



**The Story Bible**



## Table of Contents

<b>The Setting</b>	<b>3</b>
<b>The Plot</b>	<b>4</b>
Prologue	4
Act I	4
Act II	4
Act III	5
Epilogue	5
<b>Main Character</b>	<b>6</b>
<b>Supporting Characters</b>	
Jean-Luc Picard	7
Will Riker	8
Commander Data	9
Beverly Crusher	10
Benjamin Sisko	11
<b>Factions</b>	<b>12</b>
<b>Organizations</b>	<b>13</b>
<b>Planets</b>	<b>14</b>
<b>Races</b>	<b>17</b>
<b>Federation Vessels</b>	<b>19</b>
<b>Klingon Vessels</b>	<b>20</b>





**The Star Trek: Horizon Story Bible, by Rudi J. Will © 2010, 2014**

## SETTING

Star Trek: Horizon is set between “The Next Generation” (late 80’s to early 90’s) and “Deep Space 9”(mid to late 90’s) eras of the TV franchise and as such begins in the year 2372 AD of the 24th Century.

The number of United Federation of Planets’ member systems is steadily-expanding and harmony prevails. While Federation eyes are fixed on the old enemies, it is the Cardassians, about to join The Dominion that are the real threat. The Dominion War unforeseen but very much on the horizon, the game details a secret mission by an arm of Starfleet to attempt to avert what would represent the largest-scale war in Federation history.





## THE GAME'S PLOT

The game follows the rising star of Starfleet Command, [character name] who seems to have friends in high places. Friends that can make it possible for [character name's] ship to be one of the handful of brand new, highly advanced Sovereign Class ships, NCC-4822 the USS Tempest.

The game's story can be broken down as follows:

### Prologue

The Player attends the ceremony to celebrate and commemorate their ascendance to the rank of Captain. A brand new starship awaits.

### ACT I – A star is born

The Player is commissioned to their new starship, the USS Tempest. This ship is the same design and specifications as the Federation's flagship the USS Enterprise. A new Captain getting this advanced a ship is highly irregular. It is usual to 'work One's way up' through the ship weight classes. It would pay to find out who put the Captain in this ship and why. Through investigation (in a roleplaying style – i.e. talking to contacts, doing small jobs for them in exchange for information etc.) the Player discovers that an Admiral on the committee that decides ship commissions has not only put the Player's name forward for this position but used 'leverage' to secure the Player's installation as Captain of the Tempest. But why? (writer's input required).

### ACT II – To join or not to join...

The Player goes about their duties as Captain of a Federation starship. Fetch and carry, VIP collection, survey, exploration and escort missions come and go. After several missions the Player is kidnapped while on a mundane Away Mission (which was ordered by Section 31 and is a setup, for the purposes of the Player's capture). Section 31 intend to put the Player on a Holodeck, where a computer program can simulate with astonishingly lifelike accuracy any situation desired by the user. The Black Ops-style Section 31 seek to test and assess the Player, because they are in the market for a new secret agent and the Captain is the primary candidate for what they have in mind. The agency wants a candidate to perform the 'neutralization' of a prominent Klingon figure that they deem to represent a threat to the Federation-Klingon alliance. If the Klingons found out about this plot it could well mean war (again) between the two factions. The Player is then presented with this black or white choice on whether to join Section 31 or not. The decision represents where Act II can be considered to end.





### ACT III – Look to the horizon

Should the Player decide to accept Section 31's offer, they are given the mission to neutralize the Klingon official, which is accidentally prevented in some manner by chance (**writer's input required**), allowing the Federation-Klingon alliance to hold firm. The Player's missions are becoming gradually more centred around the Bajor sector and Deep Space 9 now. A trip to DS9 has the Player meeting Captain Benjamin Sisko, the commander of the station and discoverer of the Bajoran wormhole. While on board the station, the Player is informed that the Cardassians are about to create an alliance with The Dominion. This arrangement will allow The Dominion to establish a foothold in the Alpha Quadrant from which to lay waste to the Federation and her allies, in retaliation for the Federation's 'invasion' of the Gamma Quadrant. The Cardassian Union joining The Dominion will bring on the advent of The Dominion War and cannot be allowed to occur. The Player is tasked with preventing the alliance (**writer's input required**). The final mission takes the Captain and their Away Team to capture the Cardassian leader before a deal can be brokered.

### Epilogue

A slowly scrolling end credits-style epilogue text details the outcome of the game, either the avoidance of The Dominion War through the Player's actions, or how the eventual war played out. Preventing the Cardassian Union from joining The Dominion would avert the Dominion War and thus forever change Star Trek history. Such endeavours are risky propositions, since the majority of Star Trek fans are avid and know their stuff. Special attention should be paid to the treatment of such 'real' Star Trek events.





# MAIN CHARACTER

## [USER-DEFINED NAME]

### Background

The player-character begins the game as a newly commissioned Starship Captain, in charge of their first ship, the Sovereign Class USS Tempest. This is a highly advanced ship and an odd vessel for a Captain's first commission. This fact alone makes the character 'one to watch' by Starfleet Command. A graduate of Starfleet Academy, the character will come from a Tactical, Science or Engineering field of expertise. The Captain is highly motivated and ambitious, keen to climb the leadership ladder within Starfleet. This also serves to keep him/her very-much 'on the radar' of Starfleet Command, who seek to test The Captain's potential with missions of greater and greater importance and risk.

Race	Human
Gender	Male or Female (User-defined)
Age	30's
Height	6' 0"
Affiliations	United Federation of Planets, Starfleet,
Rank	Captain
Assignment	NCC-4822 USS Tempest
Field	Tactical, Science or Engineering Officer (User-defined)
Character Created For	Star Trek: Horizon (2010)
Skills and Traits	As a Starfleet graduate, the Captain is well versed in hand-to-hand combat, ship-to-ship combat, possesses adequate piloting skill, has limited medical knowledge (unless a Science Officer, in which case medical knowledge is extensive), generalist science knowledge, ship weapon systems, ship propulsion systems, ship defensive shield systems, ship sensor systems, diplomacy, conflict resolution and strategic thinking. Skills additional to these come from the Captain's chosen specialist field.



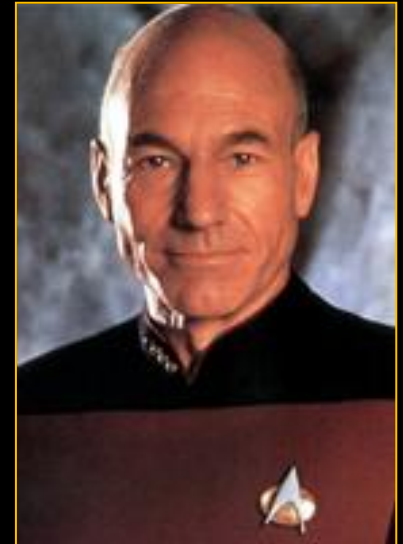
# SUPPORTING CHARACTERS

## JEAN-LUC PICARD

### Background

Jean-Luc Picard was born to Maurice and Yvette Picard in in on July 13, 2305. He dreamt of joining from a young age, but failed his first Starfleet Academy entrance exam. On his subsequent attempt he prevailed, becoming the 1<sup>st</sup> first-year student to win the Academy marathon, in the process.

Even though Picard is a great and well-respected leader, he finds that the prospect of becoming romantically involved with the opposite sex makes him awkward, to the point of uncertainty and shyness towards the prospective love-interest.



Race	Human
Gender	Male
Age	68 (Still very much able-bodied)
Height	5' 10"
Affiliations	United Federation of Planets, Starfleet
Rank	Starship Captain
Assignment	NCC-1701 USS Enterprise-E
Field	Tactical (Archaeology Specialism)
Character Created For	Star Trek: The Next Generation (1987-1994)
Skills and Traits	Picard is an expert in Archaeology and lectures on the subject. He is often sought after by Starfleet to act as a diplomat and negotiator. Picard is a very keen horse rider and attempts to practise this pastime at every opportunity.



# WILLIAM T. RIKER

## Background

William Thomas Riker was born in 2336 in Valdez, Alaska, the son of Kyle and Elizabeth Riker. His mother died when he was 2 years old, which left his father to look after him until Will was 15, at which point he left home. Riker left on bad terms with his father Kyle and the two didn't communicate for the subsequent 15 year period. Riker was/is something of a ladies' man, but maintains his on-off relationship with his half-Betazoid long-time sweetheart Deanna Troi (the two eventually get married, after the events of the game). Riker has served on a range of vessels through his career, most notably his on-going 7 year stint as First Officer on the USS Enterprise. He has turned down many offers to Captain his own ship, preferring to remain on the Enterprise subordinate to Captain Picard.



Race	Human
Gender	Male
Age	37
Height	6' 4"
Affiliations	United Federation of Planets, Starfleet
Rank	Commander
Assignment	NCC-1701 USS Enterprise-E
Field	Tactical/Security
Character Created For	Star Trek: The Next Generation (1987-1994)
Skills and Traits	Arguably the trait that Riker is best known for is his success rate with the ladies. Riker compliments Picard perfectly in that while the Captain is a thinker and a diplomat, Riker is an action man ready to do what it takes to get the mission accomplished.





# COMMANDER DATA

## Background

Data is an android built on the planet Omicron Theta by Doctor Noonien Soong, in his own likeness. Commander Data is an expert ship's engineer and serves as Second Officer aboard the USS Enterprise-E. He is designed to be superior to Humankind in every way. His positronic brain enables his impressive computational capabilities. He possesses incredible durability to damage and as an android is immune to poison, disease and starvation. He has also exhibited 'superhuman strength' on several occasions.

During his early career Data struggled to comprehend human behaviours and idiosyncrasies. His inability to 'feel' as humans do inspired his quest to strive for a measure of humanity. This quest eventually led to an "emotion chip", also created by Soong, being added to Data's positronic net.



Race	Android
Gender	Androgynous (Designed to appear male)
Age	N/A
Height	5' 11"
Affiliations	United Federation of Planets, Starfleet
Rank	Commander
Assignment	NCC-1701 USS Enterprise-E
Field	Engineering
Character Created For	Star Trek: The Next Generation (1987-1994)
Skills and Traits	Capable of incredibly accurate predictions based on mathematical probabilities and super-fast calculations, Data is an indispensable officer to have around on the ship's bridge. He is the primary pilot of the Enterprise.



# BEVERLY CRUSHER, MD

## Background

Beverly Cheryl Howard was born in Copernicus City, Luna (Earth’s moon) on October 13<sup>th</sup> 2324, to Paul and Isabel Howard. Beverly met her future husband Lt. Jack Crusher while attending Starfleet Academy’s School of Medicine. The two of them had a son, Wesley Robert Crusher born on July 29<sup>th</sup> 2349, a year after their marriage. Jack’s death left her a widow and she took many years to come to terms with her loss. It was revealed that both she and Captain Picard had had feelings for each other for some time, but the two of them reluctantly decided not to pursue anything more than a platonic relationship.



Race	Human
Gender	Female
Age	48
Height	5’ 8”
Affiliations	United Federation of Planets, Starfleet, Starfleet Medical
Rank	Commander
Assignment	NCC-1701 USS Enterprise-E
Field	Science (Medical Doctor)
Character Created For	Star Trek: The Next Generation (1987-1994)
Skills and Traits	Possessed of a very high degree of medical knowledge and practical skill, Beverly was once promoted to Head of Starfleet Medical, but returned to the Enterprise a year later.



# BENJAMIN SISKO

## Synopsis

Benjamin Lafayette Sisko was born in New Orleans, Earth to Joseph and Sarah Sisko in 2332.

His mother had been possessed by a Prophet - an alien species which lived in the as-of-then undiscovered Bajoran wormhole. The Prophet had used Sarah Sisko to ensure the birth of Benjamin, who was destined to later become an Emissary of the Prophets.

In 2369 Commander Sisko was given command of Deep Space 9, one of the most important space stations in the Alpha Quadrant, originally known as Terok Nor. An orbital space station constructed by the Cardassians in orbit of Bajor it came under Federation administration following the Cardassian withdrawal. DS9 became a vital commercial port and defensive outpost because of its strategic location near the mouth of the Bajoran wormhole. It later became a key tactical location in the Dominion War.



Race	Human/Prophet hybrid
Gender	Male
Age	40
Height	6' 1"
Affiliations	United Federation of Planets, Starfleet, Prophets
Rank	Captain
Assignment	Space Station: Deep Space 9, NX-74205 USS Defiant
Field	Engineering
Character Created For	Star Trek: Deep Space 9 (1993-1999)
Skills and Traits	A man with highly effective leadership skills, Sisko has time and again exhibited the ability to make the hard decisions and maintain his resolve in the light of their results, for better or worse.



# FACTIONS

## UNITED FEDERATION OF PLANETS

### Description

The protagonists in all Star Trek TV programmes, movies and computer games belong to The Federation, which constitutes the 'Good Guys'.

Often shortened to "The Federation", this organization is an interplanetary federal republic.

The Federation is an interstellar federal polity with, as of the year 2373, more than 150 member planets and thousands of colonies spread across 8,000 light years of the Milky Way Galaxy and takes the form of a post-capitalist liberal democracy and constitutional republic. It also has been described as a utopian socialist society. The Federation also maintains its own military and exploratory agency, known as Starfleet (see Organizations, below).

The legislature of the Federation Council is located at the Presidio of San Francisco. Several other bodies of the Federation exist; there is an executive branch headed by the Federation President, who keeps offices in the Palais de la Concorde in Paris. There is also a judiciary branch, the highest court of which is the Federation Supreme Court. The Federation's scientific, diplomatic and defensive/military arm is Starfleet, based at Fort Baker, between San Francisco and San Quentin.

Over its history The United Federation of Planets has come into conflict with many factions, including the Klingon Empire, the Romulan Star Empire, the Cardassian Union, the Borg and the Dominion.

### Involvement in Events

*Major, Player's faction.* The Federation is seen to stress the values of universal liberty, equality, justice, peace and co-operation. The UFP is dedicated to exploration and seeking out and contacting alien races, to help better understand the universe.





## [THE] KLINGON EMPIRE

### Description

The Klingon home world is Qo'noS in the Alpha Quadrant. The Klingons conquered several planets around Qo'noS, which first formed the Klingon Empire in the 9<sup>th</sup> Century. They are members of the United Federation of Planets and its once off-and-on enemy.

### Involvement in Events

*Major; Player aid, instrumental to the game's latter story.* The Klingons are a tough warrior race, whose belief system and day-to-day lives revolve around honour. Being honourable and being seen to be honourable are the fundamental concerns of a Klingon. Whether expressed through war, personal duels or other tests-of-arms, honour is only gained, maintained, lost or regained through battle. They do not hesitate to use force to protect their own.

## [THE] CARDASSIAN UNION

### Description

The centre of the Union is Cardassia Prime, the Cardassian homeworld. In its early history the inhabitants of Cardassia were peaceful and spiritual. They valued art and high culture over all else. After a harsh famine befell Cardassia due to its acute lack of natural resources, a military dictatorship took hold of the planet. It set about building warships and invaded nearby planets seeking natural resources, something which Cardassia still lacked. A notable military event was the Occupation of Bajor which lasted over fifty years.

### Involvement in Events

Pivotal; instrumental to the game's story. An attack by The Klingon Empire (brought about by espionage) on The Cardassian Union prompted the Cardassians to join The Dominion in 2372-73. This occurrence is what the Player is trying to prevent in the game; by capturing the shapeshifter posing as the Klingon military leader that causes the chain of events leading up to The Cardassian Union joining The Dominion, averting the advent of The Dominion War (thus changing Star Trek history).





## THE DOMINION

### Description

The Dominion was created over nine-thousand years prior to the events of Star Trek: Deep Space Nine, when the persecuted Changelings (a non-humanoid race of shapeshifters) determined that the only way they could defend against persecution by the "solids" (as the Changelings call all other races) was by bringing them under their control. Unwilling, or unable, to trust existing "solids," the Changelings genetically engineered new slave races to be their diplomats and soldiers. In so doing, they became known as the Founders to their new slaves.

The Dominion was unknown to the Alpha Quadrant powers until the discovery of the Bajoran wormhole in 2369, which facilitated exploration of the Gamma Quadrant. This exploration of the Gamma Quadrant led to accusations by The Dominion of trespassing and subsequently The Dominion War.

### Involvement in Events

Mentioned; the Player is charged with preventing the events that cause The Cardassian Union to join The Dominion. So, at the same time The Dominion is pivotal to the story but has an incidental role in the game.

## ORGANISATIONS

## STARFLEET

### Description

Starfleet is the space-borne peacekeeping and defence force of The United Federation of Planets. While the majority of its members are human and its headquarters are on Earth, Starfleet is composed of hundreds of species spread across many, many star systems. Many of Starfleet's structures and protocols are based on those found in the real-life US Navy, such as the military ranking system and the naming convention used for starships. The most famous example of this convention being NCC-1701: the USS (United States' Ship) Enterprise.

### Involvement in Events

Major; Player's organization. Starfleet is the of principle means by which the Federation conducts its diplomatic and exploration roles.



## SECTION 31

### Description

Section 31 is the code name of the officially non-existent and unsanctioned rogue agency within Starfleet that claims to protect the security interests of the United Federation of Planets by any means necessary. Little information is available about the Section 31's activities and it has no known physical headquarters or base of operations.

It is necessary for the recruitment of new agents to be done in secret. One method that Section 31 uses to accomplish this end involves the kidnapping of potential agents and placing them on a Holodeck without their knowledge, to test and assess them.

The recruitment policy of Section 31 does not recognise the retirement of agents and as such expects all agents to be available for assignments for an indefinite period.

### Involvement in Events

Variable; potentially the Player's second organization. At the beginning of the game there is no sign of Section 31. As the game's events move forward it comes out that the Captain didn't get their prestigious commission of the USS Tempest by aptitude and ability alone. Section 31's machinations also played their part. The Player realizes that they have unwittingly become a pawn in Section 31's schemes and they have a choice to make. Follow through and become a Section 31 agent or refuse and face 'the consequences'.

## PLANETS AND SPACE STATIONS

### EARTH

#### Description

Earth is the home world of Humans and the planetary base of The United Federation of Planets and the primary planet in the Alpha Quadrant of Milky Way space. All Federation departments and amenities are based on Earth, most of them within the United States of America, with a few notable exceptions.

#### Location

Alpha Quadrant (primary planet of the quadrant)

#### Involvement in *Star Trek: Horizon*

Earth features in the game in a limited capacity. The Player has the option to visit Earth on a number of occasions. It is readily mentioned in conversations with NPC's.



## BAJOR

### Description

Bajor is located in the Alpha Quadrant. It remained neutral during the Dominion War and joined The United Federation of Planets in 2376 after the Dominion War ended. Bajor is the home world of the Bajorans (or Bajora), a highly spiritual race of humanoids. A short distance from the planet is the Bajoran Wormhole, the rift in space that connects the Alpha Quadrant to the Gamma Quadrant. This connection is the reason for the eventual Dominion War, the Dominion retaliating on The Federation for its perceived trespass into and invasion of the Gamma Quadrant, although Starfleet would term their own actions as exploration of a new area (from their own point of view) of space.

### Location

Alpha Quadrant

### Involvement in *Star Trek: Horizon*

Bajor is the nearest planet to the fulcrum of the Dominion War, the Bajoran Wormhole and as such is featured quite readily throughout the second half of the game.

## DEEP SPACE 9

### Description

Although a space station and not a planet, DS9 appears in this section because its role in the game is that of a location visitable by the Player, as opposed to the weapons platform it can also be considered to be. DS9 (once known as Terok Nor) was built by the Cardassians as a slave-manned mining facility, in the orbit of Bajor. After the cessation of the Occupation of Bajor, Terok Nor came under the control of the Federation who moved it into the vicinity of the Bajoran wormhole and renamed it Deep Space 9.



### Location

Alpha Quadrant

### Involvement in *Star Trek: Horizon*

In the latter parts of the game DS9 becomes a prominent location for the Player. It is a resupply point and base camp for ships venturing into, or standing guard over the Bajoran Wormhole. As such, with The Dominion War approaching DS9 features more and more.



# THE RACES

## HUMANS

### Description

Humans are the most widespread of the Humanoid races throughout The United Federation of Planets. A very high percentage of Star Fleet Officers, especially Captain rank and higher are Human. Little or no evolution of the Human Race has taken place up to the point of 2373 AD and Humans are no different visually or physiologically in the future. Humans are known for their teamwork ethic and natural leadership qualities as well as a capacity to negotiate and compromise not found in many alien races. This is a contributing factor in the fact that all Starfleet Command Top Brass are Humans.

### Involvement in *Star Trek: Horizon*

As mentioned above Humans are plentiful in the Star Trek universe. The vast majority of Federation characters will be Humans.

## BAJORANS

### Description

Bajorans are highly spiritual Humanoids characterised by ridged nose bridges and the ornate earring that is symbolic of their faith, which is worn on the right ear.

Bajoran surnames and given names are reversed in comparison to Human tenets. For example a Bajoran male might be called Sarl Denath – while Denath is the given name, the surname is written first (as in *ancient* traditional Japanese naming convention) and it is this surname, Sarl, that the individual goes by on a day-to-day basis.



### Involvement in *Star Trek: Horizon*

Most Bajoran characters will be found around the planet Bajor. Their appearances further afield will be limited. Due to their neutrality during the Dominion War, Starfleet Bajorans will be rare, but possible.



## KLINGONS

### Description

Klingons are a war-like race characterised by deeply ridged foreheads, sharp teeth and long head hair. They follow a Bushido-esque warrior code which holds honour in the highest esteem, with death in battle allowing entrance to Heaven (Sto-Vo-Kor). Those who do not die in battle are condemned to Hell (Gre'Thor) where they endure eternal torture. These individuals cannot enter the paradise that is Sto-Vo-Kor, but may later do so once their relatives have completed a quest to restore the fallen's honour.

To allow the individual to be captured rather than die in battle brings great dishonour, not only to themselves but their descendants. No formal burial rites exist for Klingons, but death is seen as an event for celebration, not grief.



### Involvement in *Star Trek: Horizon*

Klingons will be plentiful in the game, being as they are a strong ally of the Federation. Several different Klingons persons will assist the Player with missions, through the course of the game.

## CARDASSIANS

### Description

The Cardassians are a humanoid species from the Alpha Quadrant. They are native to the planet Cardassia Prime, which is the central world of the Cardassian Union. Known throughout the Alpha Quadrant for their United Federation of Planets and Klingon Empire when they joined the Dominion in 2373. Their xenophobic attitude towards other species was well established throughout the quadrant after the Setlik III Massacre during the Cardassian War as well as when the atrocities during the occupation of Bajor came to light after their withdrawal in 2369.



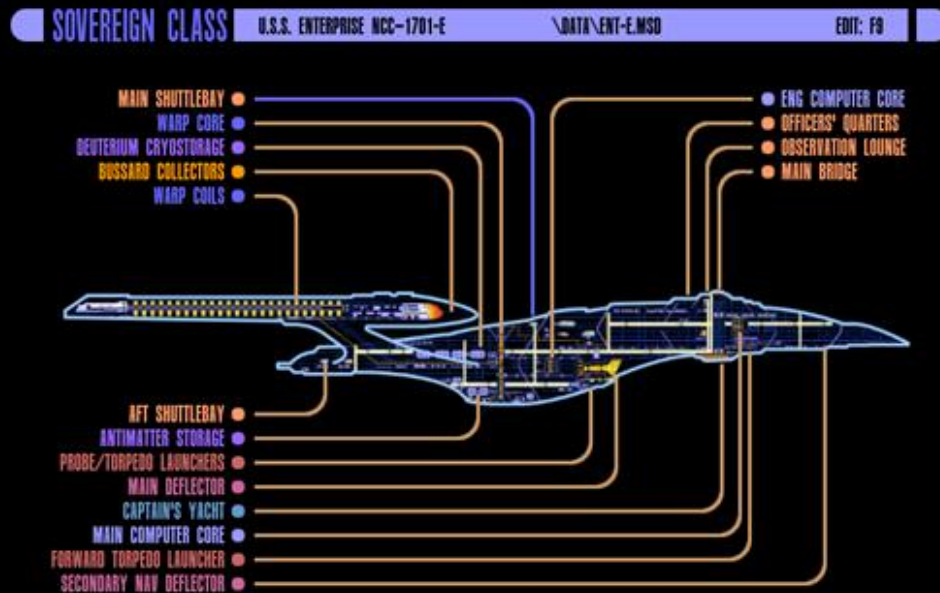
### Involvement in *Star Trek: Horizon*

Cardassians represent the main threat and antagonist faction in *Star Trek: Horizon*. Their presence is not felt in the early stages of the game but their appearances reach a crescendo as the eventual Dominion War approaches.





# FEDERATION VESSELS



## SOVEREIGN CLASS

<b>Armaments</b>	12 Phaser Arrays, Photon Torpedoes, Quantum Torpedoes
<b>Defences</b>	Deflector Shields
<b>Propulsion</b>	Impulse Engines, Warp Engines
<b>Power</b>	Warp Reactor
<b>Mass</b>	3,250,000 metric tons
<b>Length</b>	685.7 metres
<b>Width</b>	445.9 metres
<b>Height</b>	131.2 metres
<b>Decks</b>	26
<b>Crew Complement</b>	855 Crewmen

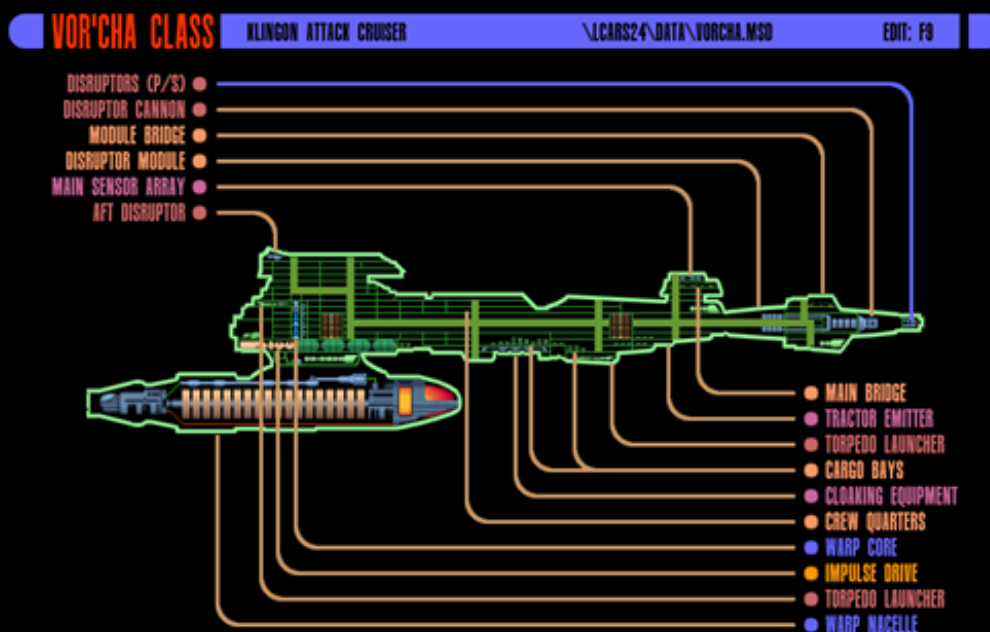
### Notable Sovereign Class Ships

NCC-1701 USS Enterprise-E (Federation ship that aids the Player during the game)

NCC-4822 USS Tempest (The Player's starship)



# KLINGON VESSELS



## VOR'CHA CLASS

Armaments	18 Disruptor Arrays, Photon Torpedoes
Defences	Deflector Shields, Cloaking Device
Propulsion	Impulse Engines, Warp Engines
Power	Warp Reactor
Mass	2,238,000 metric tons
Length	481.3 metres
Width	341.7 metres
Height	106.8 metres
Decks	26+
Crew Complement	1,900 Crewmen

### Notable Vor'cHa Class Ships

IKS Kul'thaK (Imperial Klingon Ship that aids the Player during the game)

IKS Grath'Hu (renegade Imperial Klingon Ship that opposes the Player during the game)