as the Theocracy violently oppressed their colonists and subservient species in other systems. Unable to wait for the winds of change to blow their way, the women rose up and threw off the shackles of their masters in a multi-year campaign called the Crusade.

NOBILITY

A small group of women led the revolt on Betazed so long ago. Ten of them to be exact. These women mobilized others across the world and organized them into a resistance.

Draik

Ukoi

Erazix

Vaagun

Zorik

Troi

Teila

Uvom

Azai

Tru

The surnames above eventually formed the council that oversaw and prosecuted the crusade.

Leading the charge was a singular woman named Niastrola Draik. She brought war to the doorsteps of the male government and overthrew its grip on society. The government attempted to resist but the ferocity and determination of the women was stronger. As a result, men were shut out from all forms of government on the planet.

Draik wasn't satisfied with the planet's government being overthrown. After the discovery within the capital's archives that men and women once lived in harmony with one another, Niastrola removed all power structures from men and crushed their ability to contribute to society like it seems they had done to women centuries previous. This revelation enraged the women of the planet and the crusade was proclaimed to usurp all that Betazoid men had touched of world. The woman did not spare the men off-world. Slaughtering all indiscriminately to

reduce their population and allow for them to be more easily controlled.

After, Draik separated the colonies amongst the ten women who started it all and they became governors over all that Betazed held. Men became second class citizens. Even the women that didn't fight directly in the war allowed the propaganda to creep into their minds and forced men to the status of pets. Unable to hold any position of authority or power most men went on to become farmers and factory workers, simply cogs in the machine.

The ten families consolidated their power and gave prestige to the most loyal generals from the Crusade establishing 20 regional governors of lesser holdings across Betazed. Individual heroes were granted land holdings and small areas to live out their days and retire.

The families now elevated the stature of Niastrola Draik. They looked to her for advice and council, eventually installing as the single guiding force of Betazed, declaring protector, and Empress over all.

The remaining nine families would be seen as the only ones that could keep the newly liberated women safe on Betazed. They would eventually galvanize into a Nobility finding themselves above most everything, and enjoying the rewards of their efforts.

As a result, Betazoid society is now a matriarchal hierarchy based on a hereditary transmission of political and social status. The uppermost class of hierarchy is the nine family "Noble Houses." After this are the twenty family "Estate Houses." The two noble groups exist as a world apart, with the noble houses being as far above the estate houses as the estate houses are above the commoners. Each group of nobility adheres to their own social customs and

rituals that are remnants from a pre-Federation era. They interact little with each other on a large-scale day to day. The nine Noble Houses oversee the entire planetary government and off-world colonies. The twenty Estate Houses govern the various districts of "commoners" called fiefdoms. The estate houses act as regional governors reporting to the Noble House Supreme Planetary Council.

Estate house families:

Grax

Brae

(More will be added as series demands)

### THE EMPRESS

Niastrola Draik was crowned first Empress of Betazed and ruler over all her colonies and holdings. The family she created eventually became the Royal House presiding over the remaining nine Noble Houses. The power wielded by the Empress would never fade, however over the last centuries the family would become more reclusive becoming almost paranoid that the bloodline would become tainted by outsiders. Rumors of incest amongst the latter generations of the family swirled. Males in the family became largely aborted because of the desire to produce female heirs, leaving few, and eventually, no males from the house to mate with. Genetic engineering was attempted to stave off the inevitable, but it was too late. The processes did not have enough time to mature. This continued until the final Empress died with no daughter to take the throne.

The nobles, rather than let this sickening history of the Royal House be known to the public had the few remaining members of the family assassinated, forever washing away the Royal line.

The Palace of the Empress was swept clean and hermetically sealed, the legend of her passing and the storied history of her legacy was allowed to sink into the hearts and minds for the citizens. The dark secrets of their downfall forever kept locked away.

The nine noble families divided up the lands and wealth of the Royal family amongst each of them. It was decided that they would rule by council in the stead of the Empress, keeping each other as a system of checks and balances to prevent house decay.

### ARTIFACTS

Each Noble House is responsible for protecting artifacts from the now extinct Royal House. For instance, the Fifth House of Betazed, headed by Lxwanna Troi, was charged with protecting the Sacred Chalice of Rixx and the Holy Rings of Betazed. By Comparison, The First House of Betazed is charged with the Sword of the Empress and the Crown of the Royal House. In the Nobility the stature of the artifacts determines the houses' power status among the other houses.

Deanna Troi, being half-human rejected this hierarchal power structure and joined Starfleet, denying her hereditary place as her mother's replacement. This caused her to mock and ridicule the artifacts her mother exploited as a sign of power when together, but in reality, the artifacts are quite important to Betazoid culture, despite the Chalice of Rixx now being an old, moldy pot.

### ELECTIS NOBILIS

Betazed's noble houses and estate houses vote on the head of a noble house to speak for the entire world.

This person is called the Electis Nobilis, The Protector of Betazed. This person symbolically protects Betazed and her colonies as the First Empress that unified the star system did. Like all positions of authority on Betazed, only a female may occupy this role.

Due to political maneuverings the Ukoi house has held this title for the last three cycles, with Vemmiri Ukoi as the current Electis Nobilis.

#### NOBLE TITLES

A representative of a noble house or estate calls herself a "daughter" of their corresponding house. Such as Lwaxna Troi, "Daughter of the Fifth House of Betazed."

Betazed nobility, due to their bloodline heritage is very xenophobic. This Xenophobia is a holdover from the male theocracy. Due to Lxwanna Troi marrying a human, therefore tainting her noble blood, the house lost its place of prestige with the other noble houses. Because Deanna Troi joined Starfleet the house now sits in censure, on the verge of extinction. Lwaxana Troi is considered to be an outcast by Betazed society and serves as a Federation Ambassador only as a matter of dignity to save what face remains of the once proud house. Because of this censure, there is no longer a seat for the fifth house in the planetary government. At all meetings this seat is left empty as a reminder to the other houses. There is no termination date for the censure so that other members of the house might step forward to take control.

As a matter of honor for the once royal house, the noble houses cannot have empresses, queens, or princesses. Each house is lower in class than the royal line.

The noble leaders take on the title of Duchissa. Because the Troi house is in censure Lxwanna may no longer refer to herself as a Duchissa. As time has dragged on the magnitude of these titles has increased in grandeur in hopes of outdoing one another in court. The First House calls its head of house the "Magna Duchissa."

The current head of the first house and Electis Nobilis of Betazed is Vemmiri Ukoi.

Putting all the subjects above to use and utilizing her full noble title, she would be called:

*Electis Nobilis, Magna Duchissa Vemmiri Ukoi, Daughter of the First House of Betazed, Protector of Betazed, Bearer of the Sword of the Empress and Crown of the Royal House.*

#### COMMONERS

All other "Commoners" fall in after these two distinct groups, however commoners of note have upstart houses to a lesser extent than the Noble or Estate houses and hold sway over their small fiefdoms on the planet, usually a city or reserve. The commoner class operates like most Federation worlds, the people do and want for little, existing to pursue their own interests, hopefully to the benefit of the rest of the Federation.

#### COLONIES

Betazed has a number of outlying colonies surrounding their system within the sector. Betazoids live on two moons within the Betazed

system itself, although there are several abandoned posts from long ago that were mines and other places used to gather natural resources for maintaining their own fledgling empire. The Betazoids also have former subjugated races from these ancient days including the race from which Mr. Homn is a part of. Granted independence long ago during the ascension of the Empress, the race stays largely subservient to the Betazoids and enjoys continuing their servant relationship with the benevolent species.

#### TELEPATHY AND EMPATHY

The Betazed population is filled with telepaths and empaths. The telepath population is very small compared to the empath population. These abilities have made them valuable as diplomats and the species forms the backbone of the Federation diplomatic core as well as bolstering the medical field.

After Betazed's admittance into the Federation this class system had become more of a cultural anomaly, but the Federation put into place a strict policy of no caste or class systems for future planets admitted into the Federation.

Before Betazed joined the Federation, Vulcans were considered to be the best diplomats. However, Vulcans are notoriously difficult in dealing with matters that may not deal directly with brokering peace, such as commerce or threats of aggression. This has made them unreliable in some forms of negotiation. The Betazoids have no such reservations.

Telepathy, or the ability to read minds is again, not exceedingly common amongst the species despite what off-worlders may believe. The act of reading one's mind is considered an intimate act and is highly taboo to read another's thoughts without

their explicit permission. The subject must actively reach out with their abilities to make this happen. Some cannot control their abilities and this invasion of privacy is not natural. Some Betazoids that leave the Home world indulge in this ability due to the thrill.

Telepathy is more prominent and focused within those of pure Betazoid blood, namely the nobility is quite adept because of the undercurrent of xenophobia preventing them from "diluting" their full Betazoid heritage.

Empathy is a passive ability that allows Betazoids to pick up on other people's emotional emanations. This cannot be halted nor blocked. The ability can be projected and amplified with concentration from the subject. Older and adept Betazoids can have such honed empathy that they will echo the emotions of those around them. People who carry heightened emotions can cause physical pain to these Betazoids as well. Even a partial Betazoid will be able to foster this ability.

#### CULTURAL CUSTOMS AND TRADITIONS

In Star Trek: The Next Generation we see most of Betazoid culture through the perspective lens of Lwaxana Troi. There are obvious eccentricities for the sake of grabbing a cheap laugh from the audience. We will address each of these one by one, but for the most part we will say that Lwaxana was a singular woman who was not satisfied with the status quo. She was progressive versus the other noble houses and married a human, seen as tainting her noble blood. Her husband assisted in feeding her human notions about life and helped her stray from traditional Betazoid principles. She pushed the counter culture on her planet. Lwaxana was an 11 on the Betazoid scale of being a progressive Betazoid.

### BEING OVERLY HONEST

Lwaxana Troi made it a point of pride to embarrass people for hiding their thoughts. In our story she did this of her own accord. As stated above in the Telepathy and Empathy section, Betazoids are not nearly as open or invasive as she was and consider the act of invading another's thoughts a violation of their privacy.

### EATING CHIME/ GONG

This tradition will prevail amongst the nobility and many commoners. This is a ritual of thanks to remember the sacrifices of the women who freed their species from the grip of patriarchy. The chime is not nearly as annoying and will resemble wind chimes, harps, or beautiful, background music. This only serves to amplify Lwaxana's desire to remain part of the nobility while begin disconnected from it at the same time.

### POLYTHEISM

Lwaxana exclaims in an episode "Thank the four deities you're here (TNG: Manhunt)." This is a holdover from the male dominated theocracy. Modern Betazoids live in the ruins and shadow of the old ways, the theocracy built most of the planet and some of its systems are still in use. The women of the species are well educated about their history. The exclaim is more of a modern "Jesus Christ!" when something surprising or inflammatory happens.

### BETAZOID WEDDINGS

As a celebration of love the participants of the wedding were expected to be nude to show they had nothing to hide and were exposing all they had to one another. In a wedding the thoughts of the bride and groom were opened to one another as well. This is an older tradition that died out once Betazed began interacting with other species of the galaxy, but is still held within the nobility and some traditional common folk. The practice is much less common than is portrayed.

#### CAGED ANIMALS IN WIGS

A practice popularized by the nobility in antiquity spawned from a desire to have a telepathic familiar. The practice was protested by a woman that had an empathic attunement to animals and found the practice cruel to animals, which quickly left vogue almost as swiftly as it had arrived.

#### IMZADI

A Betazoid word for beloved but can be platonic for a friend you hold dear, or physical desire for a lover. However, the bond is significantly higher, almost transcendent, a spiritual bonding, what we might refer to as soul mates today.

#### KOROPIAN PRINCESS

In a deleted scene from The Next Generation, Lwaxana, during a birthday celebration for Deanna Troi leaves midway and arrives in sedan chair carried by four young men. The Koropian era is a bygone time of great indulgence on the part of the nobility as it descended into hedonism. Its largely seen as a dark age for the species and known for its widespread famine

and disease that plagued the commoners during this period. The Koropian Princesses were young nobles that would parade around in public during times of celebration for the nobility with little regard for the commoner's perspectives and led to the dissolution of heraldic titles, although the terms have returned to a lesser extent.

#### ZANTHI FEVER

A virus that targets empathic abilities of mature Betazoids causing the host betazoid to project their own emotions onto others where a similar emotion already existed. This can only affect older betazoids.

#### BETAZOID PHASE

(Excerpt from Memory Alpha) More commonly known as "*the Phase*" is a physiological phase that all Betazoid and half-Betazoid females enter into during mid-life, similar to Human menopause. It is only during "the Phase" that a Betazoid female becomes fully sexual as the sex drive of the female in question quadruples or more. Some females engage in sexual relationships with any male available, while others focused their attention on a single male who would later become her husband. In the event that a male spurns the female's advances, the female would be deeply offended and take the rejection personally. In some cases, the female's telepathic abilities were impeded by "the Phase". Betazoid females can still become pregnant during The Phase.

#### GENETIC BONDING

Something nobles do to select mates based on quality of bloodlines. The process has a side

result of finding people who are truly companions. Lwaxana did this for Deanna with a human to keep her away from the Betazoid nobility.

#### IAN ANDREW TROI

Lwaxana's husband and Deanna Troi's father. Troi is Lwaxana's family name. Ian took the name to satisfy both Betazoid and human customs, something he did favorably for his beloved wife. There is a scene in "The Outcast" with Deanna getting a box of photos from her father's ancestors. I'm not quite sure what to do about that for now. As a note to myself the episode in which this takes place (TNG: The Outcasts) makes me realize this series I'm writing is all for naught.

#### WAR OCCUPATION

In 2374, Betazed was occupied by Dominion invasion forces. The Federation Tenth Fleet had been assigned to defend Betazed and its outlying colonies, but was caught out of position on a training exercise. As a result, Betazed fell to the Dominion within ten hours. Once Betazed had been captured, other core worlds and notably, the foundation worlds nearby, including Vulcan, Tellar, Alpha Centauri, and Andor were at risk of Dominion invasion (DS9: "In the Pale Moonlight").

Dominion forces occupied the surface of the planet until the end of the war. In the closing months of 2374, the Second Fleet attempted, on three separate occasions, to hit those forces, but was repulsed each time. After each strike, the Dominion was able to send in reinforcements and refortified their positions on the planet (DS9: "The Sound of Her

Voice"). Both the Second and Tenth would attempt a handful of invasions, but they too were repulsed.

#### BETAZED RANGERS "THE RESISTANCE"

Throughout the occupation of the world, a small resistance formed called the Betazoid Rangers, led by Aetor Elani, a simple man from the commoner class. Working with small Starfleet Intelligence infiltration teams he acquired the equipment and support necessary to combat the Dominion. Eventually he combined all the scattered cells into an organized militia that began to make strides in pushing against the Dominion.

As the occupation progressed with no end in site, the people of Betazed became distrustful of Starfleet, despite occasional Starfleet Assistance. The resentment only continued to grow as the Betazed people, who had become accustomed to their elevated place in the Federation, could not handle the hardships of the occupation.

The Betazed Rangers have become the heroes of the common people and have sparked a movement within the commoner class to see both the class and matriarchal systems abolished.

#### DOMINION RETREAT

Once the Dominion began moving their forces into a tighter defense perimeter around Cardassian space, Betazed was abandoned. After, the planet lay in ruins, cut off from the most basic necessities that they once took for granted.

Once abandoned, the Second and Tenth Fleets seized the opportunity to attack the fleeing Dominion forces. Upon hearing of the full retreat to

Cardassia space, the fleets were called to fight in the final push. A small and undersupplied three starship task force was left behind to help the capital begin rudimentary relief operations.

#### POST WAR POLITICS

The Noble Houses have used the occupation as an opportunity to build their power base and centralize more influence within the families much like the old days. There are rumors the Nobility want to resurrect the Royal House and bring back the royal line.

We will discover that the nobles have been experimenting with genetic engineering and testing to do this legally, but have, so far, been unsuccessful. Perhaps the Ukoi family has secrets and connections to the Draik House?

In opposition to this, Aetor Elani, a male, seeks to use his newfound position of power to unite the commoners against the noble houses and create a government of fairly elected people from all walks of life, both male and female. Aetor now also commands the first independent military on the planet since Betazed joined the Federation.

SECTION IV: CHARACTER PROFILES

MALCOLM XIRES

Commanding Officer, Captain (Early 30s)

Malcolm is a Starfleet Captain unlike others we have seen before. He was raised in the Dominion War and battlefield promoted well before his time, becoming one of the youngest captains in Starfleet. His brazen and cavalier attitude is a stark contrast to the largely measured and diplomatic captains we have seen on past series. A master strategist and tactician, Malcolm found himself at ease on the battlefield and his proficiency at combat earned him the nickname "Sword of the Seventh."

At the onset of the war Malcolm was an eager and optimistic Chief Tactical Officer aboard the Gladiator. He desperately aspires to reconnect with this former self, the person filled with hope, to reconnect with his lost innocence if you will. He believes going back is what he needs, but he is really struggling to find purpose and drive in his life after the demoralizing losses incurred during the war. He believes going to Betazed will somehow bring back his past self, but he truly needs to move forward and mature into a better man.

His mind is haunted by the death of his last helmsman, Sabrina McQuarie, a young officer that He and Lorna made a pact to protect. Sabrina serves as a constant reminder of the war and its terrible price. Her death has caused Malcolm to wall off his more vulnerable emotions and trust. He has become a cynic and keeps many at arm's length, but he will always protect his crew with every ability at his disposal. Malcolm's only friend through this experience is Lorna. He shows no vulnerability to others except Lorna. Xires considers her his equal aboard the ship, the last of the original officers left alive.

Malcolm is known by reputation as "The Sword" but what does the sword do when there are no direct enemies? He desperately seeks control over the Betazed situation. Navigating the political landscape is more difficult and

less clear than wartime objectives. This frustration leads him to rapidly lose control over the escalating situation and he will have to learn to adapt quickly. The battlefield of Betazed's recovery will be a difficult one to overcome.

### LORNA RAHNES

First Officer, Commander (Early 30s)

Lorna is a person of action much like Malcolm and much like him she has little experience in dealing with non-combat operations. She is extremely dedicated to her duty, organized, disciplined, detail oriented, and seeks to be an exceptional officer. As part of this devotion to discipline she chooses to be addressed as Sir when being acknowledged. She will never use Malcolm's first name in front of others, only when they are alone. This can lead her to be outwardly stern and seem like a harsh critic, but when events are in motion she is all ahead, full.

Before the war Lorna was Chief of Operations and Malcolm did not see eye to eye with her, finding her attention to detail nitpicking and critical, but the war changed that. As they found themselves battlefield promoted, Malcolm continued to rely on her for counsel. He saw the strength of her organization, which provided a refuge from the chaotic storm. When Malcolm earned the name "Sword of the Seventh," he took to calling her his "Shield." The two are now the strongest confidants, understanding each other almost without words, a bond that can only be built in combat.

Lorna bares a scar that runs down her neck and chest given to her by a Jem'Hadar soldier during an away mission in which her security team was annihilated except for Emica Sato, whom holds a grudge against her. Malcolm rescued Lorna with the aid of Jacen Serra, risking everything to bring her to safety. During her recovery Malcolm sat by her bedside. She refuses to have the skin

regenerated properly, allowing it to heal naturally, so that it serves as a reminder of her mistake.

Lorna carries the guilt and pain of the war more deeply than Malcolm, but isn't as outward about it as him, her job won't allow it. As commander she is the bridge between the captain and the rest of the ship, she needs to be more open, but this fact does not stop her from putting people in their place quickly and mercilessly if necessary. She desires to leave Starfleet and seeks a more peaceful life, to build something of value. But her dedication to Malcolm, her desire to support him, and the promise of building something rather than destroying something drove her decision to remain with him.

The guilt she hides on the inside will eventually overtake her, keenly amplified by Malcolm's increasing desire to lean on her during the stressful Betazed operation, causing these feelings to fester, forcing her to slowly lose control of her well-maintained exterior. To cope with these feelings, she develops an alcohol addiction, solitary, heavy drinking, a vice lost to humans of this era, something deeply frowned upon by others. Lorna will hide the addiction and depression from everyone, including Malcolm. This depression may spiral out of control and lead her to consider taking her own life.

#### JACEN SERRA

Chief Tactical Officer, Commander (Late 30s)

Jacen is an old school officer, a lifer, having served most of his career before the war. This experience has made him a measured man, subtle and soft spoken. A counter balance to Malcolm and Lorna's impulsiveness. Some underestimate his demeanor, but behind that seeming silence is an intelligent man who is a keen strategist and a calculating leader.

He is the only family man within the senior officers. His wife resides on another planet as Starfleet no longer allows civilians on any ship, even those once originally designed to carry them. He has children as well. This separation is what truly takes a toll on him over the course of the ship's deployment to Betazed.

Jacen isn't driven to the brink by the war as many of his younger comrades were. But he did experience a unique perspective to the war and has seen the dark places humanity can go when deprived of the luxuries of modern life.

During the war Jacen's former ship, a Steamrunner-Class vessel was caught behind enemy lines as the Starfleet front line collapsed and the fleet was scattered. Wounded, the ship hid for several weeks at very low power to make repairs in hopes of breaking for Federation territory. The front quickly expanded for the Dominion and the ship found itself deeper and deeper behind enemy lines with each passing day. The crew opted to go rogue and commence a guerilla war in hopes of destabilizing the front and render some assistance in a hoped for counter-attack by Starfleet.

For months the vessel managed to elude capture and destruction and waged a relatively low impact campaign against the Dominion and Cardassians. The Captain, in an effort to make some difference continued the fight even though escape had presented itself several times. The crew, exhausted and desperate to alleviate the stress of being constantly pursued began to mutiny, verbally at first, but aggressively once more than 20% of the crew had been confined to quarters. The mutiny went bloody and the ship devolved into all out civil war.

Weeks later, on patrol after a successful counter attack by the seventh fleet the Gladiator found the vessel adrift in space. Marines boarded the ship and found a small band of loyalists simply trying to hold the vessel together before supplies gave out, Jacen leading them in

their efforts. Malcolm reported the ship as lost and made the surviving "loyalists" crew members aboard the Gladiator. However, it was never discovered which side of the mutiny survived the battle.

Because Jacen has seen a starship tear itself apart over ideological views, he comes to recognize the Gladiator beginning to separate into two camps over the course of the Betazed operation and sees danger before the captain does.

### Drevin Lope

Chief Operations Officer, Lieutenant (Mid 30s)

Drevin is a classical Starfleet officer. He is an echo of the old Starfleet, an idealist. Military in discipline, but an explorer at heart, a true adventurer. He is a counter to the new breed of younger officer shaped by combat and embodies kindness, warmth, and light heartedness, something the war weary crewmen lack.

Upon arriving aboard the Gladiator Drevin finds the tempo of the ship jarring. He attempts to be a button-down Starfleet Officer that we are accustomed to seeing, but this attitude leads him to immediately butt heads with Lorna and eventually standing against both the Captain and the Commander. These experiences will cool over some time, but he will seek other avenues to relieve his stress aboard the vessel and will turn more towards his wit and charm to defuse situations. He will use these traits to help build bridges later in the show and help bring more people back from the brink.

The only real friend he will make immediately on the ship is with Blaine, a younger, but very like-minded person. The two in their untarnished view of the world will find solace in their friendship aboard the depressive vessel.

Before the war Drevin served aboard a deep space exploration vessel, the Intrepid-Class *Axiom*, which was exploring the edge of known space when it was recalled to assist in the war effort. Having returned late, taking nearly the entire war time period of two years to return, the ship never saw combat. This lack of war experience will be a point of contention for Amanda Clerk who has no respect for him because of this. The tension of this is amplified with memories of the loss of his fiancé, Anne, during the war in which he was powerless to do anything about it.

Because of Drevin's outsider like view he will seek counsel with the Chief Medical Officer Sandra Murphy, someone he feels can bridge the gap between the warriors of the crew and the non-veteran crew members. Drevin will never back down from his beliefs, but will only become more entrenched in them.

#### NEMI DAI

Chief Engineering Officer, Lieutenant (Mid 20s)

Unlike most Betazoid people Nemi's telepathic abilities were not honed with people, but with machines. In Betazoid culture this is extremely taboo. As Betazoids grow they can attune themselves to the "frequencies" of whatever they open themselves up to. For 99% of the population this is people and develops into telepathy or empathy. But for a select few this attunement can be developed with animals, plant life, or, in Nemi's case, machines. Because of this Nemi is unique and is able to sense when machines are not working in synchronicity, allowing her to diagnose problems swiftly. She can fine tune her work to a near perfect degree without equipment. Her expansive and encyclopedic engineering knowledge has made her an adept problem solver.

Nemi is young, but was an engineering department team leader during the war and was promoted to chief engineer

after the previous chief was lost in battle. Because of her telepathic connection with machines she is uncomfortable with people, saying she understands machines and they understand her. Nemi is sullen and withdrawn, feeling awkward around others and acts very introverted in any social situation. She regularly works long hours and only takes off duty time to sleep, preferring to stay active and distraction free.

Nemi is not a warrior, she is an engineer through and through. She shies away from combat and will seize up in combat situations, unable to assist in any way. In these intense situations she can be a detriment, but in her element, even in the direst of circumstances, she will find any problem and fix it before others know what to do. This is the reason Malcolm chose her to be the Chief Engineer aboard the Gladiator.

Malcolm seeks to use Nemi as a source of information about her people when they arrive on the planet but because of her empathy towards machines she is deemed an abomination by her society and wants as little to do with it as possible. This was one of the prime reasons she joined Starfleet.

#### BLAINE GREY

Chief Navigator, Ensign (22)

Blaine was a burgeoning academy cadet when the war broke out. In hopes of becoming a contributing member of the war effort and a hero of sorts he sought to train as a fighter pilot, a very dangerous specialty with a high mortality rate. Graduating at the top of his class, Blaine became one of the best pilots in the academy, but the war ended before he could get an assignment, dashing his hopes of becoming a self styled hero. With no new fighter assignments Blaine was given the option to retrain as a starship navigator and accepted.

Blaine is idealistic and seeks adventure in the big wide open of space. He has a reverence for those that served in the war and has a particular admiration for the captain and commander, both of whom he seeks to impress, but also fears them. Eventually, his reverence begins to wane when he sees how damaged and broken each of the veterans are. He takes a particular liking to the fiery wing commander, Amanda Clerk, however. He becomes smitten with her despite her steely exterior. He slowly finds chinks in her armor and becomes a friend to her, gaining her respect after showing off his piloting abilities and the two become quite close. Blaine also befriends Drevin Lope. The two share idealistic values and a love for adventure and the unknown.

Blaine has a high respect for the veterans of the war and considers the battle tested Gladiator to be a choice assignment. He wants to earn the mutual respect of the veterans and prove a valuable asset to the ship. Over time he finds his values as a Starfleet officer to be in contrast to the ideals of the veteran officers that served during the war. He will be torn between the experience and admiration of those he looks up to as war heroes and those that adhere to the Starfleet oath he swore to protect. This will not only cause him confusion when tensions arise, but will put him and Amanda at odds.

He is our outsider.

#### SANDRA MURPHY

Chief Medical Officer, Captain (Early 40s)

The only daughter of a travelling pair of Federation civilian scientists, Sandra is a deeply cultured and independent woman. Sandra served as a surgeon during the entirety of the war and saw first-hand the immense casualties and suffering caused by the conflict with the Dominion. She served in the rear echelons of a fleet

aboard a medical vessel that would always follow in the wake of a battle, one of hundreds.

Murphy is very compassionate, but authoritative and has a clear morale code. Because of this Sandra is the type of person that immediately commands respect. She is good at her job, measured in her words, and an exemplary officer. Sandra is an excellent leader and compassionate towards those under her command and her care. She aspires to be a competent mentor to the newer officers as well.

Although she served on the front lines, she is foremost a doctor and never lifted a weapon to uphold her oath to do no harm. Despite this there are many that see her as not understanding the true sacrifice necessary to keep the Federation safe during the war. Some even see her as a coward.

As ideological differences begin to foment amongst the crew, Sandra will find herself a rallying figure for the traditionalists aboard the ship. The experience she gained while serving in the war and her medical and personal ethics will allow her to bridge the gap between the veteran crewmembers and the traditionalists. This will not happen quickly and she will find herself disagreeing with the CO and XO which she considers to be reckless and dangerous at times.

#### JONATHON SYKES

Seventh Fleet Commander, Rear Admiral (Late 40s)

Johnathon is a veteran of the Cardassian Border Wars, a trained pirate interdicator, and survivor of Wolf 359. He was a warrior captain before they existed, one of the few arguing for a stronger defensive posture throughout his service. Sykes is an old cowboy with the skills to back up his seeming overconfidence.

After staggering losses incurred by Starfleet in the opening months of the war people like Sykes were increasingly listened to. He was given the task of reconstituting the annihilated Seventh fleet. Sykes trained all his commanders in unorthodox tactics and allowed them to think beyond that training, emphasizing creativity and swift adaptation in their thoughts.

Because of this, the newly reorganized Seventh fleet became the go to fleet for tough jobs. Sykes and his captains would accept every near suicidal operation and every action that took place in environments traditional fleets couldn't or wouldn't operate in, the environments the Dominion excelled at operating in. The Seventh became known for guerilla tactics one moment, blunt and sudden sledgehammer assaults the next, and combat within gaseous anomalies after that. They were highly versatile and viciously aggressive.

Malcolm earned a place on Sykes' radar after suggesting a plan that salvaged victory from overwhelming odds using hit and fade operations. Sykes named Xires the "Sword of the Seventh" after that campaign and Malcolm became known as a captain who got the job done under any circumstances.

Sykes would take the Seventh fleet from the jaws of annihilation to the gates of Cardassia seeing the war through to the end. After, Jonathon is promoted to Vice Admiral, jockeying a desk rather than a fleet of starships. He has become consumed in post war politics and Starfleet secrets finding himself compromising his values in the face of his new, professional perspective.

#### AMANDA CLERK

Fighter Wing Commander, Lieutenant Commander (Mid 20s)

Amanda is the firebrand Wing Commander aboard the Gladiator. She is young, energetic, authoritative,

disciplined, highly decorated, and above all, alive. Amanda rose through the ranks from a line level pilot to the wing commander in a matter of months as the mortality rate for fighter pilots became distressingly high, nearly rivaling the ground forces. Clerk embraced this and allowed it to guide the way she flew, holding fast to the philosophy of if the end result was death, take more risks for greater rewards. Amanda has earned the respect of her pilots because of this attitude and pushes them to be the best, a few might say to the edge, but she sees every hardship as an opportunity to grow, the literal embodiment of what doesn't kill you makes you stronger.

However, this heavy armor she wears is a façade. Inside is a deeply sad and angry young woman who used her duty as a way to escape the constant reminder of all those she knew dying around her. To cope with the loss, she decided to head straight at the jaws of death and try to kick out its teeth.

Amanda is hard on those that didn't fight, seeing them as non-contributors and burdens on the rest of the fleet. She sees an impassable chasm between those who fought and those who didn't. She simply doesn't respect them. This is how she keeps people at a distance. Blaine eventually earns her respect despite not having fought and uses it as an opportunity to break down her defenses and open up her feelings, to try and let lose all the pent-up rage and fear she's been carrying. The two will develop an emotional connection and eventually fall in love. This newfound relationship will be strained when the ship begins to divide along ideological lines and she sides with the veteran crew members leaving Blaine to flail in the wind.

#### EMICA SATO

Commanding Officer, Marine Expeditionary Unit, Colonel  
(Mid 30s)

Emica is steely and duty driven. She is intently focused during operations and all business when in uniform, but will let loose when not on duty. She is protective of her people and careful not to play with their lives.

Emica was a former security officer on board the Gladiator before and during the opening months of the war. She was passed over for field promotion when Lorna was temporarily moved to security after the death of the security chief. During an operation, Lorna led the security team right into an ambush which led to the deaths of everyone in the unit save for Emica and Lorna. The only way the two escaped was when Malcolm came to rescue Lorna risking his own life in the process.

Emica became a strong proponent of a dedicated ground force for Starfleet. Using the death of her team as one of many case studies. EMica's petition was finally answered and she was scooped up to assist in the creation of a Starfleet Marine Corps, a dedicated unit of Fleet based ground troops that could fight the Jem'Hadar face to face.

Sato developed the entire training program and established tactics in conjunction with other security personnel and stood up hundreds of Marine Expeditionary Units for the last half of the war. These marines allowed Starfleet more independent operations from the Klingons who were being decimated in reckless combat and gave Starfleet personnel a fighting chance on planetary surfaces.

Emica, unable to stand the administrative portions of her job was cycled back in as a front-line Expeditionary Unit Commander and was stationed aboard the Gladiator in a twist of irony, an assignment she desperately tried to overturn. Emica holds Lorna responsible for the deaths of her security forces and cannot tolerate her presence, perhaps feeling she needed to face charges for her negligence.

CHARLENE VAHLERS

Commanding Officer, U.S.S. Greenwald, Captain (Mid 30s)

Charlene is group commander of the three remaining ships around Betazed when the Gladiator arrives. Taken off guard by the lack of assistance that arrives with the ship, she quickly adapts and decides to focus on getting to work.

Vahlers is immediately attracted to Malcolm's high confidence level and his legendary reputation. Vahlers befriends Xires and slowly chips away at his armor. The two will develop an attraction to one another that is abruptly halted when Vahlers is recalled to Earth. She vows to return.

Vahlers will return to Betazed with more supplies and resources becoming a trusted ally of Malcolm's. As he increasingly leans on her Malcolm begins to slip away from Lorna, causing Lorna to find an unrealized jealousy.

Sabrina McQuarie

Former Chief Navigator, Ensign (21)

Sabrina is amongst the youngest crew members ever sent to the Gladiator during the war. Serving as the last helm officer aboard the ship during the conflict, Malcolm and Lorna made a pact between themselves that they would preserve her life at all costs to honor the hundreds of crewmen that died aboard the ship during the war. To them, she was a symbol of hope, a symbol of change.

In the final battle of the war Sabrina is caught in an explosion, killing her completely by chance. Distraught, Malcolm carries her death with him and he is haunted by brief visions of her throughout the first season as a

constant reminder of his failure to protect her and the crew that served him.

Sabrina was optimistic, always seeing the bright side of life, good natured, joyful, talkative, and an excellent pilot. She feared for little and earned a reputation as a risk taker at the helm.

### AETOR ELANI

Betazed Rangers Commander (Early 30s)

Aetor is a male, a second-class citizen in a matriarchal society, but he is a commoner as well. During the occupation of Betazed by the Dominion, Aetor bludgeoned a Jem'Hadar soldier to death with a rock in a fit of rage after the soldier had killed a dear childhood friend of Aetor's. Commoner's in the area saw this propelling him to piece together a small resistance cell, which he eventually organized into a full-fledged militia that withstood until the Dominion surrendered. Aetor moved through the occupation fueled entirely by the trauma of seeing every person he came to know disappear or die at the hands of the Jem'Hadar soldiers and their Vorta masters.

Although his militia did harass and became a source of consternation to the enemy, in reality the Dominion was in retreat as the Federation forces pushed into Cardassian territory and supply lines became strained. In the final moments the planetary occupation forces ultimately made a full retreat back to Cardassia Prime with little decision made as a result of the Betazed Rangers.

Due to his heroic efforts Aetor has become a central figure to the common folk, an icon showing that they too can rise above their limitations and be something important. He states that he seeks to use this unprecedented position to build a new democratic

government based on equal rights and responsibilities for both women and men, but he mostly wants an end to the pain of this chapter for his people. Aetor is competent, charismatic, and clever, but he is simply tired.

Over the course of the war Starfleet made several attempts to break the Dominions hold over the world, both overtly and covertly, but failed each time leaving behind only distrust. The majority of Betazed does not fully trust Starfleet anymore and, by extension, the Federation. Aetor sees them as having abandoned his world when they were needed most. This loss of trust has turned into resentment and that will fuel Aetor's later desire to secede Betazed from the Federation to forge an individual destiny.

Aetor develops a respect for Malcolm upon discovering his warrior background and hopes Malcolm will turn things around for their world. He is eager to hand off the responsibility and simply disappear. This all changes when his second in command and lover, Uslid, is killed by Malcolm in an orbital bombardment to save Starfleet personnel. Aetor becomes consumed with hate and is reinvigorated into action against the Federation. Fueled by the people's love his ego inflates and he believes that he is the only one that knows how to save his beleaguered world. Aetor's tragedy comes from the fact that he is right and just in his pursuits and that he allows the ghosts of the past to consume him, causing bitterness and hatred. In this action Malcolm creates a metaphorical mirror of himself, a nemesis.

#### VEMMIRI UKOI

Electis Nobilis, Magna Duchisa (Early to Mid 30S)

Vemmiri is the First Daughter of the First House of Betazed and the Electis Nobilis, the noble, matriarchal, "elected" ruler, of Betazed. Although she seems young to be the head of the planetary government and the noble

houses of Betazed, she is a skillful diplomat and an adept politician having honed these skills as her birthright. However, like the other noble houses of Betazed, Vemmiri has used the chaos of the war to galvanize power for the matriarchal ruling families.

As head of the noble houses she seeks to use and manipulate Starfleet to maintain Federation assistance to help prop up their power and meet her own goals. She is directly opposed to Aetor and his views in this regard. She sees him not only as a deprived commoner and a depraved man, but she allows him a short leash in an attempt to use him as a political tool to rally support for the Nobility from the common people. She hopes these scraps of freedom will satiate him until her moment to strike arises.

Vemmiri's ultimate goal is to turn public opinion towards the nobility and allow her to anoint the First House as the new Royal House, to create a new monarchy on Betazed with her at the head and her family secured for millennia to come.

SECTION V: STORY

SERIES STORY

The series functions as a direct sequel to Deep Space Nine, but also functions as a prequel to the events portrayed in Star Trek: Nemesis. First and foremost, this series is about the post-war galaxy our characters occupy. The situation is tense and chaotic. The Romulan Star Empire is running amok in the territories they have captured and are emboldened to defy the Federation in its weakened state. They seem to be circling like vultures. Cloaked ships could be anywhere because the alliance treaty is still in effect for the duration of the Dominion retreat order, which is ongoing for season one.

The Romulans refuse to give up captured territories, including former Federation worlds such as Benzar. The series will highlight the ever-increasing tense cold war developing between the Romulans and the Federation. This war will lead us through the posturing, the spy craft, and the proxy battles, and perhaps direct conflicts between the Romulans and the Federation.

The series will slowly highlight the Remans gathering their own technology and parts to build the Scimitar Warbird and the thalaron radiation generator seen in Star Trek: Nemesis. This crisis between the Remans and Romulans will begin to soften the tensions between the Federation and Romulans.

SEASON ONE

LOGLINE

To begin rebuilding a broken and war weary Federation on the verge of tearing itself apart, the battle-hardened crew of the USS Gladiator is deployed to the ravaged planet Betazed in the face of ever increasing political and social turmoil.

SUMMARY

At the end of the grievous Dominion War, the Federation has assigned the U.S.S. Gladiator and her captain, Malcolm Xires, to lead the reconstruction of formerly occupied Betazed. The Gladiator, fresh off the front line is ill-equipped for this task. Undersupplied and undermanned the crew is expected to relieve the entire planet.

With not only that herculean task before them the planet is undergoing political and social upheaval. The Nobility ruling the planet seeks to maintain control after reestablishing themselves as the central government. Their elected ruler, Vemmiri Ukoi desires to establish her family as the royal house and install herself as the Empress of the planet.

In the face of this occupation, Betazed, traditionally a class based, matriarchal society has seen a hero rise among the commoners, Aetor Elani. Forming a resistance during the occupation Aetor has been propelled to stardom and seeks to use his new platform as a way to force social change, seeking equality among women and men, noble and commoner.

Captain Malcolm Xires, must now face all these challenges to reestablish order on this once verdant world, navigating the Betazoid politics and those aboard his own ship. As the situation becomes tense

in the face of increased resistance to Starfleet aid due to distrust, an ideological divide begins to foment between the crew members that fought in the war, and those that did not.

The season will intently explore the trauma endured by each of our characters during the war and how that affects their decisions and drives their actions. We will see them fail more than succeed up until the end and watch as they slowly come around to making better choices as they begin to heal those wounds.

The series, despite its dark beginnings will be about finding the light in the darkness and walking the road to redemption and recovery. However, that road will be difficult and many paths will be blocked. Every inch will be bought with precious blood, sweat, and tears.

#### SEASON ONE EPISODES

These are only general guideposts, a simple point on a map to drive towards, but we may find the original destination is not the desired destination. Timelines for episodes are deliberately vague to allow for organic development during the writing process. These guideposts may shift or disappear entirely as new developments are taken into account.

#### EPISODE 2 & 3

After the events of the pilot conclude the ship and the planet are falling into unrest. The crew become separated on ideological basis and those tensions start to boil.

Betazed becomes split between those loyal to the nobility and those fighting for freedom with the Betazed Rangers. Malcolm attempts to

restart the relief effort. And wants to extend an olive branch to Aetor.

Unbeknownst to him Aetor has now become his enemy after Uslid was killed in the orbital bombardment and is fully driven towards the goal of equality for his people.

Vemmiri sets out on her campaign of rebuilding the royal house and establish firm control over the planet. We discover she is using genetic engineering to give her claim to the royal line. An ideological civil war begins between the factions on the planet.

Throughout these episodes we will broaden and deepen the lore of Betazed, particularly the ancient crusade period. The shows will also drop hints of Dominion soldiers taking betazoids off world and the construction of a new thalargon weapon.

Betazed relief efforts begin in earnest in the capital cities and industry is starting to be rebuilt.

We will use these episodes to establish all the characters needs and wants.

#### EPISODE 4, 5, & 6

Working leads cultivated from the previous two episodes The Gladiator sends scouting parties across the Betazed colony worlds to determine their status and relief needs.

The Gladiator follows the stories of Betazoids taken as forced laborers by the Dominion. They come across a shipyard hidden within a nebula near Betazoid space. With a message that the Dominion War has ended the Dominion do not

believe them and drive them out, preparing to activate the large fleet under construction. The Gladiator must defeat the Dominion presence in space and rescue the prisoners on the planet below. The Gladiator finds unlikely allies with a Reman convoy making its way home through the sector. Lead by an enigmatic young man named Shinzon, they seem to have their own agenda.

The ship finds a colony world utterly destroyed by the Dominion after it rose up in earnest. They discover the Dominion was searching for something which leads them to a hidden asteroid base that contains artifacts from the Betazoid Empresses crusade to wipe out Betazoid males. Hidden amongst the relics is an ancient fleet and other high-tech devices the Empress used to prosecute her crusade.

Once word spreads of this discovery Aetor and Vemmiri both seek to lay claim to the colony's treasures, sending forces to try and take them. Aetor recovers some tech, but Vemmiri reclaims the crystal fleet with the aid of the Gladiator. These events escalate Vemmiri and Aetor into open civil war.

Aetor manages to hold most of the rural areas of the planet. With the Gladiator virtually unable to stop them they simply attempt to continue the rebuilding efforts and stop skirmishes where they can. The marines are overextended by these missions. The Capitals are self-sustaining and aid begins in rural regions, but it goes slowly as the regions are extensively hostile and resistant to Starfleet help. Malcolm continues to appeal to Aetor, but Aetor solicits the aid of the Ferengi Alliance to help them.

Captain Charlene Vahlers miraculously returns with a new Prometheus-Class ship, The U.S.S. Samson and brings along medical ships and cargo vessels filled with relief aid. This boosts the confidence of the crew.

Malcolm and Charlene become quite close confidants from here on out, causing a rift to develop between Malcolm and Lorna.

Loyalists and Militia are in open civil war on the surface of the planet. With the extra personnel Malcolm attempts to instate martial law on the surface and uses the extra marines to augment his own. Despite the high pressure he continues to aid the planet with necessary supplies.

With the institution of martial law on the planet the ship tension elevates higher with factions growing in influence and talk of a mutiny starting.

Aetor takes majority control of the planet in territory, however he doesn't rally support in the urban regions. He states that he is taking control of the planet as a whole and will secede the planet from the Federation.

Perhaps some of the Brexit separation difficulties could be drawn upon for inspiration and information.

#### EPISODE 10

The Gladiator and the Federation is asked to leave by Aetor's new government; however, the nobility asks them to stay. Malcolm continues to try and enforce martial law on the planet, causing armed conflict with the growing militia and the rural population.

Malcolm opts to back the legitimate government, the nobility despite the noble goals of the militia. The crew descends into nearly open mutiny, but Jacen Serra stops them before bloodshed begins.

Lorna attempts to kill herself; this snaps Malcolm out of his one-track mind and has him attempt to look for other answers and explore his own selfishness and pride.

#### EPISODE 11

The tide is turning against the militia as more and more personnel from Starfleet arrive on the planet to quell the uprising. In a last-ditch effort Aetor kills Vemmiri before she can pronounce herself as the new empress, leaving a power vacuum Aetor tries to fill.

Malcolm realizes that the only way to go is by re-establishing the status quo for stability, but attempting to bring both sides to a negotiation table.

#### EPISODE 12 & 13

Malcolm finally regains control of the planet, having recovered much of the destruction while attempting to regain control of the political situation. Malcolm attempts to confront Aetor, but Aetor reveals that the death of Uslid cemented him in his position, to which Malcolm gives up, unable to continue the cycle of violence.

He ultimately tells Aetor that he will complete his mission and recover Betazed completely with no more interference as long as Aetor stands down, reminding him of what Aetor once told

Malcolm, that he was tired and just wants to rest. Aetor concedes and will go to the negotiating table.

Malcolm says that Betazed needs to remain seceded, even after recovery to allow the Federation time to heal, and perhaps, one day, the Federation will be worthy of Betazed's membership (They will rejoin in a later season).

### FUTURE SEASONS

As with the Season One Episodes these are only preliminary guide posts. These ideas may shift and change as the show develops organically.

### SEASON TWO

(2376) The Gladiator heads to the Benezar system, a region seized by the Romulans at the end of the Dominion War and explores the building cold war. Lots of cold war type spycraft going on and hostile incursions into enemy territory on both sides.

The Dominion will have completed its retreat back to the Gamma quadrant under Alliance escort. Starfleet's guns are now firmly trained on the Romulans who are refusing to give up claim to federation worlds. This immediately puts tension to the entire quadrant as Romulans are now running amok. Spycraft and tense situations break out almost immediately.

### SEASON THREE

(2377) A return to Cardassia, and exploration of her fate and Starfleet's desire to hide the truth of the Dominion War from the common

people. Several Worlds begin dropping out of the Federation. The cold war comes to a tipping point when the Federation and Romulan Star Empire may come into direct conflict after several small proxy wars.

Klingons will make their return here and play a larger role in politics. We learn that the Klingons are loosing control in their territory. They are actively suppressing uprisings on subjugated worlds who now see an opportunity to rise up. The Klingons will also introduce new ship types to replenish their losses.

The fate of Cardassia worsens as the Romulan controlled portion of the planet is put into subjugation as retribution for beginning this war. Some in the Federation turn a blind eye to this behavior but many look to provide some sort of relief as Cardassia and its future becomes uncertain. Starfleet begins a communications black out on Cardassia as they find the situation becoming hostile.

Off world Cardassians are harassed and murdered on several worlds. This too is hidden from the public.

#### SEASON FOUR

(2378) The Federation starts putting itself back together. Later, Voyager returns to the Alpha Quadrant in a moment of sheer hope that seems to turn the entire Federation around. The knowledge the ship brings forth leads to a reemergence of interest in adventure, science, and exploration. The ship will see a brief return to Betazed and see it in its full glory with equal rights being established. They are readmitted into the Federation.

SEASON FIVE

(2379) The Gladiator now serves primarily as a peacekeeping vessel doing exploration missions and more traditional Starfleet fare. The internal strife in the Romulan Empire turns to civil war as Reman agitators led by Shinzon take control of the government. The last half of this season overlaps with Star Trek Nemesis. The series will end with the Romulans opening themselves up to a ceasefire and warmer negotiations with the Federation.

SECTION VI: STYLE, TONE, & STRUCTURE

People have viewed Star Trek as a hopeful vision of humanity since its creation. The show is a portrayal of what every individual should aspire to be. However, Star Trek, ironically, has become a pale reflection of our current, modern selves. This incarnation of Star Trek seeks to fix that, but will bring the audience along for that transformative journey, hopefully for the betterment of every viewer.

### STYLE

The series will shift from the sterile environments of 80s and 90s television to more cinematic environments, lighting, and set design as used in Discovery and Picard. The stock and laborious editing techniques used in previous incarnations of Star Trek will be eschewed for a slightly quicker pace. We are primarily focused on gravity, NOT as sharply as New Tre, however. We will still hold onto the essence of what previous Star Trek series had. We will embrace some of that quaint charm.

Visually, the series will strike a balance between classic and modern, landing somewhere in the region of Star Trek: Generations: powerfully cinematic, moody, grounded, and distinct to leave a lasting impression. The goal is to create awe and wonder, not simply overwhelm people with how much eyesore we can get on screen in a single shot. We want to be more impressive than the typical old school Star Trek Ho-hum, but not overly polished like Discovery and Picard to look like a CGI cartoon.

### STRUCTURE

Plotlines shouldn't come from disembodied floating heads on a tv screen. They should come from the

massive amounts of living, breathing people that occupy the universe we already know. Their choices should impact the story. Because our series is so character focused, we will deemphasize technobabble and distractionary, season filling plotlines of convenience like alternate realities and time travel. The stories aren't about a cool new CGI ship, we have plenty of those that great artists already made. The stories aren't about truly horrific space gods that seem to be lurking around every corner. Honestly, Star Trek is among the most dangerous universes to live in. One minute you are piloting a ship then your face is getting melted off, or you are turned into a child, or you end up pregnant by immaculate, alien conception, or perhaps hauled off to be lobotomized in another dimension. Like... damn, am I right?

Because our series is so character driven, we will need an external goal for them to achieve, an outward want while using the time allotted to mine the true needs of our characters. We will utilize modern multi-layered, serialized and semi-serialized storylines to keep audience engagement and take advantage of new media distribution and viewing habits.

Each season will have an arc featuring a master location, a sector of space to patrol and operate within, and an overarching story point or goal within that sector upon which the entire framework of our narrative is hung. For example, Season One will feature the backdrop of the humanitarian aid mission to Betazed with the political and social upheaval as the storytelling arena. The surface goal is to solve these problems.

The consequences of these episodes will carry over. We will never forget anything that has happened and it will impact our characters until the end of the series. The goal is to change and shape our

characters from broken warriors to hopeful service members.

The season will largely be made up of multi-arc story lines driving towards the source of our problems in an attempt to solve them. Occasionally there will be individual episodes that have a resolution to the problem presented within the hour, but may bring implications to the larger story in the background to explore or deal with in the future.

Every episode of season one will open with a flashback to the Dominion War to see what events shaped the decisions being taken in that episode. These flashbacks will lead us backwards through time from the end of the war near Cardassia to Malcolm and Lorna meeting for the first time on the bridge of the Gladiator before the war.

As these war elements move backward in tension to simpler times, the main plot of the story ramps upward in tension, juxtaposing. As we see Malcolm and Lorna's relationship blossom in the past, we watch it become devastated in the present.

The series will work on creating a larger and deeper mythology for the universe that will weave between the events of Deep Space Nine, Voyager, and Star Trek Nemesis. Star Trek: Gladiator will broaden the entirety of the Star Trek mythos by bringing order and balance to all the disparate elements of every series. The hope is to rekindle the dormant love of lost fans, appeasing the technical minutia of the most detail-oriented Trekkie, and delivering a sense of realistic adventure and drama for the new fan. We may not get the opportunity to highlight all of these elements directly on screen, but we will organize them to be better organized storytellers.

TONE

Star Trek: Gladiator will focus on the characters as the central driving force as the original Star Trek format demands. This is the core of our series. Drama on a background of adventure interwoven with statements about a human subject matter.

The series will start in something akin to the dark and depressing places we've seen in Discovery and Picard to examine the horrors and consequences of the most tragic war ever fought in the galaxy, The Dominion War. Unlike those shows though we want a real reason for this dark tone to exist. Not simply because we are being edgy memers. A devastating war is a good reason to demonstrate a dark mood for our people. The ultimate goal is to have our characters emerge from this dark place over five seasons and bring us back to the hopeful and optimistic future we know and love by the end.

Gladiator will seek to show us a more realistic interpretation of Star Trek, but season it with the oddly familiar galaxy as portrayed in the original TOS Star Trek films. We'll bring in the wonder of the 24th century while being woven between the events of Deep Space Nine, Voyager, and Nemesis.

All Star Trek created after the cancellation of Enterprise is rendered into a non-canon, or alternate universe flight of fancy.

SECTION VII: U.S.S. GLADIATOR

### AKIRA-CLASS BACKGROUND

Originally the Akira-class was designed in response to the escalation of the Cardassian border wars, a conflict that ultimately amounted to a series of intense skirmishes. Starfleet once thought that the militaristic Cardassian Empire would seek an aggressive expansion into Federation territory along its western borders. Starfleet wanted and needed a more aggressive vessel that was capable of fighting on its own, providing support to outlying colonies and outposts under siege, as well as engage with smaller craft the Cardassians were fond of using. The Akira, Steamrunner, Saber, and Norway-class ships were developed, ordered, and keels laid down for several vessels.

But, the greater Cardassian threat never came. Cardassia backed off under intense diplomatic pressure and chose to consolidate its current holdings. Comprehensive refits to the Excelsior-class and Ambassador-Class kept the Federation responsive more than deploying entirely new classes of ships that would need time for shake downs. The aggressive Akira-Class and her counterparts were immediately cancelled. With only a single prototype constructed, Akira, the classes namesake, was immediately mothballed and several hundred naval construction contracts were cancelled and there assigned registries blocked out. The ship was shelved, seemingly relegated to the long list of Starfleet starship construction curiosities.

Later a new, greater threat emerged. A species more powerful than the known galaxy had ever seen: The Borg. During an invasion of Federation space, a single Borg vessel, designated "The Cube," managed to destroy one of the largest fleets Starfleet had assembled since the Klingon Wars of the 23<sup>rd</sup> Century. The fleet of over forty ships was annihilated within a half hour of combat. Almost every life was lost aboard those ships.

The U.S.S. Enterprise-D, the most advanced starship in Starfleet, was unable to affect the cube with its powerful weaponry. Only by the sheer ingenuity of her crew was the

Enterprise able to stop the attack on Earth. Starfleet witnessed every ship they had at their disposal brushed aside with ease by the Borg. Should the Borg ever decide to invade again, possibly in larger numbers, Starfleet would need something to halt their speedy advance. The need for something different was now clear.

Veterans of the Cardassian Border Wars immediately went back to the designs that they championed many years ago. Traditionalists within the Federation tried to hamper the progress of the rising sentiment towards a more defensive posture, but the evidence was undeniable. As the Federation expanded, their contact with hostile races was increasing. A new breed of starship was needed, one that could fulfill the roles of security and, when the need did arise, the role of combat.

The designs for the older ships were revised and expanded to include as much raw power and new technology as was available. The Akira-Class specifically, was radically altered, made larger and explicitly more aggressive. Radical new designs such as the Defiant were developed with limited success, and the most aggressive and powerful ship ever constructed by Starfleet, the Sovereign-class, began its incubation. The ships were simulated, tested, and perfected. All the old registries that had been shelved for these projects were reactivated, launching the largest ship building and modernization effort since the foundation of the Federation.

#### SIZE AND SCALE

In reality, the Akira-Class has never officially been sized, but for the purposes of our series, the ship will run 464 meters (1522.31 feet, or roughly larger than the empire state building) in length and 316 meters wide (1020.34 feet) and 87 meters (285.433 feet) tall for this series to stay consistent with canon, discussion sources, and the needs of our series. However, the need may arise to

go larger, which then we will scale to 499 meters, the ships designed and intended size.

The front of the ship will be redesigned to accommodate front shuttle bay doors large enough for many of the smaller craft seen in various Star Trek series. (The Peregrine-fighter will be scaled to a more realistic 16 meters as well.)

To illustrate the size of the Gladiator properly, the ship is more than 30% longer than a Gerald Ford Class Aircraft carrier, more than one and a half times taller (including the conning tower) and nearly four times as wide. This gives us a lot of room to work with. This contemporary naval carrier, just one, carries 508 officers and almost 2800 enlisted personnel. There are upwards of ninety aircraft onboard at any given time. The Gladiator will be a city in and of itself in space, full of life. Starfleet enlisted personnel will play a larger role in the show, becoming the backbone of the ship, fulfilling real roles as not seen since Star Trek II.

Trek writers knew little about how military vessels actually operated or about their sizes and capabilities. Figures such as photon torpedo compliment have been vastly under represented (For instance Voyager only carried 38 photon torpedoes on its loss in the Delta Quadrant. However, with four launchers the ship could have easily accommodated over 5000 in four basketball court sized spaces). These changes will be expanded to all aspects of Trek to create a consistent and more realistic universe.

#### ASSAULT CARRIER

The Gladiator is an assault carrier variant of the Akira-Class series of vessels. The largest change to

the vessel is the through flight deck that spans the central interior of the saucer section, fore to aft, situated around a large central housing containing the warp engine and computer core. To accommodate the expanded small craft operations and improve traffic flow, the front of the vessel has large hangar doors installed to allow all small craft to launch from the fore bays and be recovered in the aft bays.

For the vastly increased small craft capacity the saucer's main torpedo launcher above the deflector dish is removed to increase hangar size underneath the main flight deck. The expanded hangar also features many storage areas for equipment, repair bays, and cargo bays for the tenant fighter and marine units stationed aboard.

Because of the primary torpedo launchers removal, dual torpedo launchers are added to both the port and starboard sides of the dorsal saucer section. These launchers provide better broadside capabilities in combat.

To further augment fighting capability the assault carrier variant is also equipped with an enhanced modular weapons pod mounted on the dorsal platform between the engines that doubles the standard torpedo launcher capacity.

#### AUXILIARY CRAFT

This is a list of each ship that the Akira-Class Gladiator carries on-board at all times. Unlike Star Trek Voyager this series will not senselessly waste shuttlecraft for dramatic purposes without proper accounting and will not miraculously feature more craft than she can carry without, again, proper accounting. The ship does feature extensive repair facilities and limited fabrication ability for

replacement parts; however, it does not have the proper facilities for full scale ship production and, generally, must receive replacements from Starfleet.

#### SCOUT SHIP (TEMPORARY NAME)

24 Meters

Gladiator Complement: 2

The Scout ship serves as an advanced early warning vessel that will fly ahead of the mothership or fighter group to detect enemy positions and key targets. The scout features sensor evading characteristics to avoid enemy detection. The vessel features two phaser arrays and dual micro torpedo launchers for limited offensive and defensive capabilities. The ship can harry enemy targets but has limited shielding by comparison to larger cruisers that the Gladiator is generally pitted against, however it can function as a miniature, independent starship when needed.

One of these vessels is owned and operated by the Fighter Wing. The other is attached to the Gladiator as an auxiliary craft.

#### DANUBE-CLASS RUNABOUT

23.1 Meters

Gladiator Complement: 4

The Runabout is a multi-role shuttle with extreme modularity. The primary ship is essentially a cockpit and an engine core with interchangeable modules that nest between the catamaran style warp engines. The modules can be exchanged for crew quarters, medical

stations, science stations, cargo, or a mobile command station. The module can be removed and the runabout can become a heavy lift vehicle carrying large cargo, assault vehicles, or utilized for salvage operations. The runabout also features a mountable "roll bar" that further extends its capabilities. There are numerous roll bar pods such as sensor arrays and a full-size torpedo launcher with a limited magazine. The ship features two phaser arrays and a micro torpedo launcher.

Two of these vessels are owned and operated by the Marine Expeditionary Unit.

ARGO-CLASS SHUTTLE (TEMPORARY NAME)

Gladiator On-Board Complement: 6  
 Length: 20 Meters  
 Crew: 3-4 (Pilot, Co-Pilot, 1-2 Flight Crew/  
 Engineers/ Crew Chiefs, Loadmasters/ Weapons)  
 Capacity: 48 Seated Troops w/ added jumpseats,  
 or 24 seated troops and 1 Light Ground Vehicle

During the Dominion War the Jem'Hadar forces extensively utilized transport inhibitors to prevent Starfleet from beaming down to the surface of an occupied planet. The need for a large and flexible multi-role dropship became necessary to ferry troops and equipment to worlds held by the Dominion. The vehicle was developed in tandem with the newly trained Marine forces, who specialized in ground combat operations.

The ship can be used to transport troops, cargo, or haul light attack and scouting vehicles for ground assault. The ship features a boarding tube between the cockpit and the

cargo bay that allows separate pressurization from the rest of the ship. The boarding tube also features magnetic locks and an extendable docking tube with hull cutting capability. The ship serves as a planetary drop ship for marine units and sports folding wings for improved atmospheric maneuvering.

The Argo-Class has two phaser arrays for defense and air support. The ship features extremely durable shields for dangerous planetary landing operations.

#### PEREGRINE-CLASS FIGHTER

16 Meters

Gladiator Complement: 48

The Peregrine-class is a warp capable, configurable fighter that is good as both a pursuit fighter and an attack fighter. Peregrines are armed with six wing mounted pulse phasers and a nose mounted micro torpedo launcher. There are two internal torpedo racks that can carry two full-sized standard or quantum torpedoes in each bay. The ship can also carry six additional torpedoes or mounted equipment on removable hard points under the wing's fuselage.

Converted from small couriers, the Peregrine was designed during the Cardassian Border wars as a counter to the abundance of small craft utilized by Cardassian forces. Their small a diminutive stature made for incredible maneuverability in the gaseous anomalies and asteroids that populated much of the Cardassian border regions. After the conclusion of the border wars numerous of these ships found

themselves in the hands of pirate groups and Maquis cells for similar reasons.

The responsibility of these craft, operation, and maintenance, are overseen by the Air Wing based aboard the Gladiator under the command of Lieutenant Commander Amanda Clerk.

#### TYPE-8 SHUTTLE

7 Meters

Gladiator Complement: 4

A medium shuttle used for transporting limited personnel and small cargo. The ship can be used for extremely limited remote travel, generally in system. The ship features one phaser array and limited shields.

#### TYPE-9 SHUTTLE

9 Meters

Gladiator Complement: 4

A small shuttle used for transporting two people in the event of transporter failure or planetary landings. The shuttle can be used for extremely limited remote travel in system. The ship features one phaser array and limited shields. The design is favorable to atmospheric maneuvering.

#### TYPE-11 SHUTTLECRAFT

16 Meters

Gladiator Complement: 4

These are larger shuttles used for ferrying small cargo and transporting personnel in the case of an emergency. They can also be used for remote travel or evacuation. The ship features limited warp capabilities and two phaser arrays for defense and fair shielding.

#### WORKBEE

4.11 Meters  
Complement: 6

A very small, one-person vehicle with only thruster capacity. Designed to haul and move cargo, the workbee can only operate in the immediate vicinity of the mother ship. The workbee is also a critical component of salvage and repair operations carrying heavy equipment and replacement components in the event of a field repair situation. The miniscule vessel can be loaded for bear with articulating arms and long cargo trains.

#### AWARDS AND CITATIONS

Because of the Gladiators participation in all the major battles of the Seventh Fleet the ship has won numerous awards and accolades. Many of these awards are displayed on the walls of the flight deck.

Among the awards on the flight deck are hundreds of golden name placards, each honoring the name, rank, station, and years of service of a deceased crewman to the ship.

#### STARFLEET UNIT CITATION

Extraordinary Heroism in action against an armed enemy. The unit must display such gallantry, determination, and esprit de corps in accomplishing its mission under extremely difficult and hazardous conditions so as to set it apart from and above other units participating in the same campaign. (w/ Klingon allied star)

STARFLEET UNIT COMMENDATION

Outstanding Heroism in action against the enemy. (W/ Three additional stars)

MERITORIOUS UNIT COMMENDATION

Valorous or meritorious achievement or service, or exceptionally meritorious conduct and outstanding achievement or service, in combat or non-combat. (w/4 stars)

FEDERATION DEFENSE MEDAL

1 years of constant deployment in support of combat or humanitarian efforts in service to fellow members of the United Federation of Planets.

DOMINION WAR SERVICE MEDAL

Participation in sustained operations for at least 30 days in support of allied combat operations during the Dominion War between 2373 and 2375. (W/ two stars for serving two years of the war)

TYRA SECTOR CAMPAIGN MEDAL

Participating in at least one operation in the Tyra sector during the Dominion War. (w/ 4 Battle Stars)

TZENKETHI SECTOR CAMPAIGN MEDAL

Participating in at least one operation in the Tzenkethi Sector during the Dominion War. (w/ 6 battle stars and Tzenkethi Recognition)

KALANDRA SECTOR CAMPAIGN MEDAL

Participating in at least one operation in the Kalandra sector during the Dominion War. (w/ 9 Battle stars)

DORVAN SECTOR CAMPAIGN MEDAL

Participating in at least one operation in the Dorvan Sector during the Dominion War. (w/ 11 Battle Stars)

CARDASSIA SECTOR CAMPAIGN MEDAL

Participating in at least one operation in the Cardassia Sector during the Dominion War. (w/ 5 Battle Stars)

SHIP ORGANIZATION AND COMMAND

Star Trek Gladiator will embrace a more militaristic framework within Starfleet to concisely organize everything and finally provide a clear structure to link the disparate and inconsistent ideas of each series.

This series will define and utilize an enlisted segment within Starfleet that became loosely alluded to during The Next Generation with transporter chief Miles O'Brien. With his move to Deep Space Nine we discovered he was, in fact, an enlisted man and held the rank of Chief Petty Officer. This establishes an

enlisted structure within Starfleet and we will utilize it to its fullest extent.

#### ENLISTED CREWMAN

Enlisted crewmen are the beating heart of the ship and facilitate the everyday functions that keep the vessel in action. Their ranks are denoted with a black square collar badge. This badge will have an ever-increasing number of stripes and pips that denote seniority. Senior enlisted crewman will serve as leaders of small groups of men in the field.

<u>ENLISTED RANK</u>	<u>INSIGNIA MARKINGS</u>
Crewman	No stripe
Crewman First Class	1 stripe
Senior Crewman	2 stripes
Petty Officer Second Class	3 stripes
Petty Officer First Class	3 Stripes, 1 Pip
Chief Petty Officer	3 Stripes, 2 Pip
Senior Chief Petty Officer	3 stripes, 3 Pip
Master Chief Petty Officer	3 stripes, 4 Pip

#### WARRANT OFFICERS

Warrants are technical masters of their respective fields. They are previous enlisted crewman that have immense experience. Warrants will rarely act as direct leaders of men, but will become advisors to officers and mentors to Enlisted Crewman. Because newly commissioned officers are direct entrants into leadership situations these young, inexperienced officers will lean on their warrant officer to understand ship operations and serve as a conduit to the enlisted crewman. Occasionally, warrants can hold special mandates that enable them to have enhanced responsibilities and

duties that generally someone of higher rank may only hold, but the warrant rank is given to differentiate them from traditional officers. Warrants wear the standard pip icons on their collar, indicating their status as officers, but they are filled in with black rather than gold to denote the difference.

<u>WARRANT RANK</u>	<u>INSIGNIA MARKINGS</u>
Warrant Officer	1 black pip
Senior Warrant Officer	2 black pip
Chief Warrant Officer	3 black pip
Command Chief Warrant Officer	4 black pip

### OFFICERS

Standard officers are the leaders of men across the ship. They hold positions of the most responsibility and are ultimately accountable in nearly every circumstance for their departments.

<u>OFFICER RANK</u>	<u>INSIGNIA MARKINGS</u>
Ensign	1 golden pip
Lieutenant Junior Grade	1 golden, 1 black pip
Lieutenant	2 golden pip
Lieutenant Commander	2 golden, 1 black pip
Commander	3 golden pip
Captain	4 golden pip
Commodore	1 golden pip in gold trimmed black box
Rear Admiral	2 golden pip in gold trimmed black box
Vice Admiral	3 golden pip in gold trimmed black box
Admiral	4 golden pip in gold trimmed black box
Fleet Admiral	5 golden pip in gold trimmed black box

## LINE OF COMMAND VS CHAIN OF COMMAND

In keeping with the more militaristic organization of modern Starfleet there are procedures that need to be understood for consistency and clarity that will assist in writing a more genuine series.

Note, much of this was taken from a forum post and I cannot remember who wrote it.

### CHAIN OF COMMAND

Who do I get orders from, and to whom do I give orders? - Unless you're the captain, someone is above you aboard the vessel. The Chain of Command differs for almost everyone aboard - only the Captain and Commander are in everyone else's.

### THE LINE OF COMMAND

Who takes over and when? This is not just a rank issue. Rank is important, but is not the only factor involved.

In order to understand the line of command we must explore a handful of other topics.

## LINE OFFICER VS. STAFF OFFICER

### LINE OFFICERS

Officers specifically trained for ship command. Their training includes how to conn the ship and how to handle the immense amount of administrative and tactical responsibilities aboard the ship.

### STAFF OFFICERS

Those that are given the rank of officer for the purposes of authority or responsibility but they are not in the line of command and cannot, under any circumstances, be given command of the vessel.

#### ENLISTED PERSONNEL

Those who are in the Line of Command will be given command of the vessel before a staff officer and will have full authority to issue orders to the crew in case of emergency, even those of higher rank.

On the U.S.S. Gladiator, because of the ship's tactical nature, the Chief Tactical Officer, Jacen Serra is the second officer aboard, not the Chief of Operations like most other Starfleet vessels. This means that when the Captain and First Officer are not aboard Jacen Serra will be in command followed by Chief of Operations Drevin Lope.

#### POSITIONAL AUTHORITY

Depending on the position of a crewman a title may be bestowed to denote their authority. The Commander is given the title "first officer" and serves as executive officer aboard the ship working as a bridge between the Captain and the department heads. Heads of Departments are denoted with "Chief" before their designate department. Many of these officers serve aboard the bridge, dine in the wardroom, and participate in department head briefings with the Captain.

#### CONN VS. COMMAND

The conn officer is the officer in operational control of the vessel during a given watch. Any time an officer in charge of the conn leaves the bridge, they must transfer their conn authority, at least verbally, to another officer (I.e. Mr. X, you have the conn).

#### AUTHORITY VS. COMMAND

Within their area of expertise, a staff officer, such as the chief medical officer, can give orders, and expect them to be followed. Certain officers can give orders to their superiors (again a Chief medical officer for instance can order the captain to bedrest, or a JAG Officer can order others in legal matters) but only in their professional capacities. This is a delicate ability and should be used responsibly.

#### GLADIATOR DEPARTMENTAL CHAIN OF COMMAND

##### COMMAND OFFICERS

Captain Malcolm Xires  
Commander Lorna Rahnes

##### DEPARTMENTS WITH LINE OFFICERS

Tactical (Jacen Serra)  
Operations (Drevin Lope)  
Engineering (Nemi Dai)  
Navigation (Blaine Grey)

##### DEPARTMENTS WITH STAFF OFFICERS

Administration  
Medical (Sandra Murphy)  
Sciences  
Security

##### INDEPENDENT TENANT UNITS

Fighter Group (Amanda Clerk)  
MEU (Emica Sato)

SHIP TENANT UNITS1874th FIGHTER WING "Salty Vampires"

The Fighter Wing of the USS Gladiator functions as an independent unit aboard the ship but operates under the orders of the ship's Captain. The Commander of the Fighter Group is Lieutenant Commander Amanda Clerk, a young, veteran pilot of the Dominion War. The Wing exclusively manages the operation and maintenance of the Peregrine-Fighters and a Scout ship based aboard the host vessel performing missions as needed and ordered by the ship's Captain.

The group maintains its own personnel specializing in training, maintenance, armament, communications, and administration.

The fighter wing maintains 48 fighter craft aboard the Gladiator divided into squadrons of four. The Twelve Squadrons are divided into two elements consisting of a lead fighter and wingman. Fighters always deploy as a squadron but can be split into elements to achieve specific goals. An element should never be divided if possible. Each pilot has a unique callsign.

The wing utilizes Peregrine-Class fighters and operates in a strike or patrol capacity. Other duties such as command and control and heavy reconnaissance are handled by the scout ship. Squadron logistics are handled by the motherships small craft inventory and flown by Fighter Wing pilots.

The wing uses a stylized Salt Vampire as their logo with a slogan of "Always Angry."

MARINE EXPEDITIONARY UNIT

The Marine Expeditionary Unit, a relatively new unit within Starfleet, developed near the waning year of the Dominion War to provide a more highly trained and capable soldier than the standard security forces to fight in ground and ship-to-ship operations. The Marine was deemed necessary by Starfleet Command as the reliance on Klingon ground forces began to dwindle in the face of prolonged campaigns with the Jem'Hadar and Cardassian army. The Jem'Hadar's favored tactic of boarding disabled ships in the heat of combat became an increasing concern for Starfleet ship security teams and they found themselves poorly trained in the face of the battle-hardened Dominion forces.

The Marines aboard augment security for the ship when not disembarked on operations. The Marines secure critical areas of the ship such as access to the bridge, the engine room, and armories. Marines also secure high yield weapons such as tri-cobalt devices in the rare instance they are utilized.

Currently, the Marine Expeditionary Unit aboard the Gladiator consists of a Ground Combat element of 288 combat personnel. The unit maintains six Argo Class drop ships and two runabouts for their exclusive use, although more shuttles can be borrowed from the ships small craft inventory. Fighter support is provided by the ships Fighter Wing. The unit also has six armored fighting vehicles nicknamed "hoppers", several scout vehicles, and numerous small arms to support their missions.

The Marines do operate a command module that can be attached to a Runabout chassis to monitor missions, run communications and serve as an independent command vessel in missions where the carrier is not present or operating independent of the Marine Expeditionary Unit.

SECTION VIII: APPENDIX

## **SHIP INFORMATION**

This document will remain primarily a "ship guide," as the technical information on the vessels of Trek remains hotly contested among fans. As new issues arise, I may expand the document to include more facets of the franchise that need to be addressed. The hope is to finally codify all the loose threads of ships within Star Trek, focusing primarily on the Federation for now.

There are numerous errors in the show regarding scale, size, and class types that the HD remaster has only exacerbated these issues. Poor research and poor record keeping have been contributing factors to this in modern day, budgetary constraints, time constraints, and poor communication created the problems during the original creation of the series.

For example, in the episode of Star Trek: The Next Generation in which two Romulan warbirds confront the Enterprise D, after which Picard reveals that three Klingon Birds of Prey are hidden with him. This reveal of power turns the Romulans away. In reality the Birds of Prey are measly in size posing no real threat to the massive Romulan warbirds. In the remaster, I would have advocated for the Birds of Prey to be changed to Vorcha-class ships to help balance the potential power on display.

Despite not being identical to what was on screen I feel a need to capture the intent and spirit of what is correct rather than be slavishly bound to the choices that were made because of budgetary constraints and model limitations of a late 80s tv show. We are no longer bound by these constraints with the advent of relatively affordable CGI technology and better, more dynamic effects that can be had with it.

As an extension of these choices this has also created groups that need to track the various "variants" of the Bird of Prey for instance, accounting for three to five variations that simply don't exist, but need to exist in these people's minds to account for the continuity errors that have developed over the years.

Although this document cannot unify every single error ever made, nor can it remedy errors that have been prolonged in this new era, it seeks to layout reasonable arguments for the existence of certain ships and hopefully create a more ridged continuity and technical adherence for the purposes of developing the Star Trek Franchise.

## STARFLEET DEVELOPMENT HISTORY

### PRE-FEDERATION STARFLEET

Immediately following Earth's partnership with Vulcan, Earth began building a prototype large scale warp ship that utilized a derivative of the annular ring drive Vulcan ships were known for. This ring created a warp field within itself and helped to stabilize the normal space within its confines. Starfleet named the vessel "Enterprise," a nod to the first reusable space shuttle prototype, as the first ship to leave the solar system and explore Earth's nearest star.

However, the vessel was destroyed upon its launch when a malfunction caused a catastrophic warp drive failure. Conspiracies of sabotage by the Vulcans lead to ill will between the two races. After, humans developed their own warp drives without the need for the stabilizing ring and reduced influence from the Vulcans. This led to slower stable warp speeds than their Vulcan allies, but was considered an independent technological step away from Vulcan standards humans had felt they were bound to for many years.

### ENTERPRISE ERA

Before the foundation of the Federation, the Earth fleet was spearheaded by the recently developed Warp 5 capable NX-class from its inception to the end of the Romulan war. The NX was a significant milestone for humanities journey to the stars and marked the first, true penetration of the furthest reaches of the, then, known galaxy. The ship utilized a unique, saucer shaped frontal hull that helped the ship stay contained within the flattened warp field produced at the higher velocities.

Prior to the Romulan war the NX class was upgraded with a secondary hull capable of containing a stable warp 7 core. The NX Class featured the ships Enterprise, Columbia, Challenger, Discovery, Atlantis, Endeavour, and Soyuz, all named after pioneering space craft in the early 20<sup>th</sup> century. The NX class was a common sight as Earth's influence grew, and were regularly the flagships of Earth fleets during the Romulan War. The NX class was decommissioned shortly after the Federation was founded.

The Daedalus class was developed as a lower-cost solution using the lessons and technologies developed from the NX program. The Daedalus became the mainline ship of the Earth fleet and was built with an almost total modularity to suit any mission profile. Utilizing a ball shaped forward hull that aided in easing internal pressures under warp the Daedalus Class was a further exploration of what humanity could achieve in ship design.

The vessel took a new variation of the warp 5 engine design that was capable of prolonged, stable Warp 5 travel, and further uprated models allowed for limited speeds up to Warp 6 for short periods of time. The ship and warp

core were a mass-produced version of the work created for the NX program in the hopes of creating a larger fleet to strengthen the borders of Earth's ever-expanding area of influence.

After the founding of the Federation the Daedalus class was uprated once more to a stable warp 7 core and used as Earth's first contribution to the new alliance, becoming ubiquitous with Federation power projection in those early days.

### "GOLDEN AGE"

Entering the "TOS" Era the Federation had numerous ship classes designed for various mission profiles. The Saucer design would eventually become the standard as warp velocities increased and structural designs became more ridged and this configuration would become the de-facto standard of Federation design for centuries.

With many classes in production and the Federations sphere of influence enlarging, Starfleet sought to develop a new "main line ship" in the tradition of the Daedalus class that had been so successful in these early years. The Constitution-class took every advancement made to that point and became the new symbol of Federation power. Although never succeeding to completely replace every vessel in Starfleet as originally intended, the Constitution class would be supported by numerous classes for the duration of her lifespan. Many ships from the TOS era were decommissioned and replaced with newer classes such as the Miranda-Class and her variants and dedicated science vessels like the Oberth class. These designs were built upon the

principles of the Constitution class and endured as trusted support ships well into the Dominion War era.

Due to the versatility of the design, the Constitution-class was refit with the latest technologies and redeployed across the Federation. However, despite these upgrades technology was progressing fast in the face of hostilities with the Klingons. These technologies needed more robust power systems to implement, leading to the development of the vertical warp core, creating larger and more power-hungry ships.

Before the fall of Praxis and the Klingon peace accords, speed was one of the most sought-after technologies of Starfleet during this period. The need to get ships to critical locations in remote areas became an increasing concern as the Federation's borders continued to expand. The Excelsior-Class was developed as a testbed for these emerging technologies, but, after the failure of the transwarp experiment, the ship was salvaged as an extremely well-suited design for a Constitution-class replacement. The Excelsior was so favored for its perfect mixture of size, modularity, power, and speed that the "main ship" concept reemerged once more in military circles. The Excelsior was produced in staggering numbers becoming the face of the Federation well into the 24<sup>th</sup> century.

Later, with the Klingons now on somewhat peaceful terms with the Federation and the Romulans mostly relegated to their own territory, the Federation allowed Starfleet to stagnate. Defensive technologies took a back seat to warp technology, power development, and scientific instrumentation.

"LOST" ERA

Eventually all this technology was packaged together into the first contender for the Excelsior's replacement: the Ambassador-Class. Suited to Starfleet's new interest in exploration and deep space assignments, the massive ship featured room for Starfleet personnel and their families to accompany them on the long voyages. The Ambassador was well suited for exploration, but when Starfleet was deep into production the Enterprise-C was destroyed by Romulans.

In the aftermath of that incident, the ship had served its purpose of peace by creating firm allies in the Klingons, but was found to be lacking in defensive abilities. As hostilities began to erupt along the galactic west, the Federation soon found itself outgunned by the Cardassian war machine, and even found trouble with Breen raiders. Starfleet immediately halted production of the Ambassador-class ships. There are only a few dozen in the fleet up until the Dominion War Era, making it a rare site.

The Excelsior-Class was still the preferred platform of deployment but Starfleet largely only produced new ship designs for specific tasks or testbeds. For every 1000 Excelsior and Miranda-Class ships there would be a dozen other vessels, none like the last, that would be created to suit a particular pet project.

Many in the fleet felt that a wider array of more versatile craft was needed to confront the various situations that were being encountered. A universal design of total modularity could never be powerful enough for one task over

another. More specialist vessels were needed, a vessel for exploration was never going to be ready to interdict Breen pirates or take on troublesome and difficult to target Cardassian fighters in the Badlands.

A large ship building program was proposed, positing the need for four new vessel designs that would become known as the Akira-Class, the Steamrunner-Class, the Sabre-class, and the Norway-class. Each class a specialist in its field. The Akira and Steamrunner classes would be modular carriers that could deliver numerous smaller craft to warzones, particularly with the Cardassians. They could be outfit with higher amounts of weapons and be suited for projecting power when necessary, usually supported by other vessels. The Sabre would be a small, agile escort and gunship. The Norway would be a multirole vessel designed to be attached to large facilities and outposts, a simile to the littoral vessels of old naval tradition, where it could bring mobility to bear and protect its assigned sectors without burdening other starships.

Every ship made combat its central role. They featured a directly opposing view to starship design trends at the time. Where the Excelsior and Ambassador had sought to enlarge and dignify the profile of the ship, these new vessels would remain sleek and maintain low targeting profiles.

The vessels brought with them much controversy. Many opposed the effort on the basis that Starfleet was not exclusively a military organization and shouldn't have ships built exclusively for combat. Rising tensions with the Cardassians and battles like Setlek III quickly turned staunch opposers into quiet

supporters and the keels of several vessels were laid down. But just as quickly as tensions sharply rose, the Cardassians backed down, content to consolidate their aggressive expansion and a treaty was signed. With the immediate danger in the past, those opposed to the new ship designs quickly cancelled them. Their keels mostly scrapped and their plans filed away.

As fast as those ships went away, Starfleet called for a newer, larger ship that was designed to right all the wrongs of the Ambassador-Class, but not leaving behind the reliable defensive principles of the Constitution and the Excelsior classes. The ship was not only simply a ship of peace, but was created to be flexible enough to take on a defensive role in a galaxy becoming ever more hostile.

#### THE "NEXT GENERATION" ERA

The Galaxy-Class is born. The first legitimate replacement for the Excelsior as the "main ship" of the fleet. Starfleet envisioned hundreds of Galaxy-Class ships supported to a lesser extent by Galaxy based, modular variants of all shapes and sizes. The first of which would be the Nebula-Class.

Known as the great compromise in the ship development circles, the Galaxy-Class was put into production. The ship continued the doctrine of allowing civilians aboard the ship, appeasing the scientific and diplomatic arms of Starfleet. But, to appease the hawkish military arm, a separation ability was developed that allowed the saucer to become autonomous in times of hostility to evacuate civilians to safety, with its own power and drive capabilities, while the engineering section

would be a battle capable vessel to cover the saucer's escape.

Production deepened on the Galaxy and Nebula projects, dozens of vessels of each class were now in service, many displaying resounding success and accolades in the field. The oldest Excelsior and Miranda spaceframes were finally being removed from service. The dream of a standardized Starfleet was beginning to become a reality. On the cusp of this success, the first Borg invasion occurred.

During the invasion the Federation fleet closest to Earth was mainly compromised of Excelsior-class ships lead by a handful of Nebulas and newly uprated Ambassador classes. Earth had never needed this type of protection as no enemy had ever penetrated so far into Federation space. A rag tag fleet of ships that were scheduled for decommissioning, ships that were used as test beds, and other "franken" ships were assembled to become, ultimately, a speedbump in one of the worst space combat massacres ever recorded: Wolf 359.

Eventually the USS Enterprise-D stopped the single Borg Cube, but at a terrible cost. Starfleet realized that not only the Borg posed a serious threat, but the Cardassians, in several border skirmishes had further shown them that a "main ship" concept led to inflexibility when in combat. The Nebula-Class and Galaxy-Class ships were the most effective combatants of Starfleet, but they were quickly overwhelmed and outmaneuvered by smaller ships such as the abundance of small fighters utilized by the Cardassians. Galaxy-Class vessels couldn't handle ships with smaller target profiles, and its weapons proved near useless against the Borg.

The reserved, scientifically minded factions of Starfleet began to see the need for several different classes of ships and understood the need for more robust defensive measures. Starfleet immediately stood up committees of anti-Borg design teams in tandem with resurrecting the older Cardassian border war designs that had begun construction many years ago. With fear in their hearts a new Starfleet was born. As an olive branch to the scientific arm several new classes were proposed for more agile and more flexible exploration-based vessels, all developed together. Virtually the entire fleet would be up ended and the largest ship building effort ever undertaken by Starfleet was implemented.

The Akira-Class would become the versatile carrier and battleship, featuring a modular design that could be changed for specific mission profiles, primarily for combat, but also for exploration in the future. The unique shape of the hull designed to protect smaller craft as they were recovered in combat. The Akira was enlarged and its capabilities expanded featuring the ability to add, as one Admiral put it, a near "pornographic level" of torpedo batteries to her armament. The changes were so drastic, the vessel was considered by many to be obscene for the civilized Federation, but provided the best chance as a blunt instrument against the Borg threat.

The Steamrunner-Class was also enlarged slightly and would be a balanced carrier and cruiser, featuring highly armored warp nacelles tucked into the main hull for defense.

The Sabre-Class would remain an agile and swift gunship for escort and fleet duties, she would be the smallest of the new vessels.

The Norway-Class would become the fleets "littoral" ship, as originally designed, providing a balanced approach to suit most needs and serve as an in-sector, mobile force platform to reduce reliance on patrol vessels.

New designs emerged for exploration vessels including the small Nova-class, an agile survey ship that would handle intra-Federation science and research missions.

The Intrepid-Class, an extremely fast and agile deep space exploration vessel. Both the intrepid and Nova would find double usage as scouts in fleet formations as well.

The Luna-Class, designed to be a modular, scientifically oriented sister ship to the overly aggressive Akira-class.

But with more ships the desire to push the performance envelope higher rose accordingly. Survivors of Wolf 359 pushed through ships like the Defiant-Class, a massive departure from Starfleet ship design, featuring a vessel even smaller than the Saber, that essentially was a Galaxy-class warp core attached to a set of powerful pulse phasers. The testbed was built, but mothballed for having too many power management issues due to its unorthodox design.

Out of all the designs however, the most impressive was the Sovereign-Class. A massive ship, that on paper looked like a modern evolution of the Galaxy-Class, but hidden beneath her surface was a ship that rivaled the Akira in blunt force ability.

A final combat design emerged late in the revamp efforts called the Prometheus-Class. The ship featured radical, multi-vector technologies, a military riff on saucer separation technology. This ship was tested but never was never fully realized as a mainline vessel in this round of shipbuilding efforts.

Only a few years later the Galaxy-Class ship USS Odyssey was destroyed in the Gamma Quadrant by a new, unknown enemy called the Dominion. Exploiting the Galaxy's inability to properly engage small targets, the battle also brought into question the limited power of Starfleet weapons and shielding systems. As a result, a fleet wide weapons modernization effort was undertaken alongside the new ship building effort most notably resulting in the quantum torpedo.

In response to the possible threat of Dominion invasion the Defiant class prototype ship was released to Deep Space Nine to shake down the issues encountered during her initial construction. After several years of testing the ship was deemed fit for production and the class went into regular production but was largely withheld for duty in core worlds for protection of high value targets, getting very little usage in front-line combat zones. Limited Sovereign-Class vessels that were produced during the war were also withheld in a similar manner, angering many front-line commanders that sought both vessels aggressive attributes in combat.

Before the outbreak of the Dominion War the Federation saw its worst fears realized. The Borg had returned. This time a large fleet of ships, mostly comprised of updated and newly

constructed vessels for this explicit purpose now stood between the Cube and its destination, Earth. Rather than being wiped out as the fleet had been at Wolf 359, the fleet held its ground for several hours in a running battle to Earth's orbit with relatively minimal losses. Although much more effective against the Cube, causing heavy damage to its exterior the fleet did not damage enough critical systems to stop the cube. The participation of the USS Enterprise allowed the fleet to exploit a weakness in the cube garnered by Captain Picard's knowledge of being assimilated. In this case, the improved weapon system proved incredibly effective.

The ship building was seen as successful by the Federation after the Borg incident, but would find its efforts paying off at the onset of the Dominion War which quickly broke out across the Alpha and Beta Quadrants.

The conclusion of the Dominion War, however, exposed a need to finally remove all 23<sup>rd</sup> century ships from the fleet including the Excelsior and Miranda Class and complete a nearly 100+ year effort to fully modernize Starfleet.

The pinnacle of the modernization became encapsulated within the final variant of the Sovereign-Class available at the end of 2379, the ultimate expression of power, maneuverability, speed, and firepower.

Despite this war footing, in the background, the newest class of ship, once postponed, was introduced: the Luna-Class exploration vessel. A beacon that the Federation would continue to chart a path to goodwill, cooperation, and hope.

LIST OF CANON VESSELS BY ERA

ENTERPRISE ERA VESSELS

J Class Freighter, Y Class Freighter, Warp Delta, NC Class (Sarajevo Type), NV Class (Intrepid Type), NX Class (Enterprise Type), Daedalus Class

TOS ERA VESSELS

Antares Class Cargo Transport and Drone Variant, Constitution Class, Ptolemy Class, Hermes Class, Federation Class, Geronimo Class, Korolev Class, Magellan Class, Ares Class

MOVIE ERA VESSELS

Constitution Class, Miranda Class, Excelsior Class, Oberth Class, Sydney Class, Aerie Class, Constellation Class, Centaur Class, Soyuz Class

"LOST" ERA VESSELS

Ambassador Class, Excelsior Class, Olympic Class, Excelsior Refit, Ambassdor Refit, Miranda Class, Oberth Class, Cargo Vessel (insurrection holo ship concept), New Orleans Class, Cheyenne Class, Centaur Class

NON-STANDARD VESSELS (VESSELS OF LIMITED PRODUCTION)

Challenger Class, Shelly Class, Springfield Class, Niagra Class, Freedom Class

"NEXT GENERATION" VESSELS

Galaxy Class, Nebula Class, Ambassador Refit, Miranda Class, Excelsior Class, Excelsior Refit, Oberth Class, Centaur Class, Olympic

Class, Akira Class, Steamrunner Class, Sabre Class, Norway Class, Prometheus Class (test bed, eventually converted to standard vessel), Defiant Class, Luna Class, Sovereign Class, Nova Class, Intrepid Class, Cargo Vessel (insurrection holo ship concept)

POST-DOMINION WAR VESSELS

Uprated Galaxy, Uprated Nebula Class, Uprated Ambassador Class, Uprated Olympic Class, Cargo Vessel (Insurrection holo ship concept), Akira Class, Steamrunner Class, Sabre Class, Norway Class, Standardized Prometheus Class, Defiant Class, Luna Class, Sovereign Class, Nova Class, Intrepid Class

## SHIP NAMING AND NUMBERING CONVENTIONS

### SHIP NAMING

When writing an episode sometimes it is necessary to name a ship. This can be an exciting endeavor. Because of the emphasis on technical completeness in this incarnation of Star Trek there needs to be a standard laid down to prevent overlap and confusion, this section contains guidelines for naming and numbering each ship class and some suggested names in this vein.

Note: If the name is accompanied by an NCC Number it is set and will appear in an episode of the series already. The first name in each list indicates the classes namesake.

Although not always the case, traditionally the lead ship of a class is its namesake. This signifies how the proceeding ships in the class will be named - meaning that ships are named after their kind.

### SHIP NUMBERING

The NCC and NX prefixes in Star Trek has never been explicitly defined, but serves as a unique identifier for the fleet. In the Navy the ship bears a hull number to distinguish itself. US Navy carriers prominently display this unique number on the fore of the flight deck for aircraft to identify the vessel.

For our purposes, we will use the terms Naval Construction Contract to denote NCC, and Naval eXperiment for NX. Perhaps the E of experiment would be more difficult to discern visually from C, explaining the use for X on the hull?

When a vessel is first constructed it will be issued a Naval Construction Contract/ Code by Starfleet to denote the order in the fleet when the ship was ordered for construction. For example, the USS Defiant was issued the number 74205 indicating it is the 74,205<sup>th</sup> ship to be constructed by Starfleet since the federation standardized their ship types. Because the Defiant was the first of her class and would need to serve a period of time to have all her systems made ready, Starfleet will deem the ship "NX" to show that it is not part of the active duty fleet.

When the vessel is deemed "sea worthy" and certified for production, the "NX" will be changed to "NCC" to denote it has then entered a place in the fleet as a ship of the line. This can be best demonstrated by the USS Excelsior.

In Star Trek III she is the NX-2000, denoting her experimental nature. Once the ship was made worthy, and several design changes were implemented, particularly the removal of the experimental transwarp engine, she entered service as NCC-2000.

Other prefixes exist for reserve, civilian, and private ships under the Federation banner such as "NAR," this may denote which organization they belong to.

#### REGISTRY LETTER - A SINGULAR HONOR

Only one vessel in the entire fleet is given a special dispensation to retain its original registry of NCC-1701: The USS Enterprise. Since the original 1701 of Captain James T. Kirk the Enterprise crew has served with extreme dedication to the Federation. Serving on the

frontiers of exploration, operating in the most hostile places, and saving Earth itself on multiple occasions. Further, as recognition for this history the vessel serves as the figurative "flagship" of the Federation.

To distinguish each incarnation of the Enterprise she is allowed to add a letter to her original NCC registry number to designate her place in line amongst the other vessels bearing the same name.

As a technical note for completeness sake, when a new ship is ordered it is given an appropriate NCC number according to its place in line, but the Enterprise letter designation is added. This means that added to the NCC number originally assigned if the vessel destined to be enterprise was given the NCC number 25000, the enterprise would retain this in the records, appended with the additional 1701-A/B/C/D designation as appropriate and 25000 would not be reissued to another ship, as this enterprise would still be the 25,000<sup>th</sup> ship to be constructed. Simply, no ship would then fly the 25000 number on her hull.

A ship can be renamed for another vessel of the past, but it will NEVER be given a letter designation.

Only the USS Enterprise bears this unique and prestigious honor.

FEDERATION SHIP CLASSES, TYPES, AND NAMING EXAMPLES

AKIRA CLASS

Named after warrior types of the Federation and her allies. This ship serves as the foremost combat vessel in the fleet during and after the Dominion War.

The Class name is an inside joke among the military minds of Starfleet, the Japanese name means light or truth, as in Starfleet has now seen the light (or truth) in needing a combat vessel.

Known NCC bands: 64000-64500

USS Akira NCC-64000 (This ship is mothballed in its original configuration before redesign post Borg confrontation)

USS Minuteman NCC-64401 (This ship begins the new naming convention of warrior types)

USS Gladiator NCC-64402

USS Spartan NCC-64442

Samurai, Musketeer, Knight, Centurion, Dragoon, Valkyrie

The Vessel offers several configurations that change the mission profiles of the vessels.

Standard

no side torpedo tubes, single forward firing and single rear firing saucer-based launchers, any module

Assault Carrier

Reconfigured forward and rear Launch bays with side torpedo launchers, no front or

rear saucer-based torpedo launchers,  
torpedo array module

### Gunship

No Launch bay, Front, Side, and Rear  
saucer-based torpedo tubes, torpedo array  
module

The ship also has a replaceable module in between  
the engines that can be replaced with different  
modules depending on the mission.

### LUNA CLASS

Named after moons of the Federation and her allies.  
This ship was developed concurrently with the Akira  
class. Development was split into two ships to  
satisfy defensive needs and produce a scientific  
vessel to appease traditionalists. The Luna project  
was shelved at the onset of Dominion hostilities,  
but resurrected as a hopeful effort to move past the  
war.

Known NCC bands: 80101-??

Luna NCC-80101  
Titan NCC-80102

### SABER CLASS

Named after edged weapons of the Federation and her  
allies.

Known NCC bands: 80101-??

Saber, Gladius, Xiphos, Makhaira, Scimitar, Scythe,  
Spear, Falchion, Claymore, Katana, Lirpa (Vulcan),  
Ahn'woon (Vulcan), Mortaes (Andorian), Glavin (Andorian),

Ushann-Tor (Andorian Ice Dagger), Mek'leth (Klingon),  
Bat'leth (Klingon)

AMBASSADOR CLASS

A large, stately vessel primarily designed for deep space exploration, diplomacy, and Federation power projection. Under developed platform and few built as a result.

This vessel saw a large refit to modernize its failings.

ORIGINAL

Designed for civilian accompanied, long range expeditions and scientific missions, power projection, and diplomatic needs. No longer in service.

REFIT

Reduction and movement of lifeboats for unaccompanied missions, uprated sensor dome, uprated deflector dish, uprated buzzard collectors, enlarged rear shuttle bay, under slung lower shuttle bay for expanded fighter and shuttle operations during Cardassian border wars.

Known NCC bands: 26100-26900

Ambassador NCC-26100?

Enterprise 1701-C (Destroyed by Romulans, name given to Galaxy class ship)

Zhukov NCC-26136

Valdemar NCC-26198

Yamaguchi NCC-26510 (Refit, destroyed at Wolf 359)

Excalibur NCC-26517

Exeter NCC-26531

Horatio NCC-26532 (Destroyed by neural parasite)

Gandhi Ncc-26632  
Adelphi NCC-26849

#### CONSTELLATION CLASS

A small, general purpose, 23<sup>rd</sup> Century vessel used within the Federation borders. Occasionally outfitted for long range sensor analysis, intelligence gathering, but mostly relegated to science, patrol, and cargo duties. The vessel saucer is an elongated version from the Constitution class. This enlarged saucer adds a large flight deck for auxiliary craft and saw it used heavily during the border wars as a carrier.

Known NCC bands: 1950-2000, 2590-2599

USS Constellation NCC-1974  
USS Valkyrie NCC-2590  
USS Hathaway NCC-2593  
USS Stargazer NCC-2893  
USS Victory NCC-9754

#### DEFIANT CLASS

An overpowered vessel designed exclusively for combat. The ship class is named after aggressive attitudes.

Known NCC bands: 74205-?  
Defiant NX-74205 (Destroyed in Dominion War)  
Defiant NCC-75633 (renamed)  
Valiant NCC-74210

Renegade, Gallant, Rebel, Audacious, Courageous,  
Heroic, Fearless, Lionheart, Dauntless, Fearless,  
Fullmetal, Invictus

#### SOVEREIGN CLASS SHIPS

A ship that brings together every lesson of starship design in the 24<sup>th</sup> century. Named after unrelenting or highest authorities

Known NCC bands: 73811-?

USS Sovereign NCC-73811

USS Enterprise (Special dispensation given for Enterprise in all cases) NCC-1701-E

Paramount, Majestic, Noble, August, Venerable, Summit

#### NORWAY CLASS

A "littoral" vessel that has relatively short-range capabilities and is designed to work in attachment to other facilities for defensive operations to prevent burdening more mobile and mission specific vessels.

Named after cities and states of the Federation and her allies - that which it seeks to protect.

Known NCC bands: ?-64923

Norway

Budapest NCC-64923

Vulcan, Andor, Tellar

#### STEAMRUNNER CLASS

A companion to the Akira class, a ship designed primarily for combat with a dedicated carrier functionality. Although it does not have as expansive an air wing as the Akira class the Steamrunner is more armored, but with fewer weapons.

Known NCC bands: 52xxx-?

Steamrunner NCC-52XXX  
Appalachia NCC-52136  
Vindicator  
Thunderer (Destroyed at Battle of Cardassia)

#### NOVA CLASS

A small, agile vessel designed for intra federation scientific duties to relieve mobile vessels of long-term scientific burdens. The ship also saw service in a modified configuration for fleet duty as a scout.

Vessels named after stellar phenomenon.

Known NCC bands: 723xx-?

Nova NCC-723XX?  
Equinox NCC-72381 (Destroyed by Voyager in the Delta Quadrant)  
Quasar, Pulsar

#### INTREPID CLASS

A medium, agile, and quick vessel designed for deep space exploration, diplomatic, and scientific duties. The ship saw service in fleet duty as a scout.

Vessels named after exploratory attitudes.

Fleet vessels saw expanded naming conventions to mythological beings.

Known NCC bands: 74600-74725

Intrepid NCC-74600  
Voyager NCC-74656  
Vision  
Bellerophon NCC-74705

PROMETHEUS CLASS

Experimental tactical ship that utilizes an assault mode by separating the ship into three separate components to overwhelm an enemy from multiple attack vectors, a more advanced principle of the original fighter concept. Designed for independent and secluded military operations and border protection. After the war ends the ship is reconfigured without the assault mode and redeployed with the standard two engine configuration as an aggressive sister ship to the Akira-Class

Ship named after mythological beings.

Known NCC bands: 74913

Prometheus NX-74913 (Unconverted, mothballed)  
Samson NCC-74917

NEBULA CLASS

A modular support vessel designed simultaneously with the Galaxy class for less long term and distant missions, envisioned to be used within the confines of Federation borders while the Galaxy handled expanding them.

The vessel was designed to have a modular pod fixed above the saucer section to suit mission profiles and testbed new designs.

No naming conventions

Known NCC bands: 60147-?

Nebula NCC-60147  
Honshu NCC-60205 (Destroyed during dominion war)  
Farragut NCC-60597 (Destroyed by Klingons)  
Monitor NCC-61826  
Merrimack NCC-61827

Lexington NCC-61832  
Proxima NCC-61952  
Hera NCC-62006  
Bellerephon NCC-62048 (Destroyed at Wolf 359, name transferred to Intrepid class)  
T'Kumbra NCC-62100  
Phoenix NCC-65420  
Ulysses NCC-66808  
Leeds NCC-70252  
Bonchue NCC-70915 (Destroyed by USS Prometheus)  
Prometheus NCC-71201 (Presumed lost due to name being shifted to new class)  
Endeavor NCC-71805  
Sutherland NCC-72015

#### GALAXY CLASS

Designed as a replacement for the Ambassador class and as a true replacement for the Excelsior class with the goal of being a "jack of all trades" vessel dedicated to long range exploration on long term, distant missions. The ship would also be used as a flagship in fleet actions and organized into offensive wings for attacking with overwhelming firepower.

No naming conventions.

NCC bands: 70637-???

Galaxy NCC - 70637  
Enterprise 1701-D  
Yamato NCC-71807  
Musashi NCC-71809  
Odyssey NCC-71832 (Destroyed in Gamma Quadrant)  
Venture NCC-71854  
Trinculo NCC-71867  
Sarek NCC-72075  
Cortez NCC-78012 (Destroyed Dominion War)

EXCELSIOR CLASS

Supplanted the constitution class as the standardized ship of the Federation. Produced well into the Dominion war and was the primary workhorse of Starfleet for over 100 years. The Ambassador and Galaxy Class were designed as intended replacements that never had the same prevalence.

The Excelsior class saw one refit type which never saw widespread usage. The standard type has been uprated several times throughout its lifespan.

STANDARD

Original 23<sup>rd</sup> century configuration with a "smooth" hull.

REFIT

Secondary impulse engines added to saucer section for better maneuverability, expanded secondary hull for more deflector instrumentation and sensors.

No Naming Conventions.

NCC bands: 2000-2021, 2500-2550, 13900-15000, 38900-38999, 42000-42299, 42750-42999, 50425-50450, 62000-62050 (Final Run)

Excelsior NCC-2000

Farragut NCC-2021 (Decommissioned, Name given to nebula class ship)

Repulse NCC-2544

Roosevelt NCC-2573

Enterprise NCC-1701-B (Refit)

Okinawa NCC-13958

Berlin NCC-14232

Fearless NCC-14598

Intrepid NCC-38907 (Decommissioned, name transferred)

to intrepid class)  
Crockett NCC-38955  
Malinche NCC-38997  
Fredrickson NCC-42111  
Greenwald NCC-42124  
Cairo NCC-42136  
Charleston NCC-42285  
Hood NCC-42296  
Lakota NCC-42768 (Refit, uprated for Dominion War)  
Grissom NCC-42857 (Destroyed)  
Valley Forge NCC-43305  
Crazy Horse NCC-50446  
Melbourne NCC-62043 (Destroyed at Wolf 359)

#### SYDNEY CLASS

An multi-role vessel used to ferry passengers and cargo within the borders of the Federation. Limited offensive capabilities.

No naming standards.

Jenolan NCC-2010

#### MIRANDA CLASS

A smaller, modular destroyer type ship to supplement the duties of the Constitution class. The ship was favored for its modular design and was found in a large variety of operations. Used heavily as a support ship in fleet actions for over 100 years. Production continued after the Constitution was supplanted by the Excelsior. Later, older spaceframes were released to private organizations.

Because of its modularity the Miranda Class saw numerous configurations and customizations which are too numerous and esoteric to list here. Vessels decommissioned for active use or reassigned to civilian agency's have had all weaponry removed.

No naming conventions.

Miranda NCC-1800

Nautilus NCC-1833

Lantree NCC-1837 (Striped Variant)

Reliant NCC-1864 (Destroyer Variant, Destroyed by Enterprise)

Saratoga NCC-1887 (Decommissioned, name transferred to another Miranda Class)

Helin NCC-1692 (Perhaps 1892?)

Sitak NCC-1924

Bozeman NCC-1941 (Long range sensor variant)

Trial NCC-1948

Samuel B. Roberts NCC-2020

Brattain NCC-21166

Tian An Men NCC-21382 (Destroyed during Dominion War)

Majestic NCC-31060 (Destroyed in Dominion War, name transferred to Sovereign)

Shirkahr NCC-31905

Saratoga NCC-31911 (Lance Phaser Variant, destroyed at Wolf 359)

ALIEN RACESKLINGON EMPIRE

Klingons have had a limited number of ship classes in Star Trek history due to the limited budget of the series over the years. Thin resources have led to the desire to funnel that cash into more productive areas rather than revamp the aged Klingon Fleet. Star Trek Gladiator will remedy this wrong and introduce several new Klingon designs over the course of the series to give the race more variety.

In universe the Klingon Empire is devastated after the Dominion War, loosing almost the totality of their ships and manpower. Because of their entanglements with the Cardassian Empire early one year before the war and limited skirmishes with the Federation began this attrition earlier than other races.

The war with the Dominion, however, was seen as a chance for the aging empire to reclaim old glory and write new songs of battles to sing to a new generation that would be steeped in the honor of the victories won. The reality of this dream was radically different and the Klingons, in their zeal for combat, took the brunt of the Dominion forces, particularly in ground combat in the first year of the war. The Jem'Hadar proved more than capable opponents.

This has caused the Klingons to withdraw into their territory and lose their status as a power player in the geopolitical sphere of Star Trek. Relegated to a secondary, but still formidable power in the galaxy. The Klingons are still staunch allies of the Federation, even more so after the crucible of fighting side by side in battle.

SHIP REVERENCE

To counter the small amount of ship classes in service by the Klingons in universe we will develop the idea that they revere their vessels as fellow warriors. The service record of a ship becomes a long and storied history of all the honors won by that particular vessel. Color changes and markings are added to the hull to signify combat victories. The more victories, the more venerated the ship is. This leads Klingons to keep their vessels much longer and they hold a special place in their society. The older the vessel, the more honored it is by the warriors aboard.

#### ENTERPRISE ERA

D4 Cruiser  
 D5 Cruiser (and Tanker)  
 Raptor  
 "Mini" Bird of Prey (Augment ship)  
 Transport  
 Early Bird of Prey  
 Scout Ship

#### TOS ERA

D6  
 D7  
 K't'inga Class D7 Uprated Variant  
 Bird of Prey  
 Transport  
 Freighter

#### TNG ERA

Vor'cha  
 Negh'Var

CRITICAL STARDATES

This series takes place immediately after the Battle of Cardassia in the season finale of Star Trek Deep Space Nine's "What You Leave Behind." This is critical because the events depicted in the closing moments of "What You Leave Behind" take place over several months and is not one event right after another in immediate succession. Here are some stardates to frame season one around.

- Star Trek Voyager "Relativity"  
Stardate: 52861.274 - 11 November 2375
- Star Trek Deep Space Nine "Dog of War"  
Stardate: 52861.3 - 11 November 2375
- Star Trek Deep Space Nine "What you Leave Behind"  
No Stardate mentioned, but Early December 2375
- Formal, Signed Dominion Peace Treaty  
Stardate: 52999.20 - 31 December 2375 - 16:59:31
- Seventh Fleet Returns to Earth  
Stardate: 53053.52 - 20 January 2376 - 14:07:10
- Gladiator Refit at Utopia Planitia Completion  
Stardate: 53123.74 - 15 February 2376 - 06:55:55
- Gladiator Arrival in Betazed System  
Stardate: 53220.88 - 21 March 2376 - 20:12:35