Source: <http://www.botf2.com/Shared%20Documents/Random%20Events/BOTF2%20Random%20Events.txt>

(maybe by Matress)

Formatting

The Random Events have been written so that each Empire has its own individual message for the different Random Events. The formatting for the text is as follows:

Name of Random Event

(Followed by event description in brackets)

Federation event message

Klingon event message

Romulan event message

Cardassian event message

Dominion event message

\*If the event message has not been written yet, then the message will instead be displayed as the races initial, until one has been written.

If a particular Planet, System, Sector, or number is mentioned in the event message, this is displayed as {0} . The programmers will have to change this bit into "programming language" for the program to understand what it means.

Note 1: not all of the Random Events have messages

(Eg. Alien attacks) - if this applies to a particular random event, then it is mentioned in the bracketed descriptions.

Note 2: some random events require multiple messages

(Eg. Ion Storms) These messages are written as Ion Storms 1 and Ion Storms 2, etc. We do not know if it will actually be possible to implement multi-part randoms. If it isn't these randoms will be scrapped or changed into single-part randoms, i.e. the warnings will be removed.

**Wiki**:  <http://botf2.square7.ch/wiki/index.php?title=Scripted_Event>

**The Random Events**

[The Borg 5](#_Toc389632728)

[Sphere Builders 5](#_Toc389632729)

[Species 8472 6](#_Toc389632730)

[Chodak 7](#_Toc389632731)

[Giant Amoeba 7](#_Toc389632732)

[Gomtuu 7](#_Toc389632733)

[Jellyfish from TNG Ep. 1/2 7](#_Toc389632734)

[Crystalline Entity 7](#_Toc389632735)

[Doomsday Machine 7](#_Toc389632736)

[Husnock 7](#_Toc389632737)

[Calamarain 8](#_Toc389632738)

[Echo Papa 607 8](#_Toc389632739)

[Cytoplasmic being/void 8](#_Toc389632740)

[V'Ger 8](#_Toc389632741)

[Pirates 8](#_Toc389632742)

[Alien Shipyard 8](#_Toc389632743)

[Q 9](#_Toc389632744)

[Caretaker array 10](#_Toc389632745)

[Subspace Bubble 10](#_Toc389632746)

[Subspace Anomaly 11](#_Toc389632747)

[Graviton Ellipse 11](#_Toc389632748)

[Dark Matter Nebula 12](#_Toc389632749)

[Ion Storms 1 12](#_Toc389632750)

[Ion Storms 2 12](#_Toc389632751)

[Solar Flare 13](#_Toc389632752)

[Positive Temporal Disturbance 13](#_Toc389632753)

[Negative Temporal Disturbance 14](#_Toc389632754)

[Hekaras Corridor Incident 14](#_Toc389632755)

[Unstable Wormhole 15](#_Toc389632756)

[Wormhole Discovered 15](#_Toc389632757)

[Nebula Formation 16](#_Toc389632758)

[Nebula Collapse 16](#_Toc389632759)

[Solar Wind Change 17](#_Toc389632760)

[Nexus 17](#_Toc389632761)

[Supernova Part 1 18](#_Toc389632762)

[Supernova Part 2 18](#_Toc389632763)

[Comet Strike 19](#_Toc389632764)

[Asteroid Impact 19](#_Toc389632765)

[Earthquake 20](#_Toc389632766)

[Super-massive Volcanic Eruption 20](#_Toc389632767)

[Radioactive Explosion 21](#_Toc389632768)

[Weather System Breakdown 21](#_Toc389632769)

[Atmospheric Disturbance 22](#_Toc389632770)

[Climate Change 22](#_Toc389632771)

[Ice Age 23](#_Toc389632772)

[Polar Shift 23](#_Toc389632773)

[Unstable Orbit 23](#_Toc389632774)

[Tribbles 24](#_Toc389632775)

[Tourism Disaster 24](#_Toc389632776)

[Population Influx 24](#_Toc389632777)

[Neural Parasites 25](#_Toc389632778)

[Geological Survey 25](#_Toc389632779)

[Archaeological Dig Success 26](#_Toc389632780)

[Advanced Starship Discovered 26](#_Toc389632781)

[Advanced Starship Captured 27](#_Toc389632782)

[Defector 27](#_Toc389632783)

[Scientific Breakthrough 28](#_Toc389632784)

[Influx of scientists 28](#_Toc389632785)

[Alien Fossils 29](#_Toc389632786)

[Mutation 29](#_Toc389632787)

[Containment Breach 29](#_Toc389632788)

[Lab Explosion 30](#_Toc389632789)

[Subspace Reaction 31](#_Toc389632790)

[Fusion Meltdown 31](#_Toc389632791)

[New Subroutines 32](#_Toc389632792)

[Discovery of Data 32](#_Toc389632793)

[Engine Malfunction 33](#_Toc389632794)

[Student Prodigy 33](#_Toc389632795)

[Geographical Expedition 33](#_Toc389632796)

[Architectural Symposium 34](#_Toc389632797)

[Weapon Misfire 34](#_Toc389632798)

[Wargames 34](#_Toc389632799)

[Encounter the Cytherians 35](#_Toc389632800)

[Discovery of the Dyson Sphere 35](#_Toc389632801)

[Encounter the Omega Particle 35](#_Toc389632802)

[Encounter the Think Tank 36](#_Toc389632803)

[Test Beds 36](#_Toc389632804)

[Data Lost 36](#_Toc389632805)

[Covert Scans 36](#_Toc389632806)

[Fuel Leak 37](#_Toc389632807)

[Salvage Operation 37](#_Toc389632808)

[Perfect Growing Conditions 37](#_Toc389632809)

[Famine 37](#_Toc389632810)

[New Mining Methods 38](#_Toc389632811)

[New Operating Protocols 38](#_Toc389632812)

[Artificial Intelligence 38](#_Toc389632813)

[Galactic Trade Summit 39](#_Toc389632814)

[Positive Foreign Government Change 39](#_Toc389632815)

[Negative Foreign Government Change 39](#_Toc389632816)

[Points Of Opportunity 39](#_Toc389632817)

[Enemy Spy Defection 40](#_Toc389632818)

[Compromising Material 40](#_Toc389632819)

[Enemy Leader Assassinated, Relations Improve 40](#_Toc389632820)

[Enemy Leader Assassinated, Relations Worsen 41](#_Toc389632821)

[Popular Advisor Dies 41](#_Toc389632822)

[Diplomat Rescued 41](#_Toc389632823)

[Highway Robbery 42](#_Toc389632824)

[Diplomatic Success 42](#_Toc389632825)

[Diplomatic Failure 42](#_Toc389632826)

[Pro-Empire Speech 42](#_Toc389632827)

[Anti-Empire Speech 43](#_Toc389632828)

[Undercover reporter 43](#_Toc389632829)

[Commercial Terrorism 43](#_Toc389632830)

[Domestic Terrorism 43](#_Toc389632831)

[Propaganda 44](#_Toc389632832)

[Terrorist Bombing 44](#_Toc389632833)

[Terrorist Bombing Of Ship Production 44](#_Toc389632834)

[Religious Holiday 44](#_Toc389632835)

[Warp Core Breach 45](#_Toc389632836)

[Enlistments Boost 45](#_Toc389632837)

[Academy Enlistments Record 45](#_Toc389632838)

[Officer Exchange Program 46](#_Toc389632839)

[Dishonourable Discharge 46](#_Toc389632840)

[Academy Disaster 46](#_Toc389632841)

[Computer Hack 46](#_Toc389632842)

[Terrorists captured 47](#_Toc389632843)

[Defector Captured 47](#_Toc389632844)

[Donation 47](#_Toc389632845)

[Embezzlement 47](#_Toc389632846)

[Trade Guild strikes 48](#_Toc389632847)

[Plague 48](#_Toc389632848)

[Refugees 48](#_Toc389632849)

[Splinter colonies 49](#_Toc389632850)

[Conspiracy Uncovered 49](#_Toc389632851)

[Ext. Affairs Breakthrough 49](#_Toc389632852)

[Ex. Affairs Crisis 50](#_Toc389632853)

[First Contact Disaster 50](#_Toc389632854)

[Severe Setback 50](#_Toc389632855)

[War Averted 50](#_Toc389632856)

[Civil War 51](#_Toc389632857)

[Encounter With The Mirror Universe 51](#_Toc389632858)

[Guardian of the T'Kon 51](#_Toc389632859)

[Encounter the Suliban Cabal 51](#_Toc389632860)

OLD (as it was \*.txt): This file is best viewed in Notepad with "word wrap" turned OFF.

# The Borg

(They assimilate systems, initially invading with small scout ships and moving up to Spheres, Cubes and Tactical Cubes. The only way to completely destroy them is to wipe out their systems. When the Borg appear, you will gain a new option in Diplomacy to set up an Anti-Borg Alliance with the other powers. The chances of this random event occurring increases the longer a game is played, and the higher your tech level is. The Borg will always attack the strongest players first - including the AI. Once the most powerful Empire is assimilated, the Borg will then move onto the second most powerful Empire, and so on. They will be a much bigger threat than in BOTF)

FED:

It seems that we have come to a dark time in our great Federation. At 0800 hours this morning, a fleet in sector {0} engaged a species calling itself the Borg. This species is not interested in money, politics, or diplomacy. Their only objective is the assimilation of all life, and the destruction of our culture. They seek both our worlds and our people, and will stop at nothing to obtain them. Diplomacy is impossible; they see it as "irrelevant". The time for peace is over. We must combat this grave threat with everything we have for our very survival. For the first time in its history, our great Federation faces the threat of an enemy that may be unbeatable. If Starfleet fails, there is no hope of survival. It will be the end of peace, the end of the dream that is the Federation.

KLING:

Like Kahless fought the tyrant Molor, we are now faced with fighting a great evil for our own survival; this time, it is for the survival of our very race. Our Battlecruisers in sector {0} have engaged a powerful new enemy called the Borg. They care not for honour or glory, only for the taking of our bodies and our Empire. Sharpen your Bat'leths, charge the Disruptors. There is battle to be fought. Go in honour, and may you and your house find eternal glory in the great halls of Sto'Vo'Kor!

ROM:

We have always hid in the shadows, content to plot against our enemies, ready for when they trip, to swoop in and conquer. However, we must now emerge from the shadows to combat a grave new threat. Our Navy in sector {0} has encountered the Borg, a cybernetic species whose only wants are the assimilation of our people and the death of our great Star Empire. We must bind together, and show them the true power of Romulus. Charge the Disruptors, arm the Plasma Torpedoes and disengage the Cloaking devices. Send this enemy back to where it came from!

CARD:

As people of great knowledge and power, we have much to be desired by other species. When these species plan to disrupt our way of life, we must confront and exterminate them. We have engaged a species known as the Borg in sector {0}. They thrive on death and destruction. We must not let them do that to us. We will not let them do that to us. We have always persevered, and so shall we now. We will fight with our last breath to protect Cardassia.

DOM:

Some have spoken of the great evils that the Founders must fight. Now, we have come to that great battle. We have engaged a species calling itself the Borg in sector {0}. This race has only the urge to destroy and conquer, and refer to our Gods as "irrelevant". We must teach these heathens the wrath of our mighty Dominion. With the blessing of the Founders, nothing will stand in our way!

# Sphere Builders

(The Sphere builders slowly make the space around them uninhabitable, causing the inhabitants in nearby systems to die. You need to reach a certain tech level before your ships can take out the Spheres in combat)

FED: All forms of life require certain conditions to enable them to survive in the cold vastness of space. Instead of employing terraforming techniques or building structures and ships to allow their people to inhabit other worlds however, an alien species known only as the Sphere Builders is modifying space itself to suit their needs. It appears these aliens are from another dimension, and care nothing for the fatal effects that their modifications are having on the peoples native to this dimension. We must find a way to put a stop to them before they can threaten our great Federation.

KLING:

The Empire grows on glory and honour, but many alien species have neither. Aliens known only as the "Sphere Builders" are invading our space not with ships, but with technology. They are altering our space to make it suit their needs, and are killing honourable Klingons in the process - without battle! We will show them the meaning of Klingon honour!

ROM:

Our people hide in the shadows, attacking when our enemies least expect it. An alien race is taking these shadows away from us, however. A race known only as the "Sphere Builders" has invaded our dimension and is now altering the structure of space itself to suit their needs. These changes are killing our people so they must be stopped. We will show them what life in this Universe truly means.

CARD:

Cardassia requires that we expand our influence to the Stars and beyond. An alien race is standing in the way of this requirement, however. A race known only as the "Sphere Builders" is threatening the security of our systems, as they are changing the structure of space itself to suit their own needs. These changes are resulting in the death of millions of our subjects. We must send them back to where they came from.

DOM:

We are fortunate to have the guidance of the Founders, for it seems that aliens from another dimension have decided to make their home in ours. To accomplish this, the aliens are changing space itself to make it more habitable to them. The Gods have warned us that the people will die unless we combat this threat as a test of our faith. We will please the Gods by eradicating this evil from this Universe. We will be blessed for a thousand years for this!

# Species 8472

(They pour out of a fluidic gate and destroy everything within sight - including Planets themselves. You have to fight them to stop the invasion. Species 8472 will only appear once the Borg have invaded, although if/when they appear will otherwise be random)

FED:

Whilst experimenting with the energy matrix for a new form of propulsion, a team of scientists opened a Quantum Singularity into another dimension; Fluidic Space. They encountered a species that are known only by the Borg designation of "Species 8472". It seems the species were angered by our opening of the conduit, and have used the conduit to begin a mass invasion of the sector. The scientists were killed by the invaders, but not before sending an emergency transmission to the nearest Starfleet vessel. We must combat this grave threat before it gets out of hand.

KLING:

Glory is on the horizon! We have fought many battles in this Galaxy, and now we must look further away from the homeworld to find enemies worthy of the Empire. Whilst experimenting with a new method of propulsion, our yej'an opened a Quantum Singularity to another dimension. The yej'an and their new technology were destroyed by an invading species, and now they are attacking everything within range. Charge your Disruptors and load the Torpedo bays. There is glory to be had from these invaders!

ROM:

Whilst the Empire would be content with simply conquering this Galaxy, we must be prepared to defend it from attack from those in other Galaxies - and beyond. Whilst our researchers were experimenting with a new type of propulsion system, a stable doorway into another dimension formed. Before we had a chance to study the doorway and find a way to seal it, a hostile species found its way through and destroyed the research facility. We must show these invaders what the Star Empire is made of!

CARD:

The Union is constantly in search of the materials it needs to defend itself. Whilst our researchers experimented with a new propulsion system to bring us those resources faster, a Quantum Singularity formed in the reaction chamber. Before the researchers could abort their project, a hostile species invaded the facility. Contact has since been lost with several other facilities in the area. The Navy will teach these invaders a lesson they will never forget. Cardassia can and will defend itself.

DOM:

The Gods protect us from the evil of the Universe. Whilst our researchers experimented with a new propulsion system that will allow us to spread the message of the Founders further than ever before, a Quantum Singularity to another dimension formed. The facility was destroyed by the evil that came through from another dimension. The Gods have told us that we must combat this evil; else we shall fall from their favour. We must not let that happen. We will not let it happen. We shall send the evil back to where it came from.

# Chodak

(Same as BOTF, it appears without warning in a random sector, you fight it. There is no warning message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# Giant Amoeba

(You fight it. It attacks ships by "eating" them. If you manage to scan it AND defeat it, you will get a large Biotech bonus. If it enters a system, it begins to wipe out the population until it or the colony is destroyed. It will move onto another system and begin destroying it if it is left alone. There is no warning message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# Gomtuu

(One-time all-round research bonus if you can scan it AND survive the encounter. Ships will need POWERFUL shields to survive the initial attack. If you hail it and survive without attacking it, Gomtuu will cease to attack you and will instead attack your enemies until they manage to destroy it. There is no warning message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# Jellyfish from TNG Ep. 1/2

(It does NOT attack your ships, it will instead attempt to escape as quickly as possible. If you manage to scan it before it escapes, you will get an energy and/or construction tech bonus. You will get no bonus for destroying it. There is no warning message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# Crystalline Entity

(Same as BOTF, you fight it. If it enters a system, it begins to wipe out the population until it or the colony is destroyed. If the colony is destroyed, the Crystalline Entity simply will move onto another system. However, if you kill it, you will suffer from a small Empire-wide morale drop. There is no warning message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# Doomsday Machine

(It destroys Planets, and attacks ships by ramming into them. You will have to battle it to destroy it. The Doomsday machine will have many thousands of hit points, but no shields. There is no message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# Husnock

(Same as BOTF, it appears without warning in a random sector, you fight it. Ships that survive the battle get an experience bonus for fighting this unusual enemy. There is no warning message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# Calamarain

(Same as BOTF, it appears without warning in a random sector, you fight it. Ships that survive the battle get an experience bonus for fighting this unusual enemy. There is no warning message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# Echo Papa 607

(Similar to BOTF, but can only be found in the Minosian system. You get a weapons tech research bonus by scanning it AND defeating it, and ships that survive the battle get a large experience bonus for fighting this unusual enemy. There is no warning message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# Cytoplasmic being/void

(Acts like a gigantic Echo Papa 607, but you get a biotech research bonus by scanning it AND defeating it. Ships that survive the battle get an experience bonus for fighting this unusual enemy. There is no warning message for this event)

FED:

KLING:

ROM:

CARD:

DOM:

# V'Ger

(?)

FED:

KLING:

ROM:

CARD:

DOM:

# Pirates

(Complete loss of trade in a system for a number of turns)

FED:

Pirate activities have been reported in the vicinity of system {0}. Several merchant vessels have come under attack, and trade is being lost as traders fear for their safety. No casualties have been reported so far, but things may escalate if the pirates move onto other systems. The Governor has requested that the military address the matter as soon as possible.

KLING:

P'tach! Pirates are attacking our trade operations in system {0}. Send a warship to teach these mongrels a lesson!

ROM:

We have eyes and ears everywhere, but sometimes we also need a Disruptor. Pirates are attacking our shipping lanes in system {0}. The Praetor would be wise to dispatch a ship to protect our assets.

CARD:

Cardassia thrives on the resources we mine from other systems. Now Cardassia is being threatened. Pirates are attacking our shipping lanes in system {0}, and all trade has ceased. Send a patrol to "encourage" trade in the system again.

DOM:

The words of the Founders cannot be spread if we cannot support our fleets. Pirates are attacking the shipping lanes in system {0}, and as a result all trade in the system has ceased. Dispatch a fleet to show what attacking us means to anyone else with plans to attack our shipping.

# Alien Shipyard

(The one from Enterprise that repairs ships in exchange for resources and officers)

FED:

Our ship in sector {0} has encountered an advanced, unmanned shipyard. Automatic computer-controlled systems reconfigured the shipyard so that it could accommodate our vessel, and in exchange for {0} resources and {0}crew, it will fully repair and maintain the vessel. Do you agree to this exchange? Yes/No

KLING:

Klingons are born to fight and conquer...but they cannot do so if they have no weapons or supplies. Our warship in sector {0} encountered an alien shipyard. In exchange for {0} resources and {0} crew, it will repair and resupply the vessel. Should the Commander accept this deal? Yes/No

ROM:

Our shipyards and Engineers work tirelessly to maintain the Imperial fleet, but ships inevitably run low on supplies during extended missions. Our vessel in sector {0} has encountered a computer-controlled shipyard that has offered to repair and resupply the vessel in exchange for {0} resources and {0} crew. This offer would enable the ship to penetrate deeper into enemy territory. Should the Commander accept the deal? Yes/No

CARD:

Cardassia must fight for the precious few resources that the Galaxy has to offer her. A patrol vessel in sector {0} has encountered an alien shipyard. The computer-controlled facility issued an automated message stating that in exchange for {0} resources and {0} crew, it will repair and resupply our vessel. Can we spare the resources? Yes/No

DOM:

The wonders of the Galaxy never cease to amaze. Our vessel in sector {0} has encountered a computer-controlled shipyard that has offered to repair and resupply the vessel in exchange for {0} resources and crew. This gift was surely provided by the Founders. It would be wise to accept this most generous of gifts. Yes/No

# Q

(A ship is thrown to a random sector. The ship will have to attempt to make it back under its own fuel reserves, so making alliances with the locals will be essential. The chances of contact with the Borg - irrelevant of where in the Galaxy the ship is sent - are greatly increased)

FED:

Space is full of strange, new, lifeforms. Our vessel in sector {0} has encountered an omnipotent lifeform known simply as "Q". The lifeform used his incredible powers to instantaneously send our vessel to the other side of the Galaxy, and then the entity simply disappeared. The vessel will get its wish; the crew will surely encounter strange, new, worlds on its journey home...God speed to them, wherever they may be.

KLING:

Nargh! An alien entity known as "Q" intruded the IKC {0} and had the gall to insult the commander's house. The commander rightfully challenged the entity...but perhaps for once the commander was a fool to exercise his right to challenge those that insult his house, for contact was suddenly lost with the vessel. A deep space relay station recorded a brilliant, unexplained flash of energy in the area at the moment that contact was lost. No debris or survivors have been detected. The fleet is now on maximum alert for this dishonourable P'tach!

ROM:

The introduction of a new being in the galaxy makes for a nice change in pace for the Star Empire. However, the entity known as “Q” is not to be considered nice by any definition. Q boarded a Romulan vessel by unknown means and without authorisation. The commander of the vessel however recognised the power and importance of this entity, and was extremely tolerant of the creature when suddenly, a bright flash of light ended all communications with the vessel. No reports have come in of vessels randomly reappearing in odd locations, and no reports of the sudden appearance of a vessel have been detected by the Tal'Shiar. This Q will be tracked down, and it will be encouraged to bring the vessel back. This is a delicate situation, since Q is an omnipotent being by all definitions, and thus the Star Empire does not wish to challenge him. The Senate hopes that the vessel will soon be returned home safely, but more importantly that he will also make himself disappear.

CARD:

Cardassia must be protected from unknown dangers. One of these dangers is the omnipotent being known as “Q”. Q gained control of one of our vessels, which was promptly relocated via a large flash of light. It is unclear what exactly triggered this to occur, or even what the flash of light actually was. All that is known is that it did occur - and our ship is gone. Q is now sought throughout the Union, and our neighbours are being investigated, for they are the likely source of this being. The Union will not tolerate this kind of behaviour, as it does happen to weaken the navy...

DOM:

One of the Gods appeared to us today! He claimed that he wasn’t one of the Founders, but his actions betray him, for only Gods have the kind of power that he demonstrated. “Q” transported our vessel to another part of the galaxy. We presume that this is a test of the ship’s abilities. If it fails to return home, it will mean that the vessel fell out of favour with the Founders, and that its' destruction was necessary. But if it returns, the crew will have spread the will of the Founders further than any vessel has achieved before.

# Caretaker array

(A random ship is sent to the Ocampa system in the Delta Quadrant. Contact with the Ocampa is impossible until the Caretaker is destroyed, but the Ocampa will be defenceless and prone to attack if you do this. The Caretaker is a bit weaker than the Edo Guardian)

FED:

We have lost contact with the USS {0}. A massive shockwave was detected in the vessels' vicinity, moments before contact was lost. It is recommended a ship be dispatched to investigate, and a Hospital ship should be put on standby for possible casualties.

KLING:

The IKV {0} has failed to return after completing its mission in sector {0}. One of our deep-space sensor arrays detected a massive shockwave in the region, and is thought to have something to do with the disappearance. May her crew feast in the great halls of Sto'Vo'Kor!

ROM:

In the cold vastness of Space, the Imperial Navy serves the interests of Romulus. It is a dangerous job, but all true Romulans know that our borders must be defended, and our enemies exploited. When a ship fails in its mission, we must know why. However, there are times when such failures simply cannot be explained. The RNS {0} failed to report in the results of a crucial mission. The Tal'Shiar have failed us, with only reports of a massive, unidentifiable shockwave in the vicinity of the ship to explain what happened.

CARD:

Communications are vital if we are to maintain order in the Navy. Any loss of contact must be dealt with immediately. Contact cannot be re-established with the CDS {0}, however. The ship is believed lost, as a massive, unidentified shockwave was detected in the area. It is unlikely anything survived.

DOM:

The Founders move in mysterious ways. A shockwave of astronomical power was detected in the vicinity of our ship in sector {0}. May the crew find peace with the Founders after such a brutal ending to their lives.

# Subspace Bubble

(A random ship is destroyed)

FED:

We have lost contact with our ships in sector {0}. A distress call was sent out moments before contact was lost, however the message was garbled. Our communications engineers have managed to piece together some of the message, and have found the ships were lost in a Subspace bubble. Whilst possible, it is unlikely the ships will ever return, and messages of condolence have been sent to the crew's families.

KLING:

Subspace Bubble - Contact has been lost with the IKV {0}. The ship was on a scouting mission for the Empire, and her reports will be missed. It is unknown what has become of her. May her warriors find glorious battle wherever they may be!

ROM:

Our Imperial Navy is all that lies between our families and our enemies. The loss of a ship - any ship - must be explained before our enemies discover our secrets. It seems however, that this time our enemy is nature itself. A distress call was sent out by the RNS {0}, but the message was garbled. The Tal'Shiar has managed to piece it together, and have concluded a Subspace Bubble is the cause of the loss. May her Centurions know they died serving Romulus.

CARD:

The CDS {0} has been lost in what is believed to have been a Subspace bubble in sector {0}. We must replace it before our enemies can learn of this weakness in our defences.

DOM:

We owe the Founders for our very existence, so it is to be expected that they would take of us that which they claim. A ship has been lost in sector{0}. At long last the crew has met its makers.

# Subspace Anomaly

(Same as BOTF, movement throughout the Galaxy is impossible for {0} turns. Affects ALL ships in the Galaxy)

FED:

An anomaly on the edge of the Galaxy has led to instabilities in the fabric of subspace. Our researchers recommend all Warp travel be ceased until the fabric of Subspace repairs itself. Warp drives have been shut down throughout our territory. Our colonies will have to do without supplies until Warp can successful be attained again.

KLING:

An anomaly on the edge of the Galaxy has rendered Warp drive useless throughout the Empire. mu'qaD! Our warriors are stranded and unable to fight for the Empire!

ROM:

We use Subspace to send ships to the far corners of our Empire and beyond, but Subspace is a fickle friend. An anomaly at the edge of the Galaxy has led to instabilities in Subspace, rendering Warp Drive inoperable. It is of no consequence however, as our enemies will also be affected by this lack of Warp Capability. The Tal'Shiar will use this event to their advantage...

CARD:

Anomalies are the worst nightmare of an engineer. Now they are the nightmare of our logistical efforts. An anomaly near the edge of the Galaxy has damaged Subspace. Warp Drive will be impossible until the damage is repaired. Our Fleets will dead in the water for some time.

DOM:

A mere whim of the Founders can make the Galaxy tremble. An anomaly near the edge of the Galaxy has rendered Warp drive inoperable. We must spend the extra time thanking the Founders for giving us this moment of rest.

# Graviton Ellipse

(Movement impossible for X number of turns in a small ring of sectors. Gain a large amount of research if you scan it, and you get an increase in Deuterium supplies since ships are not travelling at Warp, but there is a loss of trade in affected Star Systems)

FED:

A Graviton Ellipse is passing through sector {0}. Due to the nature of this rare anomaly, all Warp-capable ships within the vicinity have had to shut down their Warp Cores, or risk being 'absorbed' into the anomaly and lost into Subspace. All ships within two sectors of the anomaly will now be placed on routine duties until the anomaly has passed. An exclusion zone has been set up around the sectors, and ships will not be able to fly within range of the anomaly.

KLING:

An unusual anomaly is passing through sector {0}. All Imperial vessels within range of the anomaly have shut down their Warp cores; else their crews will have a premature entry into Sto'Vo'Kor!

ROM:

A standard Sensor sweep for enemies of the Empire in Sector {0} has detected evidence of a Graviton Ellipse passing through the area. The Commanders of all ships in the vicinity will have to shut down their Warp Cores, or else run the risk of the Ellipse being attracted to their vessels. Such an event would surely lead to the loss of the ships. They will be assigned patrol duties until the Ellipse passes back into Subspace.

CARD:

Our deep-space Covert Sensor Array has detected evidence of a Graviton Ellipse passing through sector {0}. It would be wise to instruct our Commanders to shut down their Warp cores and provide some entertainment for their crew. We cannot risk the security of Cardassia by loosing any ships to a freak accident with this anomaly.

DOM:

The Gods will open the door to the afterlife if we simply believe. The Gods have created a test for the faith of our Commanders in sector {0}. If they do not shut down their Warp cores and risk attack by our enemies, they could be swallowed by a Graviton Ellipse and lost forever. It would be wise to instruct the commander of any vessel in the vicinity to do the same.

# Dark Matter Nebula

(Damages all ships in the sector, 1/4 to 2/3 of ships hit points per entrance. This event can only occur in open space, not a system)

FED:

Our vessel in sector {0} has encountered a Dark matter Nebula. These dangerous regions of space are practically invisible to our sensors until a ship has entered it. The ship has taken heavy damage, but the crew is attempting to make repairs. We should advise ships to avoid the area in future.

KLING:

bachHa'! A warship has entered a Dark matter Nebula in sector {0}. The ship has taken serious damage and its engineer is repairing what he can. The sensors officer will be punished for his mistake.

ROM:

Dark Matter is virtually undetectable...much like our cloaked vessels and spies. One of our scouts has encountered a Dark Matter Nebula in sector {0}. The vessel has taken heavy damage and if it cannot be repaired or rescued, the vessel will be destroyed to prevent our enemies from obtaining it.

CARD:

Our scientists have a new task for the benefit of the Military. Dark Matter Nebulas are virtually undetectable with our current technology, and a vessel in sector {0} has fallen foul of this oversight. It is now attempting to repair the damage. We must order ships to avoid the area to ensure Cardassia is not threatened by this technological weakness.

DOM:

The Founders created the Universe and everything within it. We praise them for the wonders that they have provided us, but the price is that we must be forever vigilant. A vessel has encountered a Dark Matter Nebula and has taken massive damage. If repairs cannot be made, the ship will be ordered to self-destruct. May its crew find peace with the Founders.

# Ion Storms 1

(Severely damages ships, stations, and structures in a system. This message occurs 5 turns before the event)

FED:

(Before) A massive cloud of ionised particles is travelling through sector/system {0}. These particles play havoc with planetary communications, shields and power sources. Ships and stations may also suffer significant damage. It is recommended that ships and stations evacuate, until the Ion storm has passed.

KLING:

(Before) Our deep-space outposts have reported a vay-jav Ion Storm heading in the direction of system {0}. Not even the stoutest Klingon warrior can battle an Ion storm, so perhaps it would be best to move our warriors somewhere more suitable...an enemy installation would be appropriate...

ROM:

(Before) Sensors in sector {0} are being disrupted by a massive cloud of Ionised particles. Projections indicate it will hit System/Sector {0} within the month. It would be wise to evacuate all vessels and stations until it passes. The colony will also need supplies to last out the storm. The Tal'Shiar has sent their agents to ensure this doesn't provide an opportunity for our enemies, as communications will be impossible until the Storm has passed.

CARD:

(Before) Our Navy is protected behind powerful shields, but not even shields can protect us from an Ion storm. A level-six Ion storm is fast approaching system {0}. It might be wise to provide shelter for any of our people in the system.

DOM:

(Before) The wrath of the Gods is all encompassing. A vast cloud of ionised particles is approaching system {0}. May the Gods exact their vengeance swiftly.

# Ion Storms 2

(Severely damages ships, stations, and structures in a system. This message occurs after the event)

FED:

(After) The Ion storm in sector/system {0} has dissipated. Some planetary structures may have been destroyed, although we are unsure yet of the details. Engineers have been dispatched to survey buildings, local stations, and vessels for damage and to begin repairs.

KLING:

(After) The Ion Storm has passed. Ha! There has been some damage, but we can rebuild. It takes more than a storm to conquer a Klingon!

ROM:

(After) - The Ion Storm in System/Sector {0} has passed. Our operatives have reported that there was no enemy presence during the evacuation. It will take time to bring the System/Sector back into full production, as much damage has been done by the Storm.

CARD:

(After) The Ion storm in system {0} has passed. Our workers should be put to work immediately on repairing the damage.

DOM:

(After) The Ion storm in system {0} has passed. The survivors should be more willing to embrace the Founders now...

# Solar Flare

(Renders ALL defences in a system inoperable, and significantly reduces energy output and morale in the system for a number of turns)

FED:

The star in system {0} has undergone a massive Solar Flare, disrupting our Communications network, along with all defensive Orbital Batteries, Stations, Shipyards and Planetary Shielding in the system! It has also dropped our energy output to a new low. The people's morale has dipped, and the system will remain undefended for a time. The Governor has requested military aid to ensure the safety of the system and stop the people rioting.

KLING:

The stars burn with fire, as does the Klingon heart. The Star in system {0} has undergone a massive eruption of Ionised particles that are interfering with all Planetary Shields, Military installations, and Shipyards in the system. The people are sharpening their Bat'leths to ensure the safety of their houses. If our enemies decide to attack, they will be in for a most unpleasant surprise...

ROM:

The star in System {0} has undergone a massive eruption of Ionised particles. The particles have disrupted Communications in the system, as well as rendering all Planetary Shields, Military installations, and Shipyards, inoperable. The Tal'Shiar will have their work cut out until it passes.

CARD:

The stars gave birth to the Cardassian people and provide the Union with nearly unlimited power, but even with our military might, we are powerless to prevent the natural radiative emissions of our fickle friends. A massive solar flare has erupted from the star in system {0}. System defences, power supplies, and communications have been knocked out, and it will be some time before the damage can be undone. Operatives of the Obsidian Order have been dispatched to maintain order.

DOM:

The Founders have no mercy when punishing non-believers. A star has ejected a massive wave of energetic particles that is interfering with all system defences and shipyards. Communications and power production have also been hit and our energy reserves are rapidly depleting. The Vorta governor has ordered the shut down of all non-essential services, plunging the system into darkness. The morale of our people is falling as they start to realise the awesome power of the Founders. We will attempt to defend system {0} for as long as possible, to prove our worth to the Founders, but the people may be beyond redemption.

# Positive Temporal Disturbance

(Increases all production, scientific output, and population growth in a random system for one turn)

FED:

System {0} has been engulfed inside a temporal disturbance with a temporal variance of 1:655.3 seconds. Time inside the bubble is therefore passing more rapidly then in normal space. Production, scientific output, and population growth is up.

KLING:

batlh! Our colony in system {0} has been engulfed in a Temporal Disturbance. It seems the warriors training there have had more time to practice their Bat'leth skills!

ROM:

Time is a relative thing. In one star system, it may pass more rapidly than in another. A Temporal disturbance has led to a change in the temporal variance of System {0}. As a result, time has passed more rapidly, resulting in an increase in system production.

CARD:

It would appear as though our enemies have been tampering with temporal mechanics again. Sector {0} has encountered a temporal variance, and while the variance has caused confusion in the area, it has also backfired on our enemies, as production is the system is up in all areas, having undertaken the equivalent of two standard days work in a matter of minutes. Cardassia is pleased.

DOM:

The Founders have seen fit to assist us in our attempts to spread their word. They have engulfed sector {0} in a temporal variance field, speeding up all production in that sector. We will use this gift to further our efforts in spreading the word.

# Negative Temporal Disturbance

(Decreases all production, scientific output, and population growth in a random system for one turn)

FED:

System {0} has been engulfed in a temporal disturbance with a temporal variance of 1:0.0055 seconds. Time inside the bubble is therefore passing more slowly then in normal space. Production, scientific output, and population growth is down.

KLING:

ghuy'! Our colony in system \_\_\_\_ has been engulfed in a Temporal Disturbance. It seems the warriors training there have had less time to practice their Bat'leth skills!

ROM:

Time is a relative thing. In one place, it may pass faster, or slower, than in another. A Temporal disturbance has led to a change in the temporal variance of System {0}. As a result, time has passed slower, resulting in a decrease in system production.

CARD:

Our colony in sector {0} has encountered a temporal anomaly. Time appears to be slowing, making all production in that sector slow down as well. This would seem to suggest someone is attempting to sabotage our production! These hostilities against us will be thoroughly investigated, but one thing is known: Cardassia is under attack!

DOM:

The Founders appear to be testing us. A temporal distortion has swept over the {0} sector. The distortion has slowed all production in that sector, meaning fewer resources to spread the word of the Founders. We will hold strong to our faith in the Founders, and prove to them that we are worthy of their support.

# Hekaras Corridor Incident

(Collapse of Subspace in a sector for at least 50 turns. This event cannot happen in a system. Travel through the affected sector is impossible, and the movement rate of ALL ships - irrelevant of the race or Empire - is halved until Propulsion 9 - Field Compression - is discovered. The likelihood of this event occurring increases with every turn, and once it has occurred once, it could cause a cascading effect causing it to happen again in multiple nearby sectors)

FED:

There has been a major disaster in sector {0}. It seems that the Warp engines currently operated by Starfleet cause stress to the fabric of Subspace. A ship travelling through the sector caused a cascading rupture in the fabric of Subspace, which has ultimately rendered faster-than-light travel through the sector impossible. All Captains' have been alerted that speed restrictions will now take effect throughout the Galaxy until new engines can be designed to combat the problem.

KLING:

Qugh! It seems we will need to find a new method of faster-than-light travel! The fabric of Subspace collapsed in sector {0} while a military transport was travelling through. This will be a worthy challenge for our ye'jan!

ROM:

Warp has become dangerous! Subspace is necessary to Warp Drive, but each time we use Warp, our engines cause damage to the very fabric of Subspace. Yet without Subspace, Warp Drive is impossible. Unfortunately, the fabric of Subspace in Sector {0} reached a critical level of damage as the RNS {0} passed through whilst it was performing a standard patrol. A cascading Subspace Rift has now made travel through the area impossible. Our research efforts will need to concentrate on the development of new Warp systems that can prevent such damage in future. This is a major disaster indeed and even the mighty Tal'Shiar will have a hard time in covering the disaster up.

CARD:

Our Warp drive technology has failed us. A vessel passing through sector {0} caused a cascading rupture of subspace. The rupture prevents the creation of stable Warp fields, rendering warp technology useless. Our engineers say that subspace will eventually repair itself, but it will take many decades to do so. Traffic will now be diverted away from the sector, but the loss of such a critical trade route will seriously hamper fleet and supply activities.

DOM:

Our Warp technology is flawed! A vessel passing through sector {0} caused subspace to collapse, rendering faster-than-light travel impossible. The Founders foresaw this terrible event, but chose not to tell us so that we may learn from our mistakes. They truly are wise! Subspace will eventually repair itself, but faster-than-light travel through the sector will be impossible in our lifetimes. We will learn as the Founders have commanded. We will ensure this does not happen again!

# Unstable Wormhole

(A Wormhole randomly shifts endpoints)

FED:

The Wormhole in sector {0} has become unstable and has undergone a shift. It is unknown where the endpoint may now lie. It is recommended that the Wormhole be no longer used.

KLING:

The Wormhole in sector {0} has shifted. If any Klingon warrior is trapped on the other side, may they find glorious battle quickly!

ROM:

The Wormhole in sector {0} has shifted its endpoint. We do not know where this point may be, or even if travel is possible anymore. The Tal'Shiar have assured us that the tactical benefits may be huge however, and it is advisable to send a ship through at the earliest possible moment.

CARD:

The Wormhole in sector {0} is not as stable as we thought. The endpoint has shifted, and we no longer know where the endpoint may be - or even if travel is still possible. However, we must exploit this and search for new territory on the other side.

DOM:

The Anomaly in sector {0} has shifted its endpoint. Although this is unfortunate, perhaps it can be used as a tactical advantage. We will spread the message of the Founders to the other end of this Anomaly.

# Wormhole Discovered

(A Wormhole forms in a random sector)

FED: A new anomaly has appeared in sector {0}; a cascading inversion of Subspace led to the formation of a new Wormhole. Both our military and research branches have strongly suggested we investigate it immediately.

KLING:

Space is vast. Our enemies may be far away, but a chance has been given to our warriors. A new Wormhole has been encountered in sector {0}. May it allow us to strike at the very hearts of our enemies!

ROM:

Warp is currently our best means of travel throughout the Galaxy, but occasionally, we find there are better means of travel. A new Wormhole has appeared is Sector {0}. Whilst we do not know where it leads to, or even how stable it is, it may offer us a distinct tactical advantage against our enemies. Our scientists may even be able to conduct valuable research into this anomaly...

CARD:

Cardassia is strong, and we must ensure it stays that way. A new Wormhole has formed in sector {0}. We must travel through in search of new territory...and slaves. This Wormhole may also have tactical uses. Despatch a survey vessel immediately.

DOM:

An anomaly has formed in sector {0}. Our strategists say it will lead to new territory where we can spread the glory of the Gods, and have begun mustering the Jem'Hadar troops.7 They have strongly suggested sending an immediate invasion force through this anomaly.

# Nebula Formation

(A Nebula forms in a random sector. Nebulas cause ships and stations in the sector to lose shields and halves sensor ranges and scan strengths. Some Nebulas types of Nebula may also cause damage to ships. Damaged ships will be destroyed if their hull reaches zero. Stations in such sectors may also be destroyed, but science stations will be immune)

FED:

A dense Nebula is forming in sector {0}. Our ship (s) in that sector are suffering from a loss of Shields and Sensors, and Communications is becoming increasingly difficult. It is recommended the ships are withdrawn from the sector, and a Science vessel be dispatched to investigate this phenomenon.

KLING:

Space is full of opportunities for Klingon warriors. A Nebula is forming in sector {0}. No doubt our enemies will want to investigate it - no doubt it would make the perfect place for an ambush!

ROM:

Space is a dynamic place. New Stars form and old ones die. Such is the way of the Universe. A dense Nebula is forming in sector {0}. Our Navy - and the Tal'Shiar - would be wise to make good use of this rare opportunity.

CARD:

A sensor relay station has detected the formation of a Nebula in sector {0}. We should dispatch a survey vessel to determine if it could provide any useful tactical or economic opportunities.

DOM:

Our Vorta strategists have reported on a new tactical opportunity. It seems that a Nebula as formed in sector {0}, allowing ships to reside in it unseen by enemy sensors. It is recommended we train our task forces to use this Nebula to their advantage, in case its use ever becomes necessary.

# Nebula Collapse

(A random Nebula turns into a Star system over a number of turns. The system will be extremely rich in Deuterium and Raw Materials.

(Gas Giants, Asteroids, and Crystalline Planets)

FED:

A Nebula in sector {0} has collapsed. This unusual event has resulted in the formation of a new Star system in the sector. A survey vessel should be sent to scan the system immediately to gather astronomical data.

KLING:

Opportunities for the Empire are rare, but when they occur, Klingons take with both hands! A Nebula is sector {0} is collapsing into a new Star system, and would give our warriors more breathing room if we could colonise it before our enemies have the chance.

ROM:

The Stars - indeed all of space, rightfully belong to the Star Empire. When new Stars form, we must be quick to claim them before our enemies have a chance to rob the Empire of its birthright. A Nebula is collapsing into a Star system in sector {0}. If a new system forms, the Praetor would be wise to ensure that our enemies do not learn of it.

CARD:

Cardassia craves resources for her burgeoning Empire. Nebulas provide sources of a great many resources, but these resources are spread over huge distances and must be concentrated and processed before they can be used. The Nebula is sector {0} is condensing into a new system. If we could colonise it, it would provide all the mineral wealth that Cardassia could want!

DOM:

The Founders provide us with everything that we could possibly want. A Nebula is collapsing into a new system in sector {0}. We should establish a colony as soon as possible, to ensure that the Gods do not take this gift away from us. Praise the Gods!

# Solar Wind Change

(Large increase in population growth for X number of turns)

FED:

A change in the Solar Winds of system {0} has caused an unusual event. Metaphasic radiation has been blown into the system, blessing the people with long life and curing those with incurable diseases. The system has undergone a large increase in growth rate, as people flock to the system as word spreads. It may be wise to build more farms and food production facilities, as a precaution.

KLING:

Occasionally, Stars give the gift of life instead of taking it. It seems the Star in system {0} in particular has given such a gift. Our warriors are looking forward to testing their re-found youth on unsuspecting enemies of the Empire! Unleash the dogs of war!

ROM:

The Stars are our birthright; they belong to us. We must be careful, however, of both the subtle - and the violent - changes they can cause. The Solar Winds in System {0} have blown in Metaphasic radiation, blessing our Centurions with new life and vigour. Our enemies will not know what hit them!

CARD:

A shift of the Solar Winds in the {0} system has pushed Metaphasic radiation towards our inhabited planets, giving our people newfound life and longevity. The population is skyrocketing, and the governor is requesting more agricultural facilities be built. Perhaps we can use this new source of life as an advantage...

DOM:

The Gods have blessed us! In the {0} system, the Solar Wind patterns have changed, pushing Metaphasic radiation into the system. The radiation gives the gift of everlasting life to our citizenry, resulting in a population growth increase. Perhaps it would be wise to boost our Ketracel and food supplies?

# Nexus

(Ships "disappear" in a system/sector for a minimum of 120 turns.

(10 years) There is slight damage to structures in the system, a small random change in system population, a large increase in research output for several turns, and a small re-ducation in system morale)

FED:

A Subspace anomaly has passed through system {0}. Several people/ships have vanished without a trace. However, even more strangely, a group of people claiming they have lived inside the 'Nexus' for hundreds of years have appeared seemingly from out of nowhere. They have aided our researchers with their technological knowledge, but they have been expressing an urgent "need" to return to the anomaly. Unfortunately, the anomaly has returned to Subspace, and it is unknown where it is now located. The aliens have begun to cause trouble in their search for the energy ribbon.

KLING:

Space is full of unusual occurrences and anomalies. It seems one such anomaly recently passed through system {0}. Several ships vanished without a trace, whilst a group of people were left behind in its wake. The behaviour of these people was extreme, and they caused disruption. As per Klingon law, they were to be executed, when yej'an Cronos requested they be turned over to him for research. It seems the dogs may be of use after all...

ROM:

Our Imperial researchers know much about the intricacies of the Universe. However, when an anomaly passes through a system and causes ships to simply disappear whilst simultaneously leaving a group of strange people behind, even our Imperial researchers may have a hard time finding an explanation. The aliens that were left behind have proved invaluable, but they are...unstable. It has been difficult to contain them effectively, and their wish to return to the anomaly drives them to extremes. They may need to be exterminated if we cannot control them.

CARD:

An anomaly has passed through sector {0}. This anomaly "absorbed" our vessels, but conversely threw out aliens onto a nearby colony. This colony. The aliens are wise, and have freely passed on their technical knowledge, providing insights into mysteries that we have only just begun to explore. But these aliens are also unstable, and want to return to the anomaly by any means necessary. Their determination reminds us of ourselves. But their efforts to return to the Nexus are angering the people, and disturbances are increasingly arising. Cardassia will remove these aliens if things get out of hand.

DOM:

The Founders have provided us with a unique situation. An energy ribbon passed through sector {0}, causing several of our ships to simply vanish without a trace. The loss of the ships is a blow, but they will soon be replaced by better models. However, the energy ribbon also deposited many strangers onto the colony that it passed through. While the strangers at first helped make great scientific developments, they are now causing unrest among our people with their strong desires to return to this energy ribbon. They see the Founders as irrelevant! Heresy! If these strangers are here at the will of the Founders, then we must not let them leave. But they will know the power of the Founders, and we will teach them, one way - or another.

# Supernova Part 1

(A System with a Red Giant Star is completely destroyed; the planets will cease to exist. You get this warning message approximately 12 turns

(A year) before the event, giving you time to start an evacuation)

FED:

Supernova! Science scans have revealed the {0} Star's fusion reactant elements have been considerably reduced. The analysis has concluded a Supernova will occur in approximately a years' time. A full and immediate evacuation is recommended.

KLING:

There is an old human saying that the candle that burns shortest burns brightest. An apt saying for a Klingon warrior, but it seems it applies to Nature as well. The Red Giant in System {0} is running out of Fusion reactants. There is only a matter of months left. Evacuate those that can serve the Empire, leave the rest. There is no honour in a Klingon who cannot fight.

ROM:

Even the Stars are not eternal, and must eventually die. An observation post has detected increasing instabilities in the structure of the Star in System {0}. These instabilities are not a good sign, and it would be wise to begin a mass evacuation of the system. Anyone who cannot make it to a means of escape should be left behind. The Empire cannot tolerate those that cannot fend for themselves.

CARD:

We rule the Galaxy with an iron fist, but nature has its own agenda. Sensors indicate the fusion reactants in the Red Giant Star of system {0} are rapidly being depleted. It is likely that the Star will go Nova within the next 12 months. It would be wise to increase production in the system and begin processing the slaves we wish to keep. The rest should be left to suffer their fate.

DOM:

Our monitoring station in system {0} has terrible news. It seems a Supernova is imminent within the next few months. The system must be evacuated immediately. May the Founders spare us from their wrath.

# Supernova Part 2

(A System with a Red Giant Star is completely destroyed; the planets will cease to exist. This is the message after the event has taken place)

FED:

Supernova! The Star in system {0} has gone Nova. Our colony was destroyed, as was all life in the system. It is unlikely that any remaining ships left in the system managed to escape from the explosion, but rescue efforts are underway.

KLING:

nargh! Our yej'an were correct in their analyses. The Star in system {0} went Nova, destroying all life in the system. May those left behind have had a short and brutal life, for there is no honour in those that cannot fight.

ROM:

(Supernova) As predicted, the Star in System {0} has gone Nova. All life has been wiped out - there is no chance of survivors. The Praetor would be wise if he could find somewhere for our homeless Centurions to live.

CARD:

The Star in System {0} has gone Nova. May all those that died know that they died serving Cardassia.

DOM:

The Founders must care for their children - but sometimes they must remove the wolves from their flock. The Star in system {0} has finally gone Nova. All life in the System has been wiped out, as have all orbital structures and any remaining ships.

# Comet Strike

(A random Planet in a system becomes barren. Extreme decrease in system population, many system structures are destroyed, the chances of an Earthquake/Volcano/Storm/Climate shift occurring on that planet is greatly increased during the next 10 turns)

FED:

A Comet has struck a Planet in the {0} system. The system's defences were inadequate to stop the Comet, and the devastation is total; millions have died. The few remaining people are in for hard times, as virtually all structures have been destroyed, and the Planet is undergoing a Climate change. Predictions indicate this change will be permanent and negative in effect. There have been numerous Earthquakes, and Tectonic activity is on the rise. The system is in a state of emergency, and all trade has ceased. Hospital ships are desperately needed to carry out humanitarian missions.

KLING:

lot! A Comet has impacted with one of the Planets in system {0}. The devastation is total, and millions of honourable Warriors died without battle. It is a sad day for the Empire.

ROM:

Planets are not the only bodies that surround a Star. Moons, Asteroids, and Comets are all leftover debris from the formation of the system they inhabit. If left unchecked, this debris can threaten the Empire. A Comet has struck a Planet in System {0}. Our Centurions and their families did not stand a chance. Dust has polluted the Atmosphere and global temperatures are plummeting. The System will not easily recover easily from this tragedy. The Tal'Shiar will have their work cut out to hide this news from our enemies.

CARD:

Our Warships defend Cardassia from the threats posed by our enemies, but now they must aid her from an attack by Nature itself. A rogue Comet has impacted with a Planet in system {0}. Millions of loyal Cardassians died in the tragedy. Atmospheric Dust is hampering relief efforts and it is unlikely that there will be any survivors.

DOM:

The Founders move in mysterious ways. A Comet has struck a Planet in system {0}, killing millions. We must strive to appease the Founders before another tragedy can occur.

# Asteroid Impact

(Same as a Comet strike, but the devastation is somewhat reduced. Future Climate changes are more likely than with a Comet strike, but Volcanoes and Earthquakes are less likely. The Planet still becomes Barren, but can sustain a higher population than if a Comet had struck)

FED:

An Asteroid has struck a Planet in system {0}. Thousands are dead and many thousands more are in need of urgent treatment and supplies. Dust from the impact is affecting Communications and Transporter systems, and global temperatures are falling faster than our climate control systems can compensate for. The Planet will never recover from this event.

KLING:

lot! An Asteroid has impacted one of the Planets in system {0}. There is widespread devastation, and many Warriors were killed. They are not all dead however, and most can still fight. Hunger will be the next battle they face, as there are few supplies left undamaged on the Planet. This is not the way a Warrior should die.

ROM:

Planets are not the only bodies that surround a Star. Moons, Asteroids, and Comets are all leftover debris from the formation of the System they inhabit. If left unchecked, this debris can threaten the Empire. An Asteroid has struck a Planet in system {0}. Many Centurions have died in the cataclysm and their families are going hungry. A Hospital ship will be needed if we are to prevent this tragedy from affecting the war efforts.

CARD:

An asteroid has hit a planet in sector {0}. The planet is reporting extreme damage, with many of the citizens going hungry. This will require a large-scale relief effort that Cardassia may be ill equipped to provide. It is therefore unclear whether the planet’s population will survive. The only certain thing at this time is that the planet will never be able to recover from this devastation.

DOM:

There has been much devastation on a planet in the {0} sector. An asteroid has impacted the planet. The planet had insufficient defences against the asteroid, and new anti-impact systems are being installed throughout Dominion territory. The planet has officially been declared barren, and the people are now starving. It is impossible to predict whether the planet will ever recover from this event. We must increase our efforts to please the Founders, in order to avoid this catastrophe in the future.

# Earthquake

(Many structures destroyed, large decrease in population)

FED:

Unprecedented Tectonic activity in system {0}! A series of Earthquakes devastated {0}. Several buildings were destroyed and casualties have been reported. Total casualties have been estimated at {0} million. The system Governor has urgently requested Humanitarian aid.

KLING:

By the hand of Kahless! An Earthquake has struck a Planet in system {0}. There is much structural damage, but most of our Warriors have survived. It takes more than shaking ground to kill a Klingon!

ROM:

We look to the skies for fear of attack, but there are times when the very ground is our enemy. An Earthquake on a Planet in system {0} has killed {0} million people. Several structures were also destroyed, and the people are rioting. As we speak, the Tal'Shiar are restoring order.

CARD:

All Cardassians know what true hardship means. It seems that our subjects in system {0} have been given a reminder of this hardship, for an Earthquake has struck a Planet in the system. {0} million people are dead and several structures have been destroyed.

DOM:

Sometimes the Gods must let disaster strike. An Earthquake occurred in system {0}, severely damaging a number of buildings. It also killed a large amount of the population. May the Gods have mercy on their souls.

# Super-massive Volcanic Eruption

(Decrease in population, some buildings damaged, chances of a climate change are greatly increased)

FED:

An increase in tectonic activity has resulted in a series of volcanic eruptions on a Planet in system {0}. The eruptions came with little warning, and mass evacuation of the populace was impossible due to heavy particulate contamination of the atmosphere. Every available ship has been sent to provide aid, but it is unlikely that they will arrive in time. {0} million people are already known to have died from immediate effects planet-wide, and the planet is currently undergoing an extreme climate change.

KLING:

The Klingon heart rages with fire...and so it seems, does a Planet in system {0}. A volcanic eruption has turned the sky black, and communication has become impossible. There can be no doubt - millions of honourable warriors will die needlessly. May they find battle in Sto'Vo'Kor where they could not find it in life!

ROM:

A planet in sector {0} has undergone an extreme change. A series of volcanic eruptions has completely contaminated the atmosphere, making communication and rescue from the planet impossible. The last transmission received stated that many structures were destroyed, and {0} million centurions were already dead. A large-scale climate change has been predicted, making it probable that millions more will die as they are hit by extreme weather systems. The Tal’Shiar have already begun silencing the rumours of this tragedy. Morale would be severely affected if the people were to learn that we were so powerless to save those that have died.

CARD:

Cardassia needs the work of every worker she can acquire. This makes it all the harder to report that a series of volcanic eruptions on a planet in sector {0} has created a dense particle barrier that prevents any sort of rescue attempt of the people. The last report we received indicated heavy structure damage and the deaths of millions. A rescue operation has been planned for the remaining inhabitants, but the situation is dire. May the dead know that Cardassia grieves for their loss.

DOM:

We try our best to be faithful to the Founders, but sometimes the Founders must make examples of those that question or waver. A planet in sector {0} has encountered a series of massive volcanic eruptions, which have resulted in the very atmosphere becoming clogged with thick particles that prevent the rescue of the believers living there. The last communication indicated heavy structural damage, and {0} million non-believers purged. Only those that truly believe will be spared.

# Radioactive Explosion

(X number of energy and research structures are destroyed, population is killed off at an increasing rate for X number of turns, large reduction in population health, decrease in energy research)

FED:

There has been a disaster at a research plant in system {0}. While testing a radioactive source, there was an explosion. {0} million are dead and many have been poisoned with radiation, without enough Hyronalin to go around. The system governor has ordered a state of emergency and requests a Hospital ship be sent to help with the radiation poisoning cases.

KLING:

tlhuD nIj! A research project to solve our energy needs has come to a devastating end. The core of a new power plant went into meltdown during final testing. The resulting explosion has irradiated half of the Planet, with projections indicating all life with be poisoned within a matter of months. The dead will line streets! This is Praxis all over again, and our yej'an will pay for the mistake with their lives! It is a dark day for the Empire.

ROM:

There has been a disaster in sector {0}. While researching a new power source, our scientists miscalculated the energy potential of their designs, and failed to contain it properly. The resulting explosion has killed {0} million people, and released a deadly radiation that is spreading over the surface of the planet. The radiation is expected to envelop the planet in a matter of months, with few survivors expected. The Tal’Shiar is investigating the negligence of the scientists, and an empire-wide order has been issued for all facilities researching potential energy sources to triple-check their containment and energy calculation protocols.

CARD:

We constantly seek new ways to provide for Cardassia, but this time, our research has ended in disaster. A research facility in sector {0} has gone into meltdown, releasing a dangerous contaminant onto the planet. The radiation is expected to kill most if not all of the population within months, and it has already killed {0} million people. We are investigating this incident fully to determine whether our scientists made a mistake or if this was the result of sabotage. Our enemies will know the wrath of Cardassia if we discover they played a hand in this tragedy.

DOM:

The wrath of the Founders is unimaginable. Whilst attempting to contain a new type of energy particle in sector {0}, the particle collapsed, causing a massive cascade effect, and destabilized all of the other energy particles. The resulting shockwave released a type of radiation more toxic to humanoid life than anything we’ve ever encountered. The entire planet is being affected, with {0} million people already killed, and a low survival rate expected. We must be careful in the future to follow the instruction of the Founders.

# Weather System Breakdown

(Decrease in population, many structures are destroyed. If the system has a charge collector, the system gets an energy bonus for X number of turns and the damage caused is reduced)

There has been a Breakdown of our Weather Control System on a Planet in system {0}. There have been reports of flooding, droughts, firestorms, tornadoes, blizzards, and hurricanes from across the entire planet. The system governor has declared a state of emergency, and requests Humanitarian aid. Engineers have been dispatched to inspect the damage and get the system running again.

FED:

(With Charge Collectors) There has been a Breakdown of our weather control systems on a Planet in system {0}. However, the damage has been limited by the presence of our Charge Collectors on the Planet. The Charge Collectors are working at full capacity, and will continue to gather power from the Planet's atmospheric disruption.

Unlike a true Klingon, no technology is infallible. It seems our Weather Control Systems in system {0} have gone off-line, and freak weather reports are coming in from across the Planet. Whilst our structures may have failed, Klingons warriors still live on! It takes more than a little weather to stop a Klingon!

KLING:

(With Charge Collectors) Unlike a true Klingon, no technology is infallible. It seems our Weather Control Systems in system {0} have gone off-line, and freak weather reports are coming in from across the Planet. However, our Charge Collectors are removing latent energy from the Atmosphere, significantly reducing the effects of this disaster. It takes more than a little weather to stop a Klingon!

The Weather Control Systems have been disabled on a planet in sector {0}. This has resulted in random weather disasters across the planet, causing much grief for the people. An agent from the Tal’Shiar is accompanying a special engineering task force to assess the damage, and determine whether or not the system can be reactivated. The damage in the sector has been severe in the terms of buildings, but casualties are at a minimum.

ROM:

(With Charge Collectors) The Weather Control Systems have been disabled in sector {0}. Fortunately, the breakdown activated the emergency protocols, and the Charge Collectors are running at maximum capacity, removing latent energy that we are using to boost structural integrity fields and citywide shielding systems. The damage to the system has been significantly reduced, and an engineering task force has been called in to repair the malfunctioning Weather Control Systems.

We have encountered a major problem in the {0} sector. The Weather Control Systems have gone offline, and the planet is experiencing extreme weather damage. The population has taken a hit, and the structures have been heavily damaged. We are investigating claims that it could be an attack on the Union...

CARD:

(With Charge Collectors) We have encountered a problem in the {0} sector. The Weather Control Systems have gone offline. The Charge Collectors activated automatically, and are now collecting dangerous particles from the atmosphere. The damage to the system has been significantly reduced, and engineers on the planet are already working on the Weather Control Systems.

The Founders do not approve of one of our planets. Sector {0} has experienced first-hand the wrath of the Founders, as they have knocked the Weather Control Systems there offline. The planet is now being ravaged by massive, unpredictable weather anomalies, damaging structures and striking the population. It will not take long to repair the Weather Control Systems, but the people will remember the wrath of the Dominion forever.

DOM:

(With Charge Collectors) The Founders have tested us. Sector {0} has had their Weather Control Systems knocked offline. However, the Charge Collectors automatically activated, and are collecting the random dangerous particles from the atmosphere, significantly reducing the damage there. We are grateful that we have passed this test, and we hope to pass all future tests given to us by the gods.

# Atmospheric Disturbance

(A random planet becomes uninhabitable)

FED: At 7.42am this morning, a previously undetected asteroid penetrated the atmosphere of planet {0}. The asteroid exploded harmlessly over an uninhabited region, and this normally wouldn't be a matter of concern. But the asteroid had an unusual chemical composition that initiated a cascading meltdown of the planetary Ozone layer. Vegetation across the planet is now withering and it is only a matter of time before solar radiation reaches lethal levels. The planet will be uninhabitable in a matter of days. We now need to find a home for the millions of refugees. Every available ship will be needed and a priority one Communiqué has been sent to every available captain.

KLING:

ROM:

CARD:

DOM:

# Climate Change

(Same as in BOTF, a Planet shifts from one class to another)

FED:

A Planet in system {0} is undergoing an atmospheric shift. The shift has altered the Planet's weather patterns faster than our Weather Control Systems are able to compensate for. The Planet will be unstable for a long time, and once it stabilizes, it may become more/less habitable to our colonists.

KLING:

A Planet is like a Klingon, never settled until the end. A Planet in system {0} is undergoing a climate change. Klingons might be tough, but it will be some time before our warriors will be able to practice with their Bat'leths outside of their homes without also needing to battle the elements.

ROM:

CARD:

DOM:

# Ice Age

(A random planet becomes an artic planet. {0} population die, some structures destroyed)

FED:

Thousands of planets throughout the Galaxy are capable of supporting life, but the exact number of planets varies over time. One of these planets may soon need to be removed from the list, as its orbit has suddenly shifted out of the warm, habitable zone around its parent star. Temperatures are now plummeting and our climate control stations are stretched to breaking point. If the systems fail, the planet will almost certainly enter an Ice Age. We should consider evacuating the populace whilst there is still time.

KLING:

ROM:

CARD:

DOM:

# Polar Shift

(Buildings damaged, decrease in population, Planet changes to "opposite" class; Volcanic to Barren, Barren to Desert, Desert to Terran/Jungle/Oceanic, Terran to Arctic. Rogue and Demon class Planets are not affected)

FED:

The poles on Planet {0} have changed polarity. Extreme weather has already been recorded, and a dramatic climate change is predicted. The system governor has appealed for aid and transports to commence an immediate evacuation of the populace.

KLING:

Planets are wont to change, and it seems one in system {0} is on the verge of such a change. The Magnetic Poles are shifting, and such a change only occurs before a dramatic climate change. Our warriors are preparing for battle with the elements, until the Planet settles down.

ROM:

A research team on a Planet in system {0} studying the magnetic poles have witnessed a sudden shift in magnetic polarity. This rare event is causing extreme changes in planetary climate and solar radiation affects the planet in new and unpredictable ways. May the Gods have mercy on Planet {0}.

CARD:

DOM:

# Unstable Orbit

(The population growth and/or food production of a random system randomly fluctuates)

FED:

The orbits of two planets in system {0} have resulted in a near-miss collision. Whilst the planets did not actually collide, the gravitational interaction has pulled planet {0} into an unstable orbit. Only time will tell what affect this will have on the planetary environment and its population.

KLING:

ROM:

CARD:

DOM:

# Tribbles

(Population decrease, food production facilities destroyed, starvation in system)

FED:

There has been an incident involving Tribbles in system {0}. The entire system's food supplies have been destroyed, owing to the creatures' exponential reproductive cycle and voracious appetite. The Governor has declared a state of emergency, and is requesting food supplies. It is believed the creatures were introduced as a pet. We will need to tighten control over the pet trade in future to prevent this from happening again.

KLING:

yIHmey SurghwI' chon! Tribbles have eaten the entire food supply in system {0}. It doesn't matter though; our warriors are on the hunt! Death to the entire Tribble race!

ROM:

CARD:

DOM:

A new disaster has struck us. A licensed trader brought a seemingly harmless creature, called a Tribble, to {0}\_. The Tribble found its way into the food supplies and multiplied, annihilating our food supplies. The population is now starving and the weak have begun to question the will of the Founders. No matter...we have killed the worthless trader and have dispatched a squadron of Jem'Hadar to rid the system of the beasts...and the traitors. We have already begun to clone those deemed worthy of saving.

# Tourism Disaster

(Decrease in population growth in a random system for 10 turns)

FED:

Tourism is the lifeblood of the new world economy. Tourists bring much-needed income to areas where few other forms of income are available, or bring income that can be used to save rare species, protect fragile ecosystems, or preserve great works of architecture or art. Some of these tourists even stay, adding to the growth of new colonies. But tourism can be a fickle source of income, and reports of a spate of violent crimes throughout the system have prompted mass cancellations. It will take a huge security and advertising campaign to bring the tourists back to the system.

KLING:

ROM:

CARD:

DOM:

# Population Influx

(Increase in a random system's growth rate for 10 turns)

FED:

Stories of the great prosperity and long lives that the inhabitants of system {0} have been blessed with have led to a major population influx in the system. People from across the Federation have been inspired to move by the stories, but without effective management, food supplies could run quickly low.

KLING:

Our warriors are seeking new life in sector {0}. Glorious tales of the epic Targ hunts that occur there have enticed many of our warriors, who are flocking in droves so that they may feel the invigorating powers that this planet has provided to our warriors for so long. However, there are only so many Targ on the planet to around, and food supplies will be stretched if the influx is not managed. We must be careful to control the number of people headed to the planet so that the benefits remain so.

ROM:

It would appear as though a planet is stirring the spirits of citizens throughout the empire. There have been claims that the people living on the planet, located in sector {0}, have been living unusually long and healthy lives, and this has drawn much of the population to the planet. Unfortunately, the planet is not capable of supporting the massive population influx. The Tal’Shiar are working to quell the rumours before this mass-migration gets out of hand, but in the meantime we will need to increase our control over the movement of the population as the Star Empire does not have the resources to support millions of hungry mouths. Of course, the people will never learn of this...

CARD:

The Union is always looking for ways to please its' citizens. Such a way has recently been found in system {0}. The people living there have reported living extremely long and productive lives, and this has resulted in a mass movement of citizens. However, we must be cautious, as the price of this mass happiness could become death if we do not properly control immigration. Cardassia cannot be seen to allow the deaths of its own people, even if it becomes necessary.

DOM:

The Founders have truly blessed us! The citizens of system {0} have reported living very long lives. The stories are spreading like wildfire, and many believers have begun migrating to the system. It can only be the will of the Founders that the people move to this system, but it is likely also a test; population control will be necessary to prevent the system from being devastated by famine and resource depletion. If we follow the will of the Founders properly, we are sure to find nothing but good fortune with their blessing.

# Neural Parasites

(A random colony is wiped out. If the system is re-colonised - by ANY race - the existing structures will be available to the new colony, except for any race-specific structures, eg. Federation Replicator)

FED:

The entire population of system {0} has been wiped out. A hazard team was sent to investigate the cause, and their tests conclude that Neural Parasites are the cause. The Parasites feed on the Neural Pathways of the Brain, resulting in death. The entire system will need to be quarantined until the Parasites are exterminated.

KLING:

Our colony in system {0} has been wiped out by Neural Parasites. They were an enemy that not even our best weapons could destroy! With the needless loss of so many warriors, it is a dark day for the empire.

ROM:

We have recently lost a colony in sector {0}. This loss was a great tragedy, but of course was thoroughly investigated by the Tal'Shiar. Agents were sent to see what happened to the system. Initial observations suggested an attack from a rival race, but further investigation disproved that. It is now believed that neural parasites were to blame for the loss of the colony. Bio-security measures across the Star Empire have been tightened to prevent this from happening again.

CARD:

A colony in sector {0} failed to send a production report for the year. An investigation was launched - and the results are disturbing; the colony will no longer be productive, as the entire population is dead. It is believed that neural parasites wiped out the colony. The Union is now investigating whether this was an attack by a rival empire, or if it was mere chance that the neural parasites ended up in that sector. On thing is clear however; we will need to tighten our bio-security techniques to protect Cardassia's interests.

DOM:

A colony in sector {0} was been utterly destroyed! The Founders must have unleashed their full wrath to wipe out an entire colony. We have investigated and discovered that neural parasites were to blame for the deaths of the colonists. The people are now repenting for their sins; only the Founders will decide when their anger is abated. Their continued wrath would surely mean utter destruction of more colonies.

# Geological Survey

(Increase in Dilithium/Raw Material gain from a system)

FED:

Whilst on a dig, some miners discovered a new lode of Dilithium/raw materials. We will begin to exploit this lode immediately. Our surveyors have estimated this will provide an extra {0} Dilithium/raw materials per month.

KLING:

Qapla! Whilst on a dig, a new lode of Resources/Dilithium was discovered. Now the Empire can build even more vessels for our warriors! Qapla!

ROM:

Whilst digging for resources to expand the Star Empire, our workers discovered a new lode of Dilithium/raw materials in sector {0} that we can use in the construction and maintenance of the Imperial Navy. This Empire’s grip on the galaxy will surely be tightened by this fortuitous discovery.

CARD:

Digging in sector {0} has uncovered a new lode of Dilithium/raw materials. The workers will begin to immediately exploit these resources, allowing for more ships to be built, and the fleet expanded. This will surely increase the reach of Cardassia into the galaxy!

DOM:

Slaves on a dig found a new lode of resources/Dilithium that can be used to construct new warships. Their Vorta Commander has doubled their work shifts to ensure we can exploit this fortuitous find. Blessed are the Founders.

# Archaeological Dig Success

(Large increase in system research production for 5 turns, small but permanent increase in system trade)

FED:

Ancient ruins of major archaeological significance have been discovered in system {0}. Among the ruins were artefacts of unknown origin. Our researchers are attempting to uncover their secrets, and news of the discovery is quickly attracting tourists from across the Federation.

KLING:

Klingons are born to fight and conquer...but the Empire needs technology to provide for her Warriors. An archaeological dig in system {0} has discovered ancient devices of unknown use. Our ye'jan believe they could help the Empire...and her Warriors.

ROM:

The stars hold many secrets, but they will not hold onto them for long. Indeed, one such secret has been uncovered in sector {0} while our researchers there were on an exploratory expedition. The artefacts discovered there are of unknown origin, but our scientists have already uncovered their secrets. The artefacts are now drawing the attention of tourists, who will have to be monitored closely by the Tal'Shiar to ensure our discoveries are not looted by those that would use them against the Star Empire.

CARD:

A dig in sector {0} has uncovered an ancient artefact of unknown origin. Our diligent researchers are working to uncover the secret of the artefact, and are already making great progress. It is hoped that the artefact will bring with it a secret of great power, but for the time being, we will have to make do with the benefits of increased tourism in the sector.

DOM:

One of our archaeological digs in sector {0} has turned up a fascinating artefact. The device is of unknown origin, but the brightest minds of the Dominion are working to uncover its' secrets. The device is surely a challenge from the Founders, for the device holds promise of great power for those that can unravel its' mystery. The people are already undertaking pilgrimages to view the device, and tourism is booming in the system. Praise the Founders for their generosity!

# Advanced Starship Discovered

(Large increase in all areas of research)

FED:

An advanced starship was discovered in an asteroid field. The origins of the craft, how long it has been there, or even why it was lost in the middle of the dead asteroid field are unknown. We have handed over the vessel to our researchers, who say that the technology on board could lead to major breakthroughs in our research efforts.

KLING:

Qapla! We have captured an advanced starship in sector {0}. It was adrift in an Asteroid field, but we know nothing else about it. Our yej'an will surely be able to make some use of it. If not, it will make excellent target practice!

ROM:

An advanced starship of unknown origin was discovered in sector {0}. The Tal’Shiar have sent our most trusted scientists to examine the vessel. They speculate that the technology aboard the ship may be of great use in furthering our own research projects, and the vessel has now been moved to a secure location for further examination.

CARD:

An advanced starship has been discovered adrift in sector {0}. Traders there have been rumouring about the presence of an unknown vessel for years, but now the rumours have been confirmed. The vessel is of unknown origin, and our scientists have been sent in to thoroughly examine it. They say that its systems will greatly enhance our understanding in all current areas of research - and may even open up whole new fields.

DOM:

The Founders must be pleased! An advanced starship that could only have been placed by them was found in sector {0}. This starship contains technologies far beyond anything we know. Our scientists are studying this vessel to get the most out of it. Truly blessed are the Founders.

# Advanced Starship Captured

(Small increase in all areas of research, large increase in diplomatic ties with another random Empire)

FED:

A survey ship detected an experimental {0} craft adrift in space. The Empires government has been informed and they were grateful for the return of their craft. Relations with the {0} Empire have considerably improved. The surveyor also conducted discreet scans of the craft. The scans will help advance our future research efforts, and help in the development of new defences against their technologies.

KLING:

A Scout vessel detected an experimental ship adrift in sector {0}. Against the will of many young Klingons who would have sooner destroyed it, we have handed it back to the Empire who constructed it. Of course, our yej'an made detailed scans of it, providing us with specifications of future possible enemy designs for years to come! What a glorious day for the Empire!

ROM:

A cloaked intelligence vessel discovered an advanced prototype vessel in sector {0}. The vessel was thoroughly scanned, and copies of the records were given to both our researchers and the Tal'Shiar. We then had the foresight to return the vessel to its respective Empire, which was grateful for its' return. The scans of the vessel will help the Tal’Shiar and the Imperial Navy develop defences against the new technologies employed in the vessels' design, and the diplomatic overtures will lull our enemies into a renewed false sense of security.

CARD:

A scout vessel encountered an advanced prototype starship in sector {0}. The vessel was scanned, and then returned to the Empire it belongs to. They were pleased to have the vessel back, and diplomatic relations have improved as a result. The scans taken of the vessel will most certainly increase our scientist’s efforts in their fields of research, and the improved relations will make things easier for our undercover operatives.

DOM:

A warship stumbled across an experimental vessel of the {0}. After thoroughly searching the vessel and conducting research on the components, we sent it back to the {0}, as a show of our good will. The fools seem impressed by this decision.

# Defector

(Large increase in research in a random field for a short time)

FED:

A scientist from a rival empire has requested asylum. In return for our protection, he has brought with him all of his current research in the field of {0}\_. Starfleet Security have completed their security checks, and the data the scientist has provided will be of great use to our researchers. The Federation welcomes all who wish to live under the flag of peace and mutual cooperation.

KLING:

All Klingons serve the Empire, as do all those under its protection. An enemy scientist has defected to our Empire, and has brought his research with him. The Empire will protect him...for as long as he serves it.

ROM:

The Star Empire continues to advance in order to better itself, and ultimately gain a degree of power over its rivals. A scientist from one such rival has come forward to us, bringing with him his research in the field of {0}. This research will help us drastically. The Tal’Shiar have thoroughly investigated him and determined that he is not a spy, but he will be placed under surveillance for the rest of his useful life.

CARD:

The Union is always happy to receive additional help from its enemies. A scientist from a rival Empire has joined the Union. He has brought all of his research into the field of {0} with him, and has offered to help our own efforts in exchange for asylum. We will give him what he wants...for as long as his research is of use.

DOM:

The Founders have great powers indeed. They have caused an enemy scientist to defect, bringing his research in the field of {0} with him. The scientist seeks refuge, and we will provide it for him. We will use him and his research to the benefit of the Dominion, and we will continue to worship the Founders.

# Scientific Breakthrough

(Small increase in research for a long time)

FED:

New scientific breakthroughs in {0} tech have resulted in a small influx of new scientists. They are willing to dedicate their lives in the pursuit of knowledge, and the Federation will benefit from their future discoveries.

KLING:

Our yej'an are some of the most respected Klingons in the Empire. Afterall, it is those who devise and make the weapons that allow a Klingon warrior to fight. The recent developments achieved by these Klingons have led to a boost in the numbers of yej'an enlistments. Only time will tell what weapons this new generation will devise!

ROM:

Scientists are the heart of the Star Empire. They develop new cloaking and listening technologies to use in the field, which furthering the intelligence that can be gathered by the Star Empire. Recent developments by these scientists have created a popular interest in the continued development of the sciences amongst the people. Our academies report record enlistments. Only time will tell what these new scientists will provide for the Star Empire.

CARD:

All Cardassians know that Science is the major driving force for the Union. It saved us from annihilation in our ancient past, and ultimately led to the creation of the Union itself. Today, our researchers seek to provide us with better technology to use in a myriad of fields, including trade and resource extraction, which help to quench Cardassia's thirst for resources. Now, a rival scientist has appeared, requesting asylum. He has brought with his entire research database in the field of {0}. This research will surely assist the Union, and for that reason, the scientist will be protected until they wear out their usefulness.

DOM:

The Founders have attracted an enemy scientist. The scientist has brought with him all of his research in the field of {0}. His research will benefit us, making us a greater power in this galaxy. Blessed be the Founders!

# Influx of scientists

(Large increase in multiple tech areas for a set amount of time)

FED:

The recent war efforts have inspired an influx of scientists to the Federation. The scientists wish to specialise in a myriad of fields, and the influx has prompted the Federation Science Council to grant increase in funding to ensure their skills are put to use.

KLING:

buy'ngop! Whilst the war with the {0} is glorious, it has brought us added benefits. Researchers have donated their research projects to the advancement of the Empire. Our warriors will now be even better equipped in the glorious battles that lie ahead!

ROM:

It would appear that our war propaganda has touched the hearts of scientists across the Empire. Many have come out to support the Star Empire during the time of war, and this has greatly increased our research efforts. This new research may even tip the balance of power in the favour of the Star Empire.

CARD:

We are always looking for new scientists to fulfil Cardassia's need for improved technology. Recently, the war effort has gained much momentum, and the result has been an influx of scientists from across the Union donating their research. This will greatly enhance our understanding, and will surely lead to the development of new technologies to use in the war.

DOM:

The word of the Founders is spreading throughout the galaxy. Many scientists, in light of the recent war, have donated their time and effort to enhance our understanding of the Universe. These scientists know that spreading the glory of the Founders will bring untold blessings and fortune in this life and the next. As an added side effect, the advanced new technologies they are developing will provide tangible benefits in a vast variety of fields.

# Alien Fossils

(Receive a small Biology research bonus)

FED:

A survey team crash-landed while charting a remote asteroid field. While exploring the surrounding cave structure, they discovered curious prehistoric fossils and DNA. The rescue ship also collected additional environmental data. The information will be of use to our Biology researchers.

KLING:

A Scout vessel has crashed in an asteroid field. Whilst salvaging the ship, the surviving crew recovered strange alien fossils and DNA in some caves. The Empire will find a use for such finds!

ROM:

We have lost a Scout vessel in a remote asteroid field. The surviving crew were attempting to find a means to return to Romulus, when they discovered a cave system that contained some highly unusual fossils and DNA. Tal'Shiar agents, who happened to be "passing" through the system, rescued the crew, and our scientists are now examining the fossils.

CARD:

A scout vessel patrolling sector {0} had to make an emergency landing on one of the planets there. In the surrounding cave system, they found strange fossils and ancient DNA. A trading vessel that was also passing through the sector detected their distress beacon and picked up the stranded crew. Our scientists are now examining the curious fossils. This could lead to a minor breakthrough, according to our scientists.

DOM:

The Founders never cease to surprise. A scout vessel in sector {0} crashed onto a planet in that sector. Whilst looking for a way to contact the Jem’Hadar, they located a cave system filled with mystifying fossils and ancient DNA. Our scientists are working hard to solve the mystery of the fossils and the accompanying DNA. This could lead to new insights for our genetic improvement programmes.

# Mutation

(Receive a large Biology research bonus)

FED:

During a recent Genetics experiment, a specimen developed an unusual mutation. Our scientists have determined that the mutation could hold the key to answering some of their most fundamental questions. This boost could take our research in previously unknown directions.

KLING:

All Klingons know of the dangers of Genetics experiments, but it seems for once, an accident has actually helped our researchers. A curious mutation developed in our latest experiment, and has provided our researchers answers to some of their greatest questions.

ROM:

Our scientists always double-check their work, and all are aware of the problems that can rise from Genetic Engineering. However, a recent experiment developed an unpredicted mutation, which has stumped our scientists. The scientists are now working with the Tal’Shiar to derive some answers from this mutation, which will surely cause research in that area to go where we have never seen before.

CARD:

All scientists are aware of the dangers associated with Genetics experiments. However, this time a mistake has ended in success. A strange mutation developed in a specimen, which will surely result in our scientists learning the answers to some of their greatest questions in the field.

DOM:

An experiment at a Cloning Research Lab has gone awry. A new specimen of a test species has been created, prompting new research information that will help our geneticists.

# Containment Breach

(Small hit to Biology research)

FED:

The containment seals on a critical research project have failed. The genetically engineered organisms that the seals contained died from exposure to solar radiation. An investigation is underway to determine the cause of the breach, and the experiment will have to be restarted with new containment procedures. Our biotech research efforts will be held back for some time.

KLING:

A critical system error has caused the security clamps on a containment unit to fail. This meant that the delicate organisms inside the containment unit were exposed to stellar space, desiccating them instantly. Klingon Security is investigating the cause of the failure, and we will “educate” our yej’an about the price of failure. For now, our efforts in biological research will be hampered. It is at least fortunate that the containment breach did not occur in a populated place. All Klingons know the consequences of failures such as this. The memory shall burn in the minds of all warriors!

ROM:

An experiment has ended in disaster! A containment breach caused the containment clamps to release, sending the engineered specimens contained inside out onto the barren planet where the research base was located. Unfortunately, solar radiation killed the specimens before they could be saved. The Tal’Shiar is thoroughly investigating the facility, and all those inside it. While it is unlikely that foul play was involved, it is certain that our research efforts will be greatly reduced for a period of time.

CARD:

A recent genetic experiment has failed. A containment malfunction caused the anti-gravity plating to fail, causing the specimens inside the containment unit to fall. The force of the impact killed the fragile organisms. Foul play is suspected, and is being investigated. In the meantime, we will have to try to recover what we can from the loss.

DOM:

The Founders have exacted their revenge. An experiment that was supposed to help improve the lifetimes of Jem’Hadar has gone horribly wrong. The containment unit failed, causing the organisms to be exposed to the elements. Having never been exposed before, the organisms quickly died. We must be careful in the future to heed the words of the Founders carefully, and only do what they want us to. In the meantime, our Jem'Hadar warriors will have to make do with their current existence.

# Lab Explosion

(Receive a small Energy research bonus)

FED:

An energy lab has exploded. No one was injured in the blast, but our investigators have discovered an unusual energy signature from the debris. Whilst the loss of the lab will be a blow to our research efforts, our Physicists believe that an investigation of the energy could lead to the breakthrough they have been looking for.

KLING:

The Empire thirsts for Energy, but it seems enough is never enough. A surge in our Energy requirements caused a reactor to go into meltdown; no Klingons were injured in the blast, but an investigation by Klingon Intelligence has discovered an unusual Energy signature in what remains of the core. Our energy experts are keen to begin harnessing this new form of radiation immediately, and are sure they can provide new power cores for the Empire - and new power cores mean new weapons. Our Warriors will be pleased!

ROM:

Our scientists are true Romulans. They have the ability to make Senators frown and grin at the same time. In this instance, a research team working on a new singularity energy matrix to power our vessels caused their building to implode. None of the scientists were killed in the implosion, but nothing of the building remains. There is however an upside to the event; the energy source they were working on miraculously stabilized after the implosion, suggesting we need to include gravimetric field generators in the design of the new energy cores to maintain stability, safety, and output. Even more importantly, the energy readings from the energy matrix are immense. The Tal’Shiar has assured the Senate that the new energy source will be of great power to the Star Empire.

CARD:

One of our research labs has exploded. The scientists there were working on designing better energy sources to power our vessels. Although the shell of the containment building collapsed, there were no casualties, and the energy source that the scientists were working on actually appears to still be active. The destruction of the lab appears to be due to an unexpected harmonic resonance field that shattered the foundations of the structure, rather than an explosion of the core itself. This means that the scientists may still be able to harness the power of the new energy source. If we can now design dedicated new containment devices around the already-active energy core, it will mean we can finally construct new energy cores that can be safely installed even in the middle of densely populated areas, putting an end to one of the Union's longest-running needs.

DOM:

The Founders have allowed us to unlock one of their great secrets. A research lab has exploded. There were no casualties, but the scientists discovered strange energy readings from within the destroyed lab. Believing the readings to be the work of the Founders, the scientists hurried inside. They found the remains of the energy source they had been working on, but the devices were filled with a powerful and exotic form of energy. This will surely cause great excitement, and enable us to increase power across the Dominion.

# Subspace Reaction

(Receive a large Energy Research bonus)

FED:

During a standard sensor sweep, a starship triggered a rare Subspace reaction of a magnitude unreachable by current simulation systems. The sensor logs from the starship have provided invaluable data to our energy researchers.

KLING:

Whilst on patrol, our Scout vessel in sector {0} performed a standard sensor sweep. The scan triggered a rare subspace reaction, producing energy readings of a level that is unattainable with our current technology. Our yej'an were able to make detailed analyses of the reaction, providing them with invaluable data. Perhaps the Empire's insatiable thirst for power will finally be quenched?

ROM:

A cloaked spy vessel recently run routine scans in a sector to look for hostile activity. Their scans suddenly informed them of a rare subspace reaction, apparently caused by their scanning arrays. This reaction had an energy far reading above our current technological reading capacity. The vessel automatically collected data on the event, and transmitted it to a Tal’Shiar research facility. The data could ultimately lead to many breakthroughs in energy technologies.

CARD:

A scout vessel sent to look for intruders near our borders performed a standard sensor scan. The scanning array accidentally set off a rare subspace event. This event registered an energy reading far off any scale we have yet developed for analysing energy signatures. The vessel collected as much data as it could, and then returned to Cardassia, where the information gained will be used to develop new energy technologies.

DOM:

A vessel of ours recently underwent a remarkable set of events. A standard sensor sweep set off a Subspace reaction, producing a massive amount of energy. Although the sensors officer was initially punished for endangering his vessel, it has now been noted by our researchers that the scan of the reaction can greatly aid their research. We have given them their research and genetically rewarded the officer.

# Fusion Meltdown

(Energy research takes a massive hit, all energy structures in a random system are destroyed and the system suffers a large loss of population. The chances of a negative climate change event in that system also greatly increase. This event is devastating and on the scale of Praxis)

FED:

Starfleet priority communiqué. All captains within range of system {0} report to the system immediately to commence humanitarian missions. The large power production and research plant on {0} has gone into fusion meltdown. The shockwave caused by the devastating explosion has knocked a moon out of orbit, destabilised the atmosphere and killed thousands - but millions more are now at risk from radioactive fallout, debris, and sudden climate shifts. The scale of the devastation cannot be adequately described. This tragedy will impact the Federation economy, power production, and research efforts for decades to come.

KLING:

lot! The energy research complex on {0} has exploded! The plasma emissions and radioactive fallout ignited the atmosphere of the planet, killing thousands of Warriors in their sleep. They died without their weapons, without an enemy to fight - and without honour. The Empire will never forget this. The system will carry the scars of the devastation for decades to come, and even worse - there is no enemy upon which the Empire can claim its revenge! This day shall forever be known as the darkest day in the Empire's history, for it is the day the Empire ran out of energy.

ROM:

Senate Emergency Order. All commanders of vessels within rescue range of sector {0} are to report there immediately. Assistance is needed after an experimental power plant in that sector exploded, sending a fusion shockwave, which was already sent an orbiting comet flying out of the system, and killed thousands of Romulans citizens. Millions more are at risk of severe radiation poisoning unless they are evacuated immediately. This disaster scales with nothing ever encountered before by the Star Empire, and will be remembered as the gravest tragedy in history.

CARD:

This day marks the end of the populace in sector {0}. The primary energy plant there exploded. This sent out a massive fusion shockwave, which ignited the atmosphere, disabled orbiting facilities, and killed thousands of people on the surface. Millions more are now in need of immediate evacuation, or they will all die. The orbiting facilities might never return to maximum production. Cardassia will remember the dead with honour, and is now forced to search for a new energy source.

DOM:

An energy plant in sector {0} has exploded. The explosion has sent out a fusion shockwave, which has killed thousands of non-believers. If we do not act quickly, then the remainder of the population will die from severe radiation poisoning. The chance that a negative change will occur soon in the climate of the planet has increased drastically. The Founders are certainly testing us. If we fail, then it will be a very dark day for the Jem’Hadar.

# New Subroutines

(Receive a small Computer research bonus)

FED:

During the testing of a new device, a researcher entered the wrong subroutines into a critical program. A systems analysis has detected that the new subroutines have somehow boosted the computational capacity of the device, to a level that was previously unheard of.

KLING:

Qach! The Empire relies on her experts to be faultless, but it seems that even mistakes can bring advantages. The subroutines of a critical program were entered wrongly into a computer, but the result was a vast increase in performance. The reasons for this are unknown, but the new subroutines will boost the power of computers throughout the Empire considerably.

ROM:

A new computer has been installed in the Senate Chamber. The technician in charge of the programming input the wrong subroutines, leading to a lengthy investigation. The result of the investigation was that the subroutines had actually increased the efficiency of the new computer system, and will be analysed to see if even more efficient subroutines may be developed in the future.

CARD:

The installation of a new computer has ended in controversy. A service technician was programming the computer, when he entered the wrong subroutines. He was immediately removed from the area, and his subroutines analysed. The subroutines were found to improve the efficiency of the system, which is why he hasn’t been executed for sabotage. The possibility of an intelligence operation is being investigated.

DOM:

During the reprogramming of a computational device, a technician placed in the wrong subroutines. When the mistake was found, the defective technician was executed. His fate is with the Gods now. However, the subroutines were later found to be helpful, boosting the usefulness of computer systems throughout the Dominion. Sometimes progress must come at a price.

# Discovery of Data

(Receive a large Computer research bonus)

FED:

A Positronic lifeform has been discovered. The lifeform appears to be the culmination of the life's work of the late Dr. Noonien Soong. It has been remarked as 'sentient' by our researchers, and may help our computer researchers develop new Positronic technologies. One thing is certain however: we will need to refine our definition of "sentience" with the discovery of this remarkable being.

KLING:

Apparently, not all life is biological. One of our Scout vessels has captured what appears to be the culmination of the life's work of the late Dr. Noonien Soong, a human pioneer in the field of Positronics. Whilst useless as a warrior, the Android will further our knowledge of Positronics considerably.

ROM:

A scout vessel doing a routine sensor sweep of a planet in the {0} sector has discovered a Positronic signature. The signature appears to be the life work of a human scientist, Dr. Noonien Singh. The android is useful in many fields, but he will mostly advance our knowledge of Positronic technology considerably.

CARD:

DOM:

While scanning a ruined world, a warship found the remains of a Positronic lifeform. A detailed examination of this lifeform has enlightened us in our Computer sciences. Blessed be the Gods.

# Engine Malfunction

(Receive a small Propulsion research bonus)

FED: The engineers on one of our Starships have come up with a new design for matter/antimatter injectors. They were inspired to replace the existing systems on their vessel when the injectors failed, preventing the vessel from achieving Warp velocity and temporarily stranding it in space. The new design crucially boasts both greater reliability and higher injection rates, which in turn promises greater speed. The new designs will become a standard part of future Warp Cores, and the engineers have received commendations for their exciting new designs.

KLING:

ROM:

CARD:

DOM:

# Student Prodigy

(Receive a large Propulsion research bonus)

FED:

One of the brightest student minds at our top University has written a paper on a theoretical form of propulsion. Our amazed researchers have begun testing new propulsion designs that utilise his theories, and the new engine designs already have the potential to render older propulsion methods utterly obsolete. Practical new engine designs based on the new technologies are only a matter of months away, and if successful, Starfleet will consider making the new design standard on all future ship designs.

KLING:

wIgh! Whilst all Klingons feel the fire of the Klingon spirit for battle, not all Klingons see this as a choice of career. These Klingons go on to be the driving force behind our advancement in technology. It seems one such Klingon has arisen; his theories on Propulsion have stunned our yej'an, and have opened the door to new designs for future warships. The Empire has been served well.

ROM:

The vessels of the Star Empire boast the most advanced propulsion systems in the galaxy, but an inspired new engine design has rendered all previous designs utterly obsolete. Of course, our enemies will only learn of their deficiency when our Warbirds appear in the skies above their unsuspecting cities...

CARD:

DOM:

The Gods smile upon us. A newly cloned technician was endowed with Propulsion knowledge beyond the scope of our researchers. This will greatly serve the Founders.

# Geographical Expedition

(Receive a small Construction tech bonus)

FED:

A geographical expedition has discovered a previously unknown source of a rare metal. Our Construction researchers will be itching to get their hands on the metal, as it is extremely durable, and will be useful in the Construction of future starship designs.

KLING:

Expedition - Klingons are made of flesh and blood, but our ships require metal for their structure. A geographical expedition has uncovered a new source of a rare metal; one which future warships will require in abundance. This will allow us to strike at the very core of enemy Empires!

ROM:

CARD:

DOM:

It seems even slaves are capable of doing things worthy of the Founders' grace. A slave mining expedition unearthed a new lode of a rare material required for our warships. Our construction technicians quickly flocked to the site. The slaves responsible for the find have been granted their freedom by the mercy of the Founders, and the remaining slaves will now work overtime to unearth these precious resources. Grace be to the Gods.

# Architectural Symposium

(receive a large Construction tech bonus)

FED:

Architects, construction specialists, and material engineers from across the Federation have congregated for the annual Architectural symposium. They have demonstrated their latest designs and materials, and several major new research ventures were initiated during the event. The results of the research will be exciting indeed.

KLING:

ROM:

CARD:

DOM:

# Weapon Misfire

(Receive a small Weapons tech bonus, -1 system morale for 10 turns)

FED:

A test of a new torpedo design went spectacularly wrong when an engineer miscalculated the amount of antimatter needed to power the explosion. The explosion vaporised the test facility, which was built from the very latest Polyduranium armour. Whilst the loss of the facility is a blow, the data gathered from remote sensor systems will be useful in designing larger antimatter storage devices that will allow for the creation of new torpedoes with the same destructive potential. The test facility is now being rebuilt with the design of more powerful explosive devices in mind.

KLING:

ROM:

CARD:

DOM:

# Wargames

(Receive a large Weapons tech bonus)

FED:

A recent wargame training simulation yielded unexpected results, when a computer reconfigured all of the weapons systems on the test vessel to generate a single, massive pulse of Phaser energy. The Phaser pulse would have been powerful enough to obliterate the test compound had the weapons officer not been able to disable the computer, but analysis of the reconfiguration has led to a renewed understanding in Nadion weapons technology.

KLING:

ROM:

CARD:

DOM:

# Encounter the Cytherians

(A random ship is dragged to the Cytherian system. Receive a large bonus in all areas of research, and relations with the Cytherians is opened)

FED:

The USS \_\_\_ recently disappeared while on deep-space exploration. While the investigation was under way, the ship reappeared at its last known coordinates. A race of galactic explorers known as the Cytherians provided the vessel with impressive information, which will advance all segments of our technology research.

KLING:

We recently lost contact with the IKV {0}. Whilst it isn't unknown for ships to simply disappear, this particular ship managed to reappear with the combined knowledge of an entire race. Apparently, the ship was dragged to a far-off corner of the Galaxy by an alien probe and taken to a cowardly race known as the Cytherians. It is lucky that the commander wasn't too trigger-happy, however, for our yej'an will be able to advance our knowledge far more quickly with such information. It seems Diplomacy can sometimes be useful to the Empire!

ROM:

CARD:

DOM:

# Discovery of the Dyson Sphere

(Receive a large increase in all areas of research)

FED:

A ship has discovered the existence of a 'Dyson Sphere'. These massive objects surround an entire star, and use them as a source of power. The structure will be of great interest to our researchers. If we were able to build a station nearby, our scientists would be able to continue their research...

KLING:

Our yej'an have long suspected that somewhere out in the cold, dark vastness of space, there was a structure so large, that it surrounds an entire Star. Whilst exploring sector {0}, a Scout vessel detected the presence of such a structure. Our yej'an will be able to advance in many fields of research through this discovery. May our enemies fear us!

ROM:

CARD:

DOM:

# Encounter the Omega Particle

(You are given the option to either research the Omega Particle, or destroy it. If you destroy it, there is a minimal chance that it will explode, destroying Subspace in the surrounding sectors, permanently halving movement rates in the three surrounding sectors and permanently causing the loss of trade in all systems in the surrounding area. If you decide to research it, you will get a 50% Empire-Wide research bonus to Energy for 10 turns, but the chances of Omega Exploding are considerably increased)

FED:

A ship has detected the presence of the Omega particle. If we research it, we run the risk of causing a catastrophic explosion, with a collapse of Subspace in the surrounding sectors. This would render Warp Drive inoperable, and would devastate entire systems. However, the amount of research that could be done is truly phenomenal, and could tip the balance of power in favour of the Federation. What should our researchers do? Destroy/Research

KLING:

We have discovered the most potent source of power in the Universe, the Omega particle. Whilst researching it would bring great benefits to our Empire, the risk of a catastrophic explosion is great. Such an explosion would cause Subspace to collapse, rendering Warp drive impossible throughout many sectors. Chancellor, what should our honourable yej'an do? Remember what happened at Praxis... Destroy/Research

ROM:

CARD:

DOM:

# Encounter the Think Tank

(In exchange for a random amount of resources, the Think Tank will provide you with a 50% Empire-Wide research bonus for 5 turns)

FED:

We have discovered a Think Tank of eminent scientists. In exchange for {0} resources and {0} crew, they will aid our researchers in all areas of research. Should we accept this offer? Yes/No

KLING:

A wandering band of great scientists has contacted a Scout vessel in sector {0}. The vessel tried to capture them, but the Commander failed miserably. By right of challenge, his first in command challenged him to combat, and killed the dishonourable Klingon. The new Commander has since attempted Diplomacy, and the group is offering their services to the Empire...for a price.

ROM:

CARD:

DOM:

# Test Beds

(You are asked to provide resources towards a new scientific project. The more resources you commit, the greater the reward and the higher the chances of success)

FED:

A prominent scientist in the field of {0}\_ has formulated a new and exciting theory. If it proves true, it could revolutionize the field. He has requested {0} Officers, {0} Deuterium, and {0} Dilithium [per turn] for {0} turns. The chances of success for the idea will depend on the amount of resources we are willing to commit to the project.

KLING:

We provide our yaj'an with the resources that are necessary for them to discover the secrets of the Universe for the glory of the Empire. Occasionally however, this is simply not enough. Our yaj'an have come up with a new theory, and want to test it out. Will you provide them with additional resources, Great Chancellor?

ROM:

CARD:

DOM:

# Data Lost

(Decrease in amount of research gained in a particular field for 1 turn)

FED:

Our {0} researchers were transmitting their data to {0} for processing. Upon receiving confirmation that the files were properly transmitted, the researchers followed standard Security procedure and deleted the data. The files did not reach their intended destination, however. We have ascertained the reason was a subspace phenomenon in one of the transit sectors. {0} teraquads of research data was lost.

KLING:

Our researchers transmitted vital data on a research project to Qo'nos, but the information never arrived. Following standard security protocols, the data was deleted after it was sent, to ensure enemy spies could not capture it. ghuy! We have lost approximately {0} teraquads of data.

ROM:

CARD:

DOM:

# Covert Scans

(Gain info on enemy starships - future combat effectiveness increase)

FED:

A {0} research convoy recently docked at one of our deep space outposts to replenish supplies. We exercised interplanetary law and performed a medical examination of the convoy. No infections were found, although one member of the team accidentally stumbled across schematics of the {0} empire's current ship designs. This data will be of crucial importance to Starfleet Intelligence.

KLING:

An enemy research convoy docked at one of our bases to resupply. The base commander exercised interplanetary law, and had the cargo seized for examination. Among the contents, several documents and schematics of great importance to the enemy were found. Qapla! Triumph for our security forces!

ROM:

CARD:

DOM:

A research convoy for the {0} recently docked at one of or stations. A Founder slipped in and obtained documents and schematics that will greatly aid the Founders.

# Fuel Leak

(A random ship takes a small amount of damage and loses 50% of its fuel reserves)

FED:

The USS {0} has reported a leak in its Deuterium fuel supply. It lost {0} units of Deuterium before the engineers could make emergency repairs, and it will need a refit and resupplying.

KLING:

The IKV {0} has reported a fuel leak. ghuy! Her engineer will be punished for this failure. {0} units of Deuterium have been lost from her tanks.

ROM:

CARD:

DOM:

A ship in sector {0} has reported a fuel leak. The incompetent engineer has been executed, and a suitable replacement cloned. It would be wise to resupply this ship, oh great Founder.

# Salvage Operation

(Gain {0} units of Dilithium\Deuterium\Raw Materials)

FED:

The USS {0} has run across the wreckage of a Dilithium\Deuterium\Raw Materials freighter. Nothing was salvageable except for {0} units of Dilithium\Deuterium\Raw Materials left in its cargo bays. An investigation has begun to identify what destroyed the vessel.

KLING:

The IKV {0} has discovered the wreckage of a Dilithium\Deuterium\Raw Materials Freighter. Her Commander salvaged the Dilithium\Deuterium\Raw Materials, and then destroyed the remaining wreckage. {0} units of Dilithium\Deuterium\Raw Materials gained.

ROM:

CARD:

DOM:

Our warship in sector {0} ran across a freighter. They refused to commit their loyalty to the Founders, and were summarily executed. The vessel salvaged {0} units of Dilithium\Deuterium\Raw Materials from its bays, and then destroyed the freighter.

# Perfect Growing Conditions

(+100% Food in a random system for 10 turns)

FED:

The Climate Control machines in system {0} have undergone a recent overhaul of their systems. Farmers have since reported near-perfect growing conditions, and there has been a boost in the productivity of the farms in the system.

KLING:

Not all Klingons are warriors, though the warrior spirit is present in all true Klingons. The warriors in charge of our Hunting Grounds in System {0} have come up with new methods of hunting, and now there is now more fresh meat for all Klingons in the System! Let the feasting begin!

CARD:

DOM:

# Famine

(-50% Food in system for 10 turns)

FED:

The Climate Control machines in system {0} have suffered a catastrophic failure due to a chronic lack of maintenance. Farmers in the system have reported that their crops have been ruined, and famine is becoming an increasing possibility. The people are in for a hard time, and the Governor has requested the aid of a Hospital ship and has appealed to the Federation Council for supplies.

KLING:

nargh! The animals in our hunting grounds in System {0} have escaped! If the animals are not captured, our Warriors will starve! This is not the way a Klingon should die! He should die at the hands of a superior enemy in glorious battle!

ROM:

CARD:

DOM:

# New Mining Methods

(+100% Raw Materials in system for 10 turns)

FED:

Scientists have found radical new methods in the mining of Dilithium/Deuterium/Raw Materials. The accumulation of this resource in the system will be increased until the available veins have been exhausted.

KLING:

Qapla! Our yej'an have served the Empire well. They have come up with radical new methods of mining resources. Our accumulation of these resources will increase significantly.

ROM:

CARD:

DOM:

# New Operating Protocols

(Repair rate of damaged ships in system increased by 25%)

FED:

A young enlisted engineer aboard a resupply space station has suggested several new operating protocols. These will increase repair/resupply speed aboard that/some/all repair stations.

KLING:

A young Klingon Warrior has taken command of a resupply station. He has introduced new operating protocols and boosted the productivity of the station significantly. He will make a fine Klingon Warrior!

ROM:

CARD:

DOM:

The replacement Vorta Commander of a resupply station has brought new insight into the day-to-day operations. The productivity of the station has been boosted.

# Artificial Intelligence

(The affected race loses control of a ship, it attacks nearby ships, stations, and worlds - irrelevant of who controls them - until you regain control of the ship or it is destroyed)

FED:

One of our vessels, the USS {0} has mysteriously gained an Artificial Intelligence. The Intelligence is in control of the vessel, and it has begun attacking several ships and stations in the area. It may take some time to regain control of the vessel, but we could gain much knowledge from the Intelligence if we could earn its trust.

KLING:

Our Imperial Navy must hunt down one of its own ships! The IKV {0} has gained an Artificial Intelligence, and it has begun to attack our fleets and colonies. It is a Klingon ship at heart! In different circumstances, it would be a welcome addition to the fleet. However, we cannot take any chances; the ship must be destroyed! If any of the crew still lives, at least they will die in glorious battle!

ROM:

The Tal'Shiar protects our interests, whilst the Imperial Navy protects our borders - but it is our Centurions who protect our ships. They have however, failed on board the RNS {0}. The ship has somehow gained an Artificial Intelligence, and has begun attacking several colonies in the region. Our researchers would gain valuable data if they could capture the vessel, but we must also be prepared to destroy it. We cannot allow it to damage our colonies - or Romulus.

CARD:

Our warship, the CDS {0} has gained an Artificial Intelligence. We do not know how this happened, but it is attacking ships and stations in the area. We must destroy it before it can harm Cardassia.

DOM:

The Founders have blessed one of our Warships with an Artificial Intelligence. The {0} is not submitting to their will however, and has begun attacking ships and stations in the area. The Founders are not pleased and have ordered its immediate destruction.

# Galactic Trade Summit

(Relations improve with a random Empire/Minor race. Any Trade routes with this race permanently generate an extra +25% income)

FED:

At a recent diplomatic summit, our diplomats and the {0}\_ diplomats have reached a new understanding. Relations have improved as a result.

KLING:

Not all Klingons chose to be warriors. Some choose to represent the Empire through less aggressive means than others would like. At a recent summit of Galactic powers, these Diplomats gained a new understanding. Relations have improved.

ROM:

CARD:

DOM:

# Positive Foreign Government Change

(Relations with a random Empire or Minor Race improve)

FED:

The Government of the {0} people has changed. The new Government is more open to our Diplomatic advances, and our Diplomats are already in talks. Our relations have improved with the {0} Government.

KLING:

The {0} Empire has undergone an internal shift, and a new Government leads their people. This new Government is more/less open to our advances.

ROM:

CARD:

DOM:

# Negative Foreign Government Change

(Relations with a random Empire or Minor Race worsen)

FED:

The Government of the {0} people has changed. The new Government is more wary of our advances than the previous Government. We have attempted to achieve a new understanding, but our efforts have been fruitless. Our relations with the {0} have been damaged.

KLING:

Fools! The new Government of the {0} people has shunned our ambassadors and are failing to comply with out demands for an explanation. The fleet has been placed on alert. The Klingon Empire does not suffer the silence of fools!

ROM:

CARD:

DOM:

# Points Of Opportunity

(+5% Espionage/Sabotage against a random rival Empire for 50 turns)

FED:

We have experienced significant breakthroughs in our Intelligence networks targeting the {0} Empire. Several dissidents have contacted us and are willing to spy for us and further our agenda. As a result, our Espionage/Sabotage efforts will be considerably increased for the foreseeable future.

KLING:

To be Klingon is to have fire in your heart, and to die a Warrior! Not all our enemies feel the same though. Some cowards lurk in the shadows; knife ready to kill a Klingon without honour. For once though, it seems the tables have turned! Klingon Intelligence has found a new source of information on enemy movements and procedures. Our Intelligence activities against them will be significantly improved for the foreseeable future. Qapla!

ROM:

CARD:

DOM:

# Enemy Spy Defection

(+20% Espionage/Sabotage against a random rival Empire for 20 turns)

FED:

An enemy spy has requested asylum. In return for our protection, he has given us a detailed account of enemy operations. We can use this information to ensure the protection of our great Federation.

KLING:

A career in Klingon Intelligence is not the most desirable career path for young Klingon Warriors, but it is something that the Empire relies on for its survival, nonetheless. These great Klingons ensure survival from enemies that do not wish to fight; even cowards that hide in the shadows can hurt us without drawing a blade. One of these cowards has come forward and is requesting asylum. In exchange, he is willing to give us detailed plans on enemy activities. This would be a great victory for Klingon Intelligence, but if he is lying, there can be only one punishment.

ROM:

CARD:

DOM:

# Compromising Material

(Small improvement in relations with another Empire)

FED:

We have come into possession of some compromising material relating to a prominent {0} dignitary close to their President/Chancellor/Praetor. Using these, we have persuaded him to promote our interests in the {0} Government. Relations with {0} have improved.

KLING:

Our enemies may try to portray themselves in a favourable light, but it seems even those high up in the Government of the {0} Empire are not as reputable as they seem. Our Intelligence operatives have come across compromising materials against him. As a result, he has become more willing to...see things from our point of view.

ROM:

CARD:

DOM:

Through our Founders in the field, we have come across compromising information about a dignitary for the \_\_\_. We forcefully persuaded this dignitary to enlighten his leader in our grace. Relations with the {0} have improved.

# Enemy Leader Assassinated, Relations Improve

(Relations with a random Empire/Minor Race considerably improve, small increase in morale Empire-wide)

FED:

An enemy leader has been killed in an unfortunate accident. Whilst our condolences have been passed on, the leader was actively campaigning against our Government, spreading lies and turning the people against the Federation. Without his influence, we may now find it easier to negotiate treaties with the {0}.

KLING:

An enemy leader has been assassinated. The leader was actively anti-Klingon, and without his 'guidance', the Government of the {0} Empire has become more open to our advances. Relations have improved.

ROM:

CARD:

DOM:

# Enemy Leader Assassinated, Relations Worsen

(Relations with a random Empire/Minor Race considerably suffer, small drop in morale Empire-wide)

FED:

A member of the {0} Government has died in an apparent accident. The {0} security forces however leaked false information that the Federation was responsible for the "assassination". The President has offered his resignation for his handling of the incident, but the {0} people have unfortunately taken this as an admission of guilt. Relations will be strained for some time.

KLING:

An enemy leader has been assassinated. Our Empire was framed for the cowardly act, and the {0} Empire has refused all Diplomacy with us. Relations have significantly worsened.

ROM:

CARD:

DOM:

# Popular Advisor Dies

(Empire-wide drop in morale for 10 turns)

FED:

A prominent member of the Federation Council was killed in a Transporter accident. Initial examination has ruled out foreign influence; the advisor had an undiagnosed heart problem that only came to light he suffered a heart attack during a transport. The people are devastated by the tragedy and are in mourning for the loss of the popular leader. Morale has suffered Empire-wide.

KLING:

A prominent advisor to the Chancellor has died whilst out hunting Targ. He was attacked by a sabre-bear in a cave, and whilst the battle was glorius, he was fatally wounded. Our warriors now wonder whether his replacement will be as worthy to advise the Chancellor.

ROM:

A prominent member of the Romulan Senate was killed when a boat she was on capsized in the Apnex Sea during a violent storm. The examination has ruled out external interference; it was a simple, terrible boating accident. The Senate is now voting for a new Praetor to lead the Government.

CARD:

A prominent member of the Detapa Council was killed in an accident, when an aerial vehicle he was travelling in crashed outside of Culat Province. The investigation has shown that it was simply a terrible accident. Public morale has dipped at hearing the news.

DOM:

A rare and horrible event has occurred. While travelling to another world a Founder was killed when the ship suffered a catastrophic systems failure and the Warp core breached. There was no outside involvement; it was simply a grave disaster. The morale of the people has plummeted.

# Diplomat Rescued

(Relations with a random Empire/Minor Race improve)

FED:

Whilst on a diplomatic mission on {0}, a Diplomat insisted on taking a short walk through the capital un-escorted. He was attacked, but the swift response of their security service saved the ambassadors life. The ambassador has praised the Government for their swift response, and relations have improved considerably.

KLING:

A Diplomat from the {0} Empire was attacked whilst out for a walk. He was unescorted, but thanks to the quick response of our security forces, the Diplomat was saved. Relations have improved.

ROM:

CARD:

DOM:

A Vorta Diplomat to the {0} was attacked while walking through the compound. However, the Gods smiled upon him, for tragedy was averted by the quick actions of the {0} security forces. They have shown themselves to be capable of maintaining security, and so our Vorta have been instructed to strengthen diplomatic relations, pending their future membership of the glorious Dominion.

# Highway Robbery

(Relations with a random Empire/Minor Race worsen)

FED:

Whilst touring the capitol, the head Ambassador for the {0} Empire was attacked! He is outraged at the lack of security and has left the compound, bound for his homeworld. His people are outraged by the security blunder, and have become less open to our advances.

KLING:

ROM:

CARD:

DOM:

# Diplomatic Success

(Relations with a random Empire/Minor Race significantly improve)

FED:

Our Diplomats have made a major breakthrough with the {0}. Relations with {0} have improved.

KLING:

Klingons are born to fight and conquer! But this is not a day for battle. The wheels of Diplomacy have turned, and our relations with the {0} Empire have improved. Now we must turn our attention to other enemies.

ROM:

CARD:

DOM:

# Diplomatic Failure

(Relations with a random Empire/Minor Race significantly worsen)

FED:

An insulting letter from a prominent Diplomat in our Empire managed to make its way through our communications network, before we were able to intercept it. The Diplomat has apologized, but the damage has been done. Relations with {0} have suffered.

KLING:

Every Klingon has his own opinions, but it seems at times, these opinions make their way into the open. An insulting letter was forwarded to {0} Empire before it could be intercepted. Relations have suffered.

ROM:

CARD:

DOM:

# Pro-Empire Speech

(Relations with a random Empire/Minor Race significantly improve, all trade routes with the Empire/Minor race generate +10% income)

FED:

The leader of the {0} has made a speech saying that joining us has begun a new age of prosperity for his people. As a result of the speech, the {0} people are rejoicing in their choice of allies. New trading opportunities are possible thanks to this momentous occasion.

KLING:

ROM:

CARD:

DOM:

# Anti-Empire Speech

(Relations with a random Empire/Minor Race significantly worsen, all trade routes with the Empire/Minor race generate -10% income)

FED:

The leader of the {0} has made a speech saying we have exploited his people. Although these charges appear to be unfounded, some of the people have taken the message to heart, and several protests have occurred.

KLING:

'uQ'a'! All true Klingons always know who their enemy is at heart, but for our growing Empire this just isn't enough. The leader of a violent/peaceful group has thrown a feast to increase his support throughout our Empire. As a result, Loyalty/morale has decreased throughout the Empire.

ROM:

CARD:

DOM:

# Undercover reporter

(Relations with a random Empire/Minor Race take a massive hit)

FED:

An undercover press operative found information concerning a recent act of genocide in {0} and leaked it to the public. The people are outraged. Relations with the {0} have suffered.

KLING:

Klingon Intelligence has failed! An undercover reporter of the {0} Empire managed to get through our security barriers and discovered evidence of our recent acts of aggression against their Empire. The news made the Headlines, and relations have taken a huge hit.

ROM:

CARD:

DOM:

# Commercial Terrorism

(-40% credits Empire-wide for 5 turns)

FED:

Domestic terrorists simultaneously hacked into the credit systems of the Bank of Bolia and the Federation Development Bank. Using system overrides, they declared bankruptcies of several major Galactic Trade Consortiums and Companies. This has caused temporary, but widespread confusion in our monetary system.

KLING:

Hackers managed to gain access to several of our monetary funds using system overrides. Our economy is in turmoil, and will continue in turmoil until the damage can be repaired and consumer confidence returns. Klingon intelligence will have to answer for this failure.

ROM:

Domestic terrorists simultaneously hacked into the credit and financing systems of the Star Empire's banks. Using system overrides, they declared bankruptcies of several major galactic trade consortiums and companies. This has caused temporary, but widespread confusion in our monetary system.

CARD:

DOM:

# Domestic Terrorism

(Relations with a random Empire/Minor Race worsen, -40% trade on trade routes with that race)

FED:

Domestic terrorists overrode security protocols for a Subspace Transmitter array. They altered several parts of a diplomatic transmission to the {0}. The message was distorted to appear extremely hostile to the {0}.

KLING:

Terrorists have hacked into a Subspace transmitter. They altered a Diplomatic message to appear extremely hostile. Relations with {0} Empire have suffered. It seems we need changes in Klingon Intelligence.

ROM:

CARD:

DOM:

# Propaganda

(Morale randomly fluctuates for x turns)

FED:

KLING:

ROM:

CARD:

DOM:

# Terrorist Bombing

(A random building in a random system is destroyed)

FED:

Domestic terrorism! Terrorists have detonated a small antimatter explosive in system {0}. The {0} was completely destroyed. Starfleet Intelligence is investigating the incident, but believe it is the work of extremists rather than foreign saboteurs.

KLING:

Terrorists set off a small anti-matter device in System {0}. Several structures were destroyed, including our current production in the System. There were no casualties, but the structure will have to be built from scratch. Klingon Intelligence will have to try harder to stop such attacks from occurring again. {0} production lost.

ROM:

CARD:

DOM:

# Terrorist Bombing Of Ship Production

(A ship that is in production is destroyed)

FED:

Terrorists set off a bomb in the {0} shipyard. Although the shipyard is fine, the ship in was producing was completely destroyed and will have to be restarted from scratch.

KLING:

Terrorists gained access to a new construction project in system {0}. They set off a series of bombs near the Warp Core. The Anti-matter containment fields failed, and the ship was destroyed. We will need to improve security in our shipyards.

ROM:

CARD:

DOM:

# Religious Holiday

(Complete loss of production in a random system for one turn, +1 morale in system)

FED:

The Federation is receptive to the religious views of its citizens, and the workers of system {0} have downed their tools for a religious celebration. System output may have temporarily ceased, but our citizens are enjoying a day of feasting and celebration. It's good to be in the Federation!

KLING:

ROM:

CARD:

DOM:

Glory be to the Founders! On this most holy of days, the people of {0} have shed aside their tools to give thanks for the blessings the Founders have provided. System output may have temporarily ceased, but that is a small price to pay so that the people may show their adoration for the Founders.

# Warp Core Breach

(A random ship is destroyed)

FED:

We have lost contact with the USS {0} in sector {0}. Another vessel was dispatched to locate the missing ship, which resulted in the discovery of heavily corroded hull fragments that match the materials and mass of the missing ship. The likely cause of her loss is a massive containment failure of the Warp Core. No survivors were found from this terrible accident, and a fleet-wide review of containment procedures is under way.

KLING:

The IKV {0} has failed to report in. While it isn't unusual to lose contact with ships for short periods of time, we have been unable to re-establish contact via any standard means. A Scout was despatched to search for the vessel, but all that could be found was debris. It seems a Containment breach was to blame, and the ship exploded. There were no survivors. The lives and spirits of the crew were wasted in this terrible accident - there was no sign of any attackers. And without battle, the crew is surely damned to eternal suffering in the halls of Gre'thor. This is terrible news. All engineers in the fleet have been... "reminded" of their duties. This cannot happen again.

ROM:

One of our vessels has failed to report in on their mission. This is highly unusual for any given Romulan ship. A cloaked scout vessel was dispatched to the area to detect the source of the problem. However all that could be found were pieces of the vessel along with the identifier beacon, which is programmed to signal to the nearest Romulan vessel in the event of extreme emergencies. The logs on the beacon describe a plasma conduit overload, which itself indicates a failure of the regulatory functions of the Singularity Core. Such a failure can result in a cascading loss of containment, and the destruction of the vessel. Romulan vessels fleet-wide have been ordered to check their Singularity Cores for similar malfunctions. The people shall never know of this occurrence.

CARD:

Hull fragments from one of our vessels have been found after an investigation into its' disappearance. It is clear that a Warp Core breach is to blame for the destruction of the vessel, but it is unclear as to how the breach came about. All other vessels in our territory have been ordered to investigate their Warp Cores, in the event that this was due to design flaw or poor maintenance practices. If all other Warp Cores are stable, then it is safe to assume that at least one of the other powers is responsible for the destruction of our starship. They will make an excellent outlet for the anger of the people.

DOM:

We have lost contact with a starship in Sector {0}. A vessel was sent to investigate, but it's Vorta captain found only debris. A study of the debris found an antimatter containment breach was to blame. All Vorta will now ensure maintenance crews work double-shifts to ensure the will of the Founders is not hampered by poor maintenance.

# Enlistments Boost

(Only occurs after war is declared, 50% increase in personnel gain for {0} turns)

FED:

The war with the {0} Empire has boosted troop enlistments. All we need now is enough ships to crew them with.

KLING:

noH! Glorious battle! The news of the war with the {0} Empire has been met well. All true Klingons are eager to earn their rightful place in Sto'Vo'Kor! There is only one thing that a Klingon likes better than the news of war, and that is to fight and die in one. This is good news for our enlistments. Let battle commence!

ROM:

CARD:

DOM:

The Founders have decided it is time to finally rid the Galaxy of our enemies. Cloning production is now at full strength, and our troop amounts have risen.

# Academy Enlistments Record

(25% increase in personnel gain for {0} turns)

FED:

A record number of enlistments have seen the Academy enjoy its most prolific semester yet. Our lecturers will be busy for the next few years...

KLING:

Recent events have led to an influx of recruits. We will have many more recruits for new vessels in the near future. May they meet Sto'Vo'Kor well!

ROM:

CARD:

DOM:

# Officer Exchange Program

(Increase in available officers for {0} turns)

FED:

Starfleet Command has arranged an officer exchange program with another power. As a result we have an increased number of available officers.

KLING:

Klingons are born to fight and conquer! But a warrior must train if he is to fight his enemies with honour and skill. The High Council has arranged an officer exchange program with one of our allies. Ha! They had better know how to prepare gach and have a large supply of blood wine!

ROM:

CARD:

DOM:

We have decided to trade a Vorta officer to the {0}, in the hopes that we will gain new insight into their inner workings. As a result of this, we have increased our cloning efforts.

# Dishonourable Discharge

(25% loss in personnel gain for {0} turns, small decrease in morale empire-wide)

FED:

A renowned officer has been convicted of dishonourable conduct. Enlistments have been temporarily reduced and morale has suffered.

KLING:

The council has found an officer on board the IKV {0} guilty of dishonourable conduct. His family are no longer welcome members of the Empire. tlhIS! His name is filth! Now we will need to repair the damage he has done to the honourable name of the Klingon Empire! Future enlistments will be somewhat reduced.

ROM:

CARD:

DOM:

# Academy Disaster

(50% loss in personnel gain for 5 turns, large decrease in morale Empire-wide)

FED:

A catastrophic collision of two training craft in Earth orbit yesterday has resulted in the death of 5 promising young cadets. As a result, Starfleet has suspended all Academy activity whilst it carries out an investigation.

KLING:

Two training craft collided whilst on combat training manoeuvres. All on board died instantly. At least they died whilst serving the Empire. Qu'vatlh! It is a shame they did not make it into battle!

ROM:

CARD:

DOM:

# Computer Hack

(Anti-Empire propaganda. Internal Affairs takes a major hit)

FED:

A personnel shortage in External Affairs has exposed a major flaw in our security. A rival power has somehow successfully hacked into the Federation News Network, and is spreading propaganda throughout the colonies and our non-native members. Current Bribe Resistance is at an all time low, and until we can reallocate personnel to External Affairs, current members are susceptible and vulnerable to this propaganda.

KLING:

Our news services have suffered from an attack by hackers. They have spread lies and deceit throughout the Empire! The loyalty of member systems is at an all-time low! Grrr...this sounds like the work of a Romulan...

ROM:

CARD:

DOM:

# Terrorists captured

(Increase in morale, chances of terrorism decreased, enemy intelligence in your Empire suffers a small setback)

FED:

Our internal security forces have uncovered and arrested the leaders of a terrorist group. As a result, loyalty among the citizenry has improved.

KLING:

Klingon Intelligence has worked well! Terrorists have been captured in system {0}. They were tried and publicly executed by the High Council for their actions. This will serve as a warning to all traitors within our borders.

ROM:

CARD:

DOM:

# Defector Captured

(Morale boost, enemy intelligence in your Empire suffers a setback)

FED:

Morale has been boosted by the successful capture of a renegade officer. It is suspected he was planning to defect to {0} with many of our military secrets. A court martial is expected to convict him of treason.

KLING:

A renegade commander has been captured! This traitor can receive only one thing from the Empire - and that is death. His acts led to our secrets and the movements of our military falling directly into enemy hands. May he find Gre'thor easily! tlhIS! This success has boosted morale throughout the Empire.

ROM:

CARD:

DOM:

A defective Vorta commander has been captured sending classified information to our enemies. A Founder investigating the vessel found this traitorous worm and killed him. The Founders have proven beyond doubt to the people that they indeed see and hear all. This godly enforcement has boosted the people's morale.

# Donation

({0} credits added to treasury)

FED:

A philanthropist entrepreneur from {0} recently died of heart failure. His entire enterprise has been left to the United Federation.

KLING:

A prominent member of a mining consortium has died from natural causes. He had no heir, and in these cases all his wealth reverts to the Empire. This calls for a feast so all Klingons remember his donation!

In our past we hired a slave driver to run one of our facilities. It seems that he amassed a fair amount of funds and, upon his recent death, we have seized them.

ROM:

CARD:

DOM:

# Embezzlement

({0} credits are permanently lost from your treasury)

FED:

An audit of our assets has discovered a massive quantity of Latinum is missing from Federation investment accounts. Widespread embezzlement has been blamed, and an investigation is underway. {0} credits are missing from our treasury.

KLING:

bolwI'! A routine audit of the Empire's wealth has discovered a massive hole in our Latinum reserves. The hole cannot be explained for, and embezzlement is blamed. Qu'vatlh! Imperial Intelligence has not only failed the Empire, but it has now weakened our ability to prepare for the future war effort.

ROM:

CARD:

DOM:

# Trade Guild strikes

(Trade from all trade routes ceases for {0} number of turns)

FED:

The Federation Trade Administration has called for a strike by all trade and transport associations. The response rate to the call was near 100%, halting traffic on all foreign and domestic trade routes. Negotiations with the FTA are progressing, but until the matter is resolved, we will receive no income from our trade routes and supplies may run low. We will have to tighten our belts and hope that the talks are successful.

KLING:

Money makes the wheels of the Empire turn, for without it, our Empire is crippled. Several trade guilds have gone on strike, and the Empire is grinding to a halt. If they cannot be stopped, we may have to kill the leaders. So this is what we pay Imperial Intelligence for...

ROM:

CARD:

DOM:

# Plague

(You lose a certain amount of population per turn. You will need to send a medical ship to save your people. If you send a medical ship to an enemy/minor race world, relations with the race will greatly improve)

FED:

A plague has stricken the population of {0} and has spread throughout the system. The planets own health laboratories cannot counter the effects, and the government has pleaded us to dispatch a hospital ship as soon as one is available)

KLING:

Disease is all too common, but things are getting worse in system {0}. A plague has infected the population, and there is little hope of a cure. ghuy'cha'! Our warriors will never make it into Sto'Vo'Kor by dying like this! It is a dark day for the Empire.

ROM:

CARD:

DOM:

# Refugees

(Gain a Colony Ship)

FED:

We have encountered a colony ship originating from a doomed planet beyond our space. These survivors are desperate to find a new home and have pledged allegiance to us if we provide them with a place to live.

(Free colony ship)

(OR) We have encountered a colony ship full of refugees, running from what they call the "Borg". The refugees want a place to live and in exchange for that they will pledge their allegiance to us.

KLING:

An alien refugee ship has been encountered near our borders. The crew are the last remains of an alien race that suffered from a cataclysmic destruction of their power supplies; the resulting explosion obliterated their home world. They have pledged allegiance to us, as long as we find them a place to live. All Klingons know the damage such events can have; as long as their allegiance continues, they will be welcome members of our Empire.

We have found an alien ship wandering through space full of refugees. They have been enlightened in the grace and mercy of the Gods, and are now prepared to serve us, provided we give them a place to stay.

ROM:

CARD:

DOM:

# Splinter colonies

(A system breaks away from your Empire. You can regain control by either subjugating it or through diplomacy. Other Empires can also gain control of it in the same way, so you'll have to establish Diplomatic relations quickly!)

FED:

The Planetary System of {0} has declared independence from the Federation. All system-related assets have been frozen. The new government has not committed any acts of aggression and is allowing a peaceful evacuation of all Star Fleet personnel and equipment, and Federation citizens)

KLING:

The great Klingon Warlord {0} has taken control of system {0}. He has executed the system Governor, and has proclaimed the system as his own. Whilst he was a great Klingon warrior, such an act is threatening to tear the Empire apart, and he is no longer welcome in the Empire. This is as much a failure of the Empire, as it is for Klingon Intelligence. Loyalty throughout the Empire is at a record low.

ROM:

CARD:

DOM:

A Vorta Commander, Weyoun 6, was newly placed at the head of the {0} system. What was unknown at the time was that he was defective. He killed his advisors and mortally wounded his Founder overlord, taking command of the system and the Jem'Hadar stationed there. But do not worry; the will of the Gods always prevails. They surely have a plan for the defective Vorta.

# Conspiracy Uncovered

(Large increase in morale Empire-wide, enemy intelligence in your Empire suffers a major long-term setback)

FED:

A full enquiry is underway on the Starship {0}, after an alert security officer uncovered evidence of espionage activity. In a show of confidence to deal with this crisis, Starfleet has dispatched its most experienced specialist to uncover the plot. As a result fleet-wide morale and loyalty has been strengthened.

KLING:

'urwI'! The IKV {0} is currently the subject of Klingon Intelligence, after the commander of the IKV {0} noticed evidence of spy activity. The traitorous dog was rightfully killed by the commander in the rites of combat. Ha! The enemy will get no more information from this treacherous fool.

ROM:

CARD:

DOM:

# Ext. Affairs Breakthrough

(Increase in external affairs effectiveness for {0} turns)

FED:

Our elite team on {0} have donated a shipment of industrial Replicators to the government. This gesture could ensure affiliation is around the corner. At the very least it has speeded up membership negotiations.

KLING:

The forge that Kahless used to create the Klingon heart burns red with fire, and it is forges that run our economy. The Government of {0} has donated a shipment of industrial Replicators to our cause. This gesture should ensure the wheels of Diplomacy are well oiled in future. They may even be worthy of membership in our Empire.

ROM:

CARD:

DOM:

# Ex. Affairs Crisis

(Loss of external affairs effectiveness for {0} turns)

FED:

A violent confrontation by an attaché from {0} in the Federation Council Chambers has resulted in several home Ambassadors walking out in protest. External Affairs effectiveness is currently reduced.

KLING:

Several members of the Council were attacked in their chambers after a disagreement. They will not continue to perform their duties until Klingon Intelligence can prove they can safeguard their lives. Until improvements can be made, our external affairs department will be unable to work at full capacity.

ROM:

CARD:

DOM:

# First Contact Disaster

(Minor Races become less sympathetic towards you)

FED:

External Affairs has suffered a failure. Catastrophic first contact with the {0} has resulted in the death of our specialists. They will be mourned, and it will take some time to recruit new personnel. News of the failure is quickly spreading through the media.

KLING:

Qugh! It seems we underestimated the {0}. They became aware of us sooner than we had anticipated, and they attacked and killed our specialists. Ha! One more enemy for the Empire! They will still be of use to us.

ROM:

CARD:

DOM:

# Severe Setback

(Empire-wide drop in morale)

FED:

A chance meeting on the {0} border has prompted an emergency conference on Earth. The starship’s commander reported that his captain ignored established protocol and was sympathetic to the {0} struggle with the {0}. The captain almost broke the Prime Directive before the first officer removed him from command. The actions of the captain could indicate a worrying success in our enemy’s propaganda campaign against us. All attempts should be made to immediately strengthen Internal Affairs, and Starfleet Intelligence is redoubling its monitoring of communications throughout the Federation.

KLING:

A fleet Commander near our borders had a chance encounter with an enemy ship. Instead of destroying the ship immediately, the Commander instead was sympathetic to their lies! The traitor was challenged and killed by his subordinate, who has been commended for his honourable acquisition of command. This may indicate a wider problem, and Klingon Intelligence has begun a thorough investigation.

ROM:

CARD:

DOM:

# War Averted

(Empire-wide Morale increase)

FED:

Negotiations with the newly contacted, but aggressive {0} have enjoyed a breakthrough. The threat of a devastating war has been averted, thanks to our elite delegate of External Affairs mediators. The news has boosted morale through the Federation. Peace is good for the Federation!

KLING:

Negotiations with the {0} have had a diplomatic breakthrough. They were threatened by our eminent power and prepared for war. We need more time to gain intelligence to use against them, and so "persuaded" them of our good intentions. They stood down and will no longer threaten the Dominion.

ROM:

CARD:

DOM:

# Civil War

(Contact impossible with a minor race for 50 turns)

FED:

An External Affairs group studying first contact potential on {0} has reported a disaster. Energy drainage due to an electromagnetic storm damaged their duck-blind camouflage, bringing the holographic system down for 39 hours. As a result the hidden survey team was exposed to the local population. Confusion and panic has caused a civil war to break out. Contact will not be possible until our team addresses the damage and repairs the contamination...assuming they survive. We cannot risk further contamination by rescuing the team.

KLING:

Our first contact specialists have failed. Upon introducing themselves to an alien race, they incited a civil war, and were executed immediately. Whilst this is a failure for the Empire, they died in glorious combat! May they feast in the great halls of Sto'Vo'Kor!

ROM:

CARD:

DOM:

# Encounter With The Mirror Universe

(+1 Morale Empire-wide and a small increase in research output Empire-wide)

FED:

KLING:

ROM:

CARD:

DOM:

# Guardian of the T'Kon

(A random ship becomes trapped in a system for {0} turns. Players will be given a series of questions to make choices on. Depending on their answers, the guardian will allow your ship to continue in its mission, or will destroy it)

FED:

KLING:

ROM:

CARD:

DOM:

# Encounter the Suliban Cabal

(You gain some Biotech research points)

FED:

One of our ships has encountered a small vessel, possibly an escape pod, drifting in space. The main computer banks of the vessel describe it as a "Cell Ship" and mentioned a previously unknown organization called "The Cabal". Unfortunately, the only passenger was found dead, so our doctor undertook an autopsy. The results of the autopsy are disturbing, as the species was identified as "originally" Suliban; sophisticated genetic engineering techniques were used to enhance his abilities. Whilst the enhancements will make a fascinating study subject, Federation law makes it clear that genetic engineering must never be used to enhance a sentient organism; even school children know of our past mistakes, and those events must never be repeated. Starfleet has been placed on alert with orders to minimize contact with this dangerous organization.

KLING:

ROM:

CARD:

DOM: