

A Time For Heroes

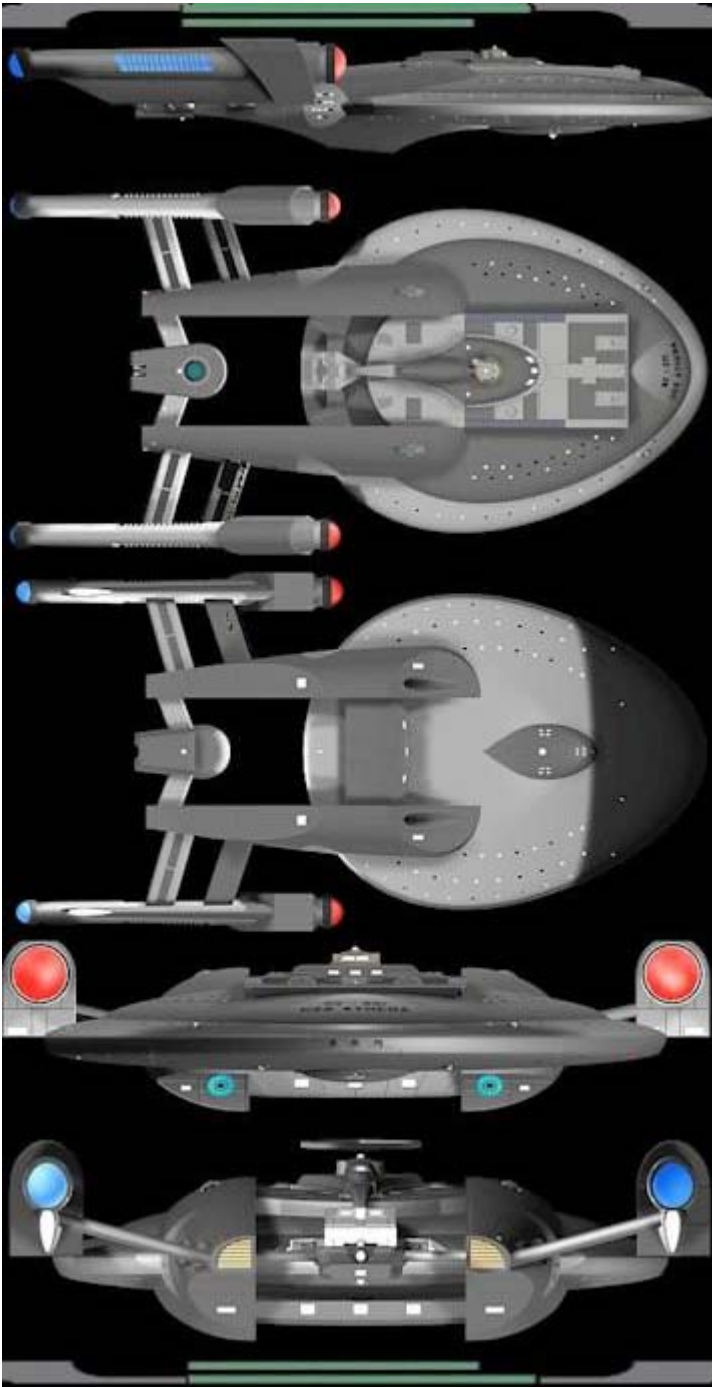
Supplement One: The Gagarin



An Additional Fan Sourcebook for 'A Time For Heroes', requiring that supplement for use.

By R. E. B. Tongue

USS Gagarin



Service History

The USS Gagarin was the eighth of its class to be commissioned, delivered to Starfleet in 2193. It served immediate duty on the Romulan frontier, surveying locations for the establishment of the Deep Space Station network. Given the expertise of the ship and crew, it was then assigned to a similar function on the Kzinti frontier, and was on this duty at the outbreak of the Second Kzin War.

The Gagarin served well in the war, being at the heart of many of the major fleet actions of the short conflict. At the end of the war, the Gagarin returned to its previous work, completing this task by 2204.

Gagarin then had a major overhaul lasting a year, and was converted to a diplomatic courier, with a speciality in follow-up to First Contact. It travelled around the fringes of the Federation on this duty for twenty-three years, until the First Klingon Incursion. Gagarin found itself caught behind the lines, and attempted to fight its way back to Federation territory. In the process, the ship was badly damaged and all the senior officers were killed.

The ship slowly limped home, and came in on 12th May 2229, having been travelling at low warp for eight months. The surviving crew received commendations, and the Gagarin was placed in the Mothball fleet, its damage considered too severe to repair.

This was until 2234, when a series of ship losses caused a re-evaluation of the fleet. The Gagarin, along with several others, were taken out and repaired, brought back to active duty. Gagarin then set out on a series of long-range exploration missions under its new captain. These were terrific successes, though the stress took its toll on the aging ship. When Captain Wesley left in 2245, the ship returned to surveying duty along the Romulan border, but there is a rumour that she is to be assigned one last exploration cruise before being decommissioned.

Commanders of the Gagarin

Commander Thaddeus Gresyon
 Commander Jennifer Carter
 Lt. Commander Adam Samuels
 Lt. Commander Tony Smithson
 Commander Amy Wu
 Lt. Commander Peter Carter
 Lt. Commander Tarok
 Lieutenant JG Susan Duquesne
 Commodore Thomas Riley (Mothball Fleet Commander)
 Lt. Commander (later Captain) Robert Wesley
 Lt. Commander (later Commander) Lionel Mandrake

2193	2205
2205	2210
2210	2214
2214	2217
2217	2219
2219	2226
2226	2228
2228	2229
2229	2235
2235	2245
2245	2252

Commander Lionel Mandrake
Commanding Officer, USS Gagarin

Fitness	3
<i>Vitality</i>	<i>+1</i>
Coordination	2
<i>Reaction</i>	<i>+</i>
Intellect	2
<i>Logic</i>	<i>+1</i>
Presence	
<i>Willpower</i>	<i>1</i>

Administration (Starship)		(3)
Athletics (Darts)		(4)
Command (Starship)	2	(3)
Computer (Research)	1	(2)
Culture (Human)		(3)
Dodge	1	
Energy Weapon (Laser)	1	(2)
History (Human)		(2)
(Federation)		(2)
Language		
Federation Standard		
Andorian		
Law (Starfleet Regulations)		(3)
Material Engineering (Civil Eng.)	1	(2)
Personal Equipment (Translator)		(2)
Planetside Survival (Arctic)		(3)
Shipboard Systems (Navigation)	1	(2)
(Weapons)		(2)
(Sensors)		(2)
Social Science (Economics)		(3)
Starship Tactics (Romulan)		(4)
(Kzinti)		(3)
Vehicle Operations (Shuttlecraft)	1	(2)
World Knowledge (Earth)		(2)
Arrogant		-1
Patron (Commodore Arkwright)	+2	
Vengeful (Kzinti)	1	

Ensign Aretha Robinson
Weapons Officer, USS Gagarin

Fitness	2
Coordination	2
<i>Reaction</i>	<i>+1</i>
Intellect	2
Presence	2
<i>Willpower</i>	<i>+1</i>

Athletics (Marathon)	2	(4)
Computer (Modelling)	1	(2)
Culture (Human)	2	(3)
Dodge	1	
Energy Weapon (Laser)	2	(3)
History (Human)	1	(2)
(Federation)		(2)
(United States Military)		(2)
Language		
Federation Standard	3	
Klingon	1	
Law (Starfleet Regulations)	1	(2)
Personal Equipment (Tricorder)	1	(2)
Physical Science (Mathematics)	1	(2)
Planetside Survival (Desert)	1	(2)
Planetary Tactics (Shipboard)	1	(2)
(Klingon)		(2)
Security (Security Systems)	2	(3)
Shipboard Systems (Weapons)	1	(3)
Starship Tactics (Klingon)	1	(2)
Systems Engineering (Weapons)	1	(2)
Vehicle Operations (Shuttlecraft)	1	(2)
World Knowledge (Mars)	1	(2)
Intolerant (Klingons)	-1	
Mathematical Ability	+3	

Image / Personality

Lionel sees himself as a man with considerable military bearing, modelling himself on the strict British military tradition of his ancestors. He keeps himself neatly, with a well-groomed handlebar moustache, worn in defiance of regulations. His image of himself is as a bold, energetic commander destined for greatness, and is determined to fulfil his 'destiny'.

History

Born in Dover, Lionel grew up reading old war stories from the past, and imagining himself in those roles. This is what led him into Starfleet, and he graduated ninth of the Class of '31. His early assignments were on internal survey missions, but he first saw action and promotion during the Third Kzin War. This put him on the ladder, and he was assigned as Captain Wesley's second officer on the Gagarin. In 2245, when both Wesley and his XO left the ship, he took command, and has held it ever since.

Future

Alas, Lionel never achieved his dreams of glory. After leaving the Gagarin he spent some time at Starfleet Academy as an instructor, before being assigned as Deputy Commander of Starbase 7 in 2271. He received a promotion to Commodore in 2284, and retired the following year. Gagarin proved to be his first and only starship command.

Image / Personality

Aretha maintains a cool, calm attitude at all times. Nothing seems to really phase her, nor give her any real surprises. She keeps in good physical shape, but is about average in that regard. Her prize laser pistol, handed down from her father, is always kept in perfect condition, and unless ordered she always wears it.

History

Born in Lowell Colony, Mars, Aretha was the only child of a family with a long military history, dating back to the American Civil War. Her family was proud of its heritage, and despite amazing mathematical ability she entered Starfleet, graduating sixth in her class. Although her instructors begged her to enter the Science division, she instead is a Security officer, and was one of the first cadets to take the specialist Klingon course. The Gagarin is her first assignment.

Future

After five years on the Gagarin, Aretha is moved to the USS Constellation as Weapons Officer under Captain Decker, and soon shows extreme competence, being promoted to Chief of Security for his second cruise in 2264. She is serving on the Constellation when it encounters the Doomsday Machine in 2267, and along with the entire crew she is killed when the machine destroys the fourth planet.

Lieutenant JG Shaun O'Brien
Transporter Chief, USS Gagarin
Assistant Chief Engineer

Fitness	2	
Coordination	2	
<i>Reaction</i>	+1	
Intellect	3	
Presence	2	
<i>Willpower</i>	+1	
Athletics (Cycling)	3	(4)
Computer (Modelling)	2	(3)
Culture (Human)	2	(3)
Dodge	1	
Energy Weapon (Laser)	1	(2)
History (Human)	1	(2)
(Federation)		(2)
Language		
Federation Standard	2	
Law (Starfleet Regulations)	1	(2)
Material Engineering (Spaceframe)	1	(2)
Personal Equipment (Tricorder)	1	(2)
Physical Science (Physics)	2	(3)
Planetside Survival (Forest)	1	(2)
Propulsion Engineering (Warp Drive)	2	(3)
Shipboard Operations (Transporter)	2	(3)
Systems Engineering (Transporter)	2	(3)
Vehicle Operations (Shuttlecraft)	1	(2)
(Atmospheric Craft)		(2)
World Knowledge (Earth)	1	(2)
Innovative	+1	
Promotion (Lieutenant JG)	+1	

Ensign Spiak
Assistant Science Officer, USS Gagarin

Fitness	2	
<i>Strength</i>	+1	
Coordination	2	
Intellect	2	
<i>Logic</i>	+1	
<i>Perception</i>	+1	
Presence	2	
<i>Empathy</i>	-1	
<i>Willpower</i>	+1	
Psi	1	
<i>Range</i>	-1	
Computer (Modelling)	2	(3)
Culture (Vulcan)	2	(4)
Dodge	1	
History (Vulcan)	1	(2)
(Federation)		(2)
(Kolinahr Sect)		(2)
Language		
Vulcan	2	
Federation Standard	1	
Law (Starfleet Regulations)	1	(3)
Mind Meld	2	
Personal Equipment (Tricorder)	2	(3)
Physical Science (Mathematics)	2	(3)
(Physics)	(4)	
Planetary Science (Geology)	2	(3)
(Planetology)		(3)
Planetside Survival (Desert)	1	(2)
Shipboard Systems (Library Computer)	1	(2)
(Sensors)		(2)
Space Science (Stellar Cartography)	1	(2)
(Astronomy)		(2)
Unarmed Combat (Nerve Pinch)	2	(3)
Vehicle Operations (Shuttlecraft)	1	(3)
World Knowledge (Vulcan)	1	(2)
Code of Honour (Vulcan)	-3	
Curious	+1	
Fanatic	-2	
Hides Emotions	-2	

Image / Personality

A typical wild Irishman in appearance, Lieutenant O'Brien takes pride in his heritage and his history. His uniform is seldom clean, as he spends most of his time crawling about in the bowels of the ship repairing one component or another. At his heart, though, he loves the Gagarin, and is more than content to serve in the ship for as long as Starfleet wants. He has little real interest in high advancement in the fleet, but would like to become Chief Engineer, preferably on a small ship like this. (Although his title is Transporter Chief, he also serves as Assistant Chief Engineer, the Gagarin being too small to have two separate officers.)

History

Born in 2225 in Dublin, O'Brien entered the Class of '43, and showed an excellent understanding of Transport technology. His cadet cruise was somewhat eventful, when he was forced to make an EVA to repair a damaged nacelle, and he cut a commendation from the cadet commander. He then served on the shakedown cruise of the USS Constitution, before requesting his current assignment.

Future

O'Brien did indeed become Chief Engineer on the Olympic in 2257, as a Lieutenant. He then served on the shakedown cruise of the Miranda, before being appointed as Chief Engineer. He served on that post until his retirement in 2276, whereupon he became a civilian consultant to Starfleet.

Image / Personality

A perpetually neat officer, he keeps his quarters in perfect order, and himself in equal order. He is extremely rigid as an officer, only ever attempting the logical approach to a solution, being resisted to other approaches based on intuition alone. Although he is confused by emotion, he seeks to understand it in order to better work with humans, as he realizes this is key to his future in Starfleet.

History

Spiak was born to parents attempting to undergo the Kolinahr discipline, during their final *pon farr*. As a result, he was raised within the rigours of the discipline, and mastered his emotions at an early age. He showed a great mastery of science, and studied at the Vulcan Science Academy, before enlisting in Starfleet, with the full approval of the order and his parents. He intended to serve a short tour of ten years, in order to further his scientific understanding. The Gagarin is his first assignment.

Future

Spiak serves out his ten-year term, then returns to Vulcan as planned. In 2261 he re-enlists in Starfleet to become Assistant Science Officer on the Intrepid. This makes him choose to remain in Starfleet, and he becomes Science Officer on the Kongo in 2266. He is finally posted to Starfleet Academy in 2284, and serves for twenty years as Head of the Science Faculty, before returning again to Vulcan and the order. He remains on detached duty, however, and periodically returns to the Fleet for various specialist missions.

Crew Roster, USS Gagarin

(Note to Narrators: This crew roster leaves blank positions for the PCs to occupy. Those spaces left blank will have to be filled in by the individual narrator. One possibility is of course to transfer some crew from the Enterprise, or from the other options mentioned. Although the 'Future' of the four characters above is given, you should feel free to alter them at will, killing them off as needed for plots. An additional note: this listing provides for ten officers serving on board the Gagarin, which is rather higher than the standard level. This is explained by the planned nature of the mission, as ships going outside Federation territory generally carry a higher ratio of officers to provide trained replacements for those fallen on duty.)

Captain:	Commander Lionel Mandrake
First Officer:	_____
Second Officer:	_____
Science Officer:	_____
Chief Flight Control Officer:	_____ (Senior Helm/Navigation Officer)
Chief Medical Officer:	_____
Chief Engineer:	_____
Chief of Security:	_____
Communications Officer:	_____
Transporter Officer:	Lieutenant JG Shaun O'Brien
Weapons Officer:	Ensign Aretha Robinson
Assistant Science Officer:	Ensign Spiak
Assistant Communications O:	CPO Carter Wainwright
Deputy Helmsman:	_____
Deputy Navigator:	_____
Engineering Crew:	PO Sinar (Andorian) Crewman David Greene Crewman Lawrence Darnell Crewman Mary Potter
Weapons Crew:	Able Crewman Tony Burke Crewman Jeremy Pitt
Maintenance Crew:	PO Tar (Tellarite) PO Louise Janeway Able Crewman Simon Macarthur Able Crewman Danielle Fisher Crewman David Drake Crewman Mortimer Pullman
Captain's Yeoman:	Crewman Diana Ferguson
Medical Staff:	Crewman (Nurse) T'Ponar (Vulcan) Crewman (Nurse) Toshiro Fujita

Orders of the USS Gagarin...

By order of Starfleet Command, 19th April 2252

You are hereby transferred in duties to Galaxy Exploration Command. You will conduct a three-year survey of what is popularly known as the 'Corridor', the space between Klingon and Kzinti space claimed by the Federation. For administrative purposes, you will be under the control of Starbase 3; your commanding officer will be Commodore Robert April.

You are authorized to conduct First Contact with races not covered by the Prime Directive, and to conduct surveys of any astronomical phenomena deemed of scientific value. You are also subject to any special orders from Starfleet Command, which override the Exploratory Mission. Upon completion of this assignment, at approximately 1st June 2255, you will report to Starbase 1 for decommissioning, unless other orders are received.

Signed,

Susan Duquesne

Admiral, Galaxy Exploration Command

P.S. (Captain's Eyes Only): Well Mandrake, I've got you one last mission on the old bird. I didn't want her to spend her final years trekking between Earth and Andor. I'm afraid the decommissioning is final this time – it was all I could do to save her last time. I wrote the orders loosely for you. Have some fun, and take a look at what's out there. Good Luck, and Good Sailing.

Lieutenant Commander Marta Chapel



Marta Chapel is an extremely experienced Starfleet Officer, who has one of the most distinguished combat records of any officer in the service. A graduate of the Academy Class of '30, top of her class, she was posted to the *Endurance* as Assistant Navigator. One of the last Mann-class Cruisers still in service, the *Endurance* lived up to its name when it was cut off following the defeat against the Klingons in the Marduke Offensive of 2235.

The ship was two years returning home, having to navigate around the borders of the Klingon Empire. During this time, numerous crew casualties were sustained, and Lieutenant Chapel found herself as First Officer and Chief Helmsman.

Upon the crew's return, the *Endurance* was decommissioned and returned to Earth, with Lieutenant Chapel in command. This would be her first and last command for almost twenty years. She spent a year at Starfleet Academy, proving a popular lecturer among the student body, but received a posting as First Officer of the *Dauntless*, one of the new Hunter-Class Corvettes. The *Dauntless* was the leader of the force sent to relieve Commodore Blake at Station Z-2 during the Third Kzinti War, and pressed home the offensive that ended the war, six months later. The ship was severely damaged at the end of this war, and the command crew were reassigned to other ships. This led to Lt. Commander Chapel taking the position of First Officer on the *Antarctic*, a Baton Rouge Class Cruiser, in 2240. This ship received one of the prize exploration assignments, but after only two years was recalled following the actions of Captain Smithson in preventing an atomic war on Duraton III. This constituted the first major violation of the Prime Directive, and Captain Smithson resigned rather than be court-martialled. Suspicion fell on the command crew, and they all were dropped to the bottom of the promotions list.

Following this, the *Antarctic* went out again under Captain Matt Decker, and saw considerable action against the Tholians during the border skirmishes of the late 2240s. His glowing recommendation of Lt. Cmdr. Chapel led to her rehabilitation, and he asked for her as his first officer on the *Constellation*, the third Constitution-class ship and Captain Decker's new command. She accepted, and along with the *Enterprise* found under Captain Garth in the Axanar War. Following this action, Marta transferred to the *Enterprise* as the new First Officer, in order to get some non-combat experience under her belt.

Statistics

Fitness	3	
Coordination	2	
Reaction		+1
Intellect	3	
Logic		+1
Presence	2	
Willpower		+1
Administration (Logistics)	2	(3)
Athletics (Running)	2	(3)
Command (Military Training)	2	(3)
(Starship)		(4)
Computer (Programming)	3	(4)
Culture (Earth)	2	(3)
Diplomacy (Federation Law)	1	(2)
Energy Weapon (Laser)	2	(3)
History (Earth)	1	(2)
(Federation)	1	(2)
Language		
Federation Standard	2	
Klingon	1	
Law (Starfleet Regulations)	3	(5)
Shipboard Systems (Helm)	3	(5)
Starship Tactics (Starfleet)	2	(3)
(Klingon)		(3)
(Tholian)		(3)
Eidetic Memory		+3
Sexy		+2
Hides Emotions		-2

Renown: Init 10, Agg -2, Skill 12, Disc 10, Open 12

Personality

Marta's initially promising career was almost ruined by the actions of Captain Smithson at Duraton III. But for that, she would certainly be a full Commander, and would quite probably have a ship of her own. She has spent over a decade as a first officer, and has ironically adapted the nickname, 'Number One'. Nevertheless, she is a dedicated officer, committed to her duty. She habitually keeps her emotions under tight rein, after having seen how damaging Smithson's emotions were. Marta has one younger stepsister, Christine, who she keeps in close contact with.

Future

Soon after the Talos IV incident, Marta is promoted to full Commander, and in 2255 receives command of the *USS Kongo*, a new Constitution class ship. She carries out two five-year exploration missions before being promoted to Commodore, and assigned as commander of Starbase Two. In 2261, when Captain Pike accepted the promotion to Fleet Captain, she was offered command of the *Enterprise*, but turned it down to remain on the *Kongo*. She eventually rises to the rank of Admiral, and retires as Head of Starbase Operations in 2279.

Commodore Kelvar Garth (of Izar)



Commodore Garth's career was initially unpromising. One of the first Academy graduates, he found himself assigned on survey duty on a minor starship. His arrogant attitude had convinced the Academy to recommend him for a minor post, that might render him rather more apt to follow command orders – he had one of the most tumultuous Academy careers of the institution's history, constantly displaying original thinking and tactical brilliance, but also displaying an arrogant contempt for anyone he considered inferior. He seemed to have learned his lesson, and Lieutenant Garth spent two years on a simple scouting mission, before he finally snapped, and accused the ship's First Officer of incompetence. The fact that he was correct saved his career; but it did not render the fleet any better disposed to him.

He was then transferred to Tactical Command, planning the future wars of the Federation, and for a time he found a home, and a series of like-minded young officers. He learned a degree of restraint, and became heavily involved in what would later be known as the Marduke Offensive.

In actuality, this was an idea of Lt. Cmdr. Garth's, based on his knowledge of Klingon psychology, to convince them that the Federation could not be fought easily. Admiral Marduke turned it into something much bigger, that was almost doomed to fail. Garth went along on the mission, as the Admiral's aide, forcing himself to hold his tongue over the many errors. When the Offensive went so badly wrong, and the command bridge was hit, Garth took command of the fleet, despite the fact that there were over a dozen senior officers still alive. He gave the orders in the Admiral's name that saved the fleet, and five of the ships that had gone in. After that, it was impossible to hold him back, and Commander Garth received his first command – the Hunter, one of the Corvettes he had saved, that had lost its captain in the offensive. He was assigned to the Klingon border, working with Matt Decker, an officer in whom he saw great ability. For ten years the fleet kept him out in the wilds, but then the Axanar War began, and he was recalled to take a larger ship in. The Republic, just out of Spacedock, was assigned to his command, and he was ordered to resolve the situation. While the Federation Council wanted patience, Starfleet wanted action, and that is exactly what Garth gave them. For his actions, he was promoted first to Fleet Captain then Commodore, and is currently in charge of forces in the Axanar region, helping supervise their entry into the Federation.

Statistics

Fitness	2	
Coordination	2	
Intellect	2	
Presence	2	
<i>Willpower</i>	<i>+1</i>	
Administration (Starship)	2	(4)
Athletics (Boxing)	2	(4)
Command (Starship)	2	(6)
(Combat Leadership)		(3)
Computer (Modelling)	1	(2)
Culture (Human)	2	(3)
Dodge	1	
Energy Weapon (Laser)	1	(3)
History (Human)	1	(2)
(Federation)		(2)
Language		
Federation Standard	3	
Law (Starfleet Regulations)	2	(3)
Shipboard Sys. (Helm)	2	(3)
(Weapons)		(3)
Space Science (Astrogation)	1	(2)
Starship Tactics (Klingon)	3	(4)
(Axanari)		(4)
(Kzinri)		(4)
Strategic Ops. (Invasion Strat.)	2	(3)
(Defence-in-Depth)		(3)
Vehicle Operations (Shuttlecraft)	1	(2)
World Knowledge (Izar)	1	(2)
Arrogant	-1	
Bold	+1	
Tactical Genius	+3	

Renown: Init 35, Agg 21, Skill 30, Disc 5, Open -2

Personality

A ruthlessly intolerant individual with a terrific tactical flair, Garth abhors incompetence, which he measures according to his own exacting standards. He is well-known for grabbing individuals fresh out of the Academy whom he feels match his ability, though a recommendation from him may do more harm than good. To a lot of Starfleet officers, he is a great idol; those of have met him either love him or hate him. He is proud of his own abilities, and seeks to emulate his greatest hero: General Macarthur.

Future

In 2255, Garth is posted to the Kzin frontier to end the Fourth Kzin War, which he does with consummate skill. After that, he asks and receives another command of his own, the Lexington, staffed entirely with volunteers. (Almost all those who served with him request assignment to the vessel, even when it means a step down). He carries out a five-year mission patrolling the Klingon-Kzin boundary, but at the start of the second is injured in a crash on Antos II, which makes him dangerously insane. His officers regretfully relieve him of duty, and he is sent to the Rehabilitation Centre on Elba II. He eventually responds well to treatment, and in 2270 returns to active duty as commander of Starbase 3, considered a non-critical assignment. He then becomes Head of the Command School at Starfleet Academy in 2279, serving in that position until his retirement.

Dr. Mark Piper (Lt. Cmdr.)



Doctor Piper is one of the senior medical officers of Starfleet, with a considerable amount of experience at 'pioneer medicine'. Born on the remote colony world of Deneb V, his initial medical training was in the roughest of circumstances. He applied to Starfleet for medical training in 2223, after the USS Baton Rouge delivered badly needed medical supplies to cure an outbreak of Vegan Fever. Graduating with honours, he was posted to serve on Space Station K-7, near the Klingon border, a posting he held for nearly ten years before being reassigned to the USS Kennedy, then beginning a long exploration mission.

Six years later, he transferred onto the USS Galapagos for a brief tour, before moving to a training position at Starfleet Academy in 2241. He spent nine years as Deputy Head of Starfleet Medical Training, specializing in teaching first aid techniques to command and engineering cadets. It was here he first encountered James Kirk, a man who would change the shape of his career. He successfully applies for a posting in 2250, and was transferred as CMO on the Pericles, a Hunter-Class Corvette on the Klingon border.

Statistics

Fitness	2
<i>Vitality</i>	+1
Coordination	2
Intellect	3
<i>Perception</i>	+1
Presence	2
<i>Willpower</i>	+1
Administration (Starship)	1
Athletics (Cycling)	2
Computer (Modelling)	1
Culture (Human)	2
Dodge	1
Energy Weapon (Laser)	1
First Aid (Combat Trauma)	4
History (Human)	1
(Federation)	
Language	
Federation Standard	2
Klingon	2
Law (Starfleet Regulations)	1
Life Science (Biology)	2
(Microbiology)	2
Medical Science (General Medicine)	3
(Pathology)	
(Toxicology)	
Planetside Survival (Plains)	1
Shipboard Systems (Life Support)	1
Vehicle Operations (Shuttlecraft)	1
World Knowledge (Deneb V)	1
Toughness	+1
Argumentative	-1
Medical Problem (Mild Arthritis)	-2

Personality

A crusty old medic, he specializes in combat trauma, and much prefers the smaller ships, and the more intimate crew atmospheres found aboard them. He is at his happiest when buried in a complicated case, though he would never admit it. His colonial origins make him extremely sympathetic to the plight of the needy, and he is a staunch supporter of the Outer Worlds Party. At his heart, he is a combat medic, and knows it.

Future

Between 2250 and 2257, Dr. Piper served with distinction on a host of small Corvettes on the border, before receiving a request from one of his old Academy students to serve aboard his first command. He gladly accepted, and reported on board the Einstein under James Kirk. He transferred again to the Pacifica with him two years later, and Kirk came to depend on the counsel of he and Gary Mitchell. For four years, they served with distinction on the Klingon border, where Dr. Piper had spent most of his career, and then all transferred to the Enterprise when Kirk received the command – Mark's first posting to a cruiser. He served on board until late 2265, when he was forced to retire from active duty for reasons of health. He became Head of Medical Operations at Starfleet Command, resigning as a Commodore in 2282, in protest at the treatment of Admiral Kirk over the Genesis Incident.

Renown: Init 13, Agg 4, Skill 20, Disc 12, Open 10

Referee & Writer's Notes

First, a brief word of explanation. Why did I put together this book, only a couple of days after releasing 'A Time For Heroes'. The explanation is simply this; I made a mistake. I left three characters out of the main book, and these three are presented here. As I thought they were somewhat important, I decided to release them, and while I was doing it I thought I might as well add some extra material. The Gagarin is the ship I planned to use in my campaign; so I wrote it up properly, fleshed out a few of the crew, and voila there is now a ship for you to use in your campaign, as you like. There are also a few points I didn't cover in the main book, that now I have the chance to cover here. Anyway, I hope you find the book useful, and I hope your campaigns fly well.

Stardates

You will notice in the orders of the Gagarin that an Earth date is given, instead of a Stardate. The reason is simple; stardates have not yet been introduced. If you look at the series, 1000 stardates seem to make up a year, although this is not consistent. As the second pilot is in the 1000s, stardates must have been introduced the previous year. If you want to, you can use them; dates should be in the low hundreds. Otherwise, just use standard Earth dates.

Shuttlecraft

The transporter in this period is even more unreliable than in TOS. Although the safety factor remains the same, it is much more prone to mechanical breakdown. So, the humble shuttlecraft becomes more valuable. It is the same type we saw in the series, tenderly known as the 'Flying Brick'. Both Constitution-class and Baton Rouge-class will have eight shuttles apiece, Hunters have two and Athenas only have one. Don't crash. And if you do, make sure there is some accounting for it. This isn't Voyager, you know. Starfleet cares when shuttles are destroyed! (As an aside, the Athena is capable of landing on the surface of a planet, but this is decidedly not recommended and is extremely difficult.)

Additional Races

As well as the five races stated in 'A Time For Heroes', (Humans, Vulcans, Andorians, Tellarites and Tiburonese), the following Federation members also have representation in Starfleet: Aurelians, Caitians (nee Regulans), Deltans, and Edoans. Note that these latter races only have a bare handful in the fleet, and should be played as such. If the Narrator wishes, the following races can also be used: Orions, Axanari, and Kzinti. (Well, if Ferengi and Klingons can join Starfleet in the 24th Century, why can't Orions and Kzin join in the 23rd?) These should be even rarer however, as non-Federation members – indeed, probably the first and only member of their race in Starfleet. (As I recall, the first Axanari in the Fleet is mentioned in the TOS rulebook, so possibly one of your players should play him.) Rules for most of these races can be found at the following website: <http://home.austin.rr.com/jdominion/index2.htm>

Enlisted Crew

Yes, everyone wants to play the man who unblocks the nozzles of the chicken soup machine on the Enterprise. Well, some people do, although it probably should not be recommended for a prolonged campaign. Interestingly, however, the small ship environment of this setting can make playing such officers rather more enjoyable, as they actually might find something to do. A CPO might well find himself as a Department Head on an Athena, or even a Hunter-class ship. Some suitable templates can be found on the same website, or elsewhere on the net. Make sure to alter them according to the rules given under Character Creation in 'A Time For Heroes'.

Prequels to TOS Episodes

This is an obvious idea for adventure, running prequels to the established episodes. It is even a pretty good one, but a great deal of care must be taken. If the players are familiar with the episode in question, then they will know how the story turns out – unless there is some reason that Kirk and Co. would not have been told. More than that, you can overturn the assumptions that players familiar with the series would make.

For example, perhaps there was an early encounter with the Romulans, but all the details were classified by Starfleet Command. Maybe a ship crossed into the Mirror Universe in the 2250s, but again it was classified. (Quite understandable. Aside from the psychological impact, can you imagine Starfleet Command admitting what its counterpart was like?)

The point here should be to surprise your players. You cannot do it often in this way, maybe only once, but it would be a definite shock. If they aren't expecting a Romulan sneak attack, then it will have the same level of surprise that it would have in real life. More so – the players will not be expecting it, and will be waiting for the twist right up to the attack of the Bird of Prey. You need not limit this to TOS, as well. Foreshadows from TNG should not be ruled out. Perhaps the Iconians could make an appearance, or maybe the parasites from 'Conspiracy'. Use your imagination...but then a Narrator will probably have plenty of that already!

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