



*Jump by Aehriman*

**Stardate 9125 (2287, between the *Star Trek V* and *VI* movies)** Captain Gibson of the *USS Explorer* receives orders from Starfleet Command to intercept the Romulan *D'talla*-class Warbird IRW *Melak* in the Neutral Zone, and prevent it from setting off a mysterious experimental weapon known as "Shiva". Although the *Explorer* is far too late to put a stop to the weapons test, a Klingon D-7 confronts the *Melak* in an attempt to steal the Shiva technology. The *Melak* commander instead launches the Shiva projectile at its test target, and the shockwave destroys the Klingon ship. However, the weapon itself tears a hole in subspace and allows a huge number (over eighty) of new star systems and habitable planets to appear apparently out of nowhere; the *Melak* is caught in the gravity well of one such planet and crashes.

These new planets are rich in dilithium and other natural resources, and the sector - which intersects Klingon, Romulan, and Federation territory, as well as the Neutral Zone - becomes known as the *Tabula Rasa* Sector (Latin for "blank slate"). The new gold rush is on, as all three governments race to settle and exploit the rich area before their rivals.

You have been appointed the administrator for one of these dozens of new colonies. If all goes well, you may become governor of the entire sector. Have **1,000 colony points (cp)** to make things easier.

## FACTION

 **FEDERATION** - The United Federation of Planets, an alliance of over one hundred and fifty member species and a thousand worlds, the Federation is democratic, progressive and forward looking, with a military/science arm called Starfleet. Founded in the year 2161, the Federation boasts many member races, such as Humans, Vulcans, Andorians and Tellarites. The Colonial Operations division of Starfleet facilitates the settlement of colonies and outposts. Outfitted with a wide array of technologies, Federation colonies are geared towards science and exploration, with many structures and units offering passive defense. Your presumed background will be as a

**Lt. Commander in Starfleet ordered to oversee a fledgling colony.**

 **ROMULAN** - The Romulan Star Empire, secretive, xenophobic and highly hierarchical and militarized. The Romulans left Vulcan for their current home roughly a thousand years ago, in defiance of Surak's rationalism and pacifism. As a people they are a study in contrasts, capable of great tenderness and extreme cruelty and violence. They are also characterized by curiosity and a self-confidence that borders on arrogance. Romulan mentality extends to all facets of their empire, including the Senate's Colonial Battalions. Not as aggressive as the Klingons or passive as the Federation, the Romulans prize intelligence gathering over direct confrontation. As the creators of the new sector, the Star Empire claims sovereignty. You will be a military governor with sweeping authority - and a Tal Shiar agent carefully watching you, just in case.

 **KLINGON** - The Klingon Empire, warlike and territorial. Technically a feudal monarchy, founded 1,500 years ago by Kahless the Unforgettable, but the High Council has ruled in the absence of an actual Emperor for a very long time now. Often viewed as a savage, barbaric race, the Klingons are an honorable and religious people, though their reputation as battle-lusting glory hounds is well founded. The Planetary Regiments are

equipped with a wide number of lethal arms to subjugate new planets for the Empire, and as a result, Klingon colonies focus on direct attack of others. With its vast army and navy, the Empire is running desperately short on natural resources, making this new sector seem a gift from Kahless. You are the young scion of a Klingon House given the right to exploit these worlds for the glory of the Empire.

## PERKS

**UNIVERSAL TRANSLATOR** (free all) As a convenience, you can understand and be understood in any and all languages.

**FULL 3D CAMERA** (free all) You may switch at view to an 'eye in the sky' strategy game view, with isometric or full 3D as you wish. This works much like a strategy game, complete with fog of war, and the ability to view terrain features where you have explored, but only in real-time where your buildings or units are. Try not to walk into walls because your viewpoint was literally miles away.

 **IDIC** (-100 CP, free [Federation](#)) Infinite Diversity through Infinite Combinations, a cornerstone of Surak's philosophy and Vulcan thought ever since. A celebration of the fantastic diversity of the universe, you are no longer put off by strange beings or bizarre customs, but adapt readily. It's all part of the glorious fabric of the universe.

❶ **THE FIRST DUTY** (-100 CP, free **Federation**) The first duty of every Starfleet officer is to the truth, whether it's scientific truth, historical truth, or personal truth. Now, whenever you speak the truth, other people know it for what it is. They may find it hard to believe, they may believe you're insane, but will not doubt that you believe your truth.

❷ **THE CORBOMITE MANEUVER** (-200 CP, discount **Federation**) Not that this commitment to truth should in any way disparage the value of lies. You are skilled in bluffing enemies, even very intelligent and powerful ones, not just with words, but deeds. Sometimes you're safer with shields lowered and a deception, and the bolder the lie the more likely you are to get away with it, or at least have your opponent admire your chutzpah.

❸ **DAY OF THE DOVE** (-200 CP, discount **Federation**) Every once in a while, declare peace. It confuses the heck out of your enemies. No one is so furious at you that they won't take your calls and rationally consider your arguments for why you shouldn't be fighting. Making convincing arguments, that's still on you.

❹ **ROCKS INTO REPLICATORS** (-300 CP, discount **Federation**) Tall tales about Starfleet engineers abound, but are only barely exaggerated. You know everything there is to know about Federation technology, and can improvise a laser from a couple of reflective objects and a tube. Strangely, you seem to be able to complete any technical job in half the time it should take.

❺ **JOURNEY TO BABEL** (-400 CP, discount **Federation**) Before the founding of the Federation, many

of the original members were bitter enemies. Stick some of them in a room, and you might believe they still were. But that's the beauty of the Federation and its dream, it brings people together. You can also bring mortal enemies to the negotiating table, and if anyone can get them to set aside their differences, you can.

#### **TO EXPLORE STRANGE NEW WORLDS (-400 CP, discount [Federation](#))**

If anything defines the Federation and Starfleet... it's naive optimism and idealism. But if there's another, it's curiosity and scientific acumen. No matter how bizarre the phenomenon, you can develop a working model for it in record time, your logical and analytical abilities rival those of Spock, and your memory is perfect. Perhaps you can uncover the mysteries of the Tabula Rasa sector.

#### **WHERE NO MAN HAS GONE BEFORE (-600 CP, discount [Federation](#))**

Space, the final frontier. Infinite in scope, it is wondrous, with treasures to sate desires both subtle and gross. But it's not for the timid. As space itself has no limits, so is your potential as limitless as that of mankind itself. No matter how much you study, you can learn more about any topic, no matter how hard you train, you will never reach a point where you can't become stronger, more skilled. Good luck, Jumper, see you out there.

#### **THE DEFECTOR (-100 CP, free [Romulan](#))**

It is almost impossible for others to predict who you are truly loyal to, which way you will jump in a given situation. But it is fun to watch people try and figure you out.

#### **INTER ARMA ENIM, SILENT LEGES (-100 CP, free [Romulan](#))**

In times of war, the law falls silent. Romulans

don't care what you have to do, so long as you get results. In future Jumps, your superiors tend to be morally and mentally flexible in this same way.

 **FACE OF THE ENEMY** (-200 CP, discount **Romulan**) Above all else, the Romulans crave control, which requires information. You are very skilled in hacking, infiltration, and even disguise surgery. All the skills needed to be a nightmare for counterintelligence.

 **SO PREDICTABLY TREACHEROUS** (-200 CP, discount **Romulan**) Romulans are like that, always backstabbing, always looking for the advantage. Growing up in such a culture has made you very good at treachery and backbiting politics, and also shielding yourself against it.

 **TAL SHIAR** (-300 CP, discount **Romulan**) The Romulan secret police, named for the ancient Vulcan death touch technique. You are now a member, or equivalent. You have contingency plans for the treachery of everyone, and a rank that cannot be questioned by any but the highest levels of government. In future Jumps, you may take an equivalent position, if such exists, or a high rank in any intelligence service with shockingly few responsibilities.

 **BALANCE OF TERROR** (-400 CP, discount **Romulan**) Quantum Singularities for power sources, cloning, cloaking devices. It's not that the Romulans are more advanced, well, not across the board. Rather, Romulans are prepared to take risks and ruthlessly optimize everything. Sometimes this works against them, the overpowered, overengineered APC tends to blow the power couplings, but a lot of the time it just works. You are

very good at wringing every possible scrap of performance from technology, and making the most advantage of any breakthrough.



**PERVERTED SCIENCE** (-400 CP, discount **Romulan**) Cloning, genetic engineering, brainwashing, the Klingons and the Federation may have turned from these technologies, but that just means the Star Empire has no peers in them. You have a mastery of, let's say... less ethical applications of science, and are an incredibly quick study when you encounter something new and horrifying.



**PUPPETMASTER** (-600 CP, discount **Romulan**) To be direct is not the Romulan way. To have your enemies turn on each other, to use proxies and mercenaries and deniable agents, to learn everything about your foes and let them devour themselves, that is worthy of a Praetor. Your skills at manipulation verge on actual foresight, your agents are fanatically devoted, knowing that you may use them up but will always gain excellent value for the state in doing so. You have the perfect sense of timing for when to reveal damaging information. Divide and conquer.



**BAK'LUL** (-100 CP, discount **Klingon**) Compared to other humanoids, Klingons have eight-chambered hearts, an extra lung, and practically an entire redundant nervous system. They call this *brak'lul*, resilience, and sing the praises of warriors who can fight on despite wounds that would kill any other race. You are incredibly tough, even by Klingon standards.



**WHEN TO DUCK** (-100 CP, discount **Klingon**) In a culture that still favors melee weapons, where honor duels are regularly used to settle disputes, and promotions can

be earned by challenging your commander, no leader can afford to be unskilled in combat, for that is how your worth to command is proven. You are a highly skilled fighter.

🔥 **BIRTHRIGHT** (-200 CP, discount **Klingon**) You aren't just another warrior, but from a noble house. You've a sense of destiny about you that draws others to your banner, lets people know they are dealing with someone important, and act accordingly.

🔥 **EVERYTHING IS A WEAPON** (-200 CP, discount **Klingon**) Tractor beams can immobilize a foe, or weaponize a rock, shields allow ships to survive ramming, and the things you could do with that rock right there... you are the master of improvised weapons, able to find a military use for absolutely everything.

🔥 **THE WAY OF THE WARRIOR** (-300 CP, discount **Klingon**) The three blades of the Klingon symbol - *Kahless'* symbol - are called the Heart of Virtue and represent the three values Kahless prized most in a warrior, the courage to stand, the duty to be disciplined, and honor, the greatest of the three, the fire illuminating the difference between an armed savage and a true warrior. People forget that the Klingons are a deeply spiritual people, for all they frame all things in terms of conflict. You have meditated long and hard on the Klingon religion and traditions, and know how to spark the fires of a warrior's courage and honor in others, to encourage them to act in all ways material and spiritual as a true warrior should.

🔥 **TO STO'VO'KOR!** (-400 CP, discount **Klingon**) It is shameful for a Klingon warrior to die in his bed, or in a troop transport that takes a bad hit. A warrior should die in battle.

You and your warriors have internalized this, and so you fight harder, strike faster and harder, and inflict greater damage. Even your inanimate vehicles and turrets seem affected by the frantic need to at least wound the enemy before death. Win or lose, your foes will know they've been in a fight!

🔥 **INDUSTRIAL MONSTROSITY** (-400 CP, discount **Klingon**) Klingon technology isn't pretty, neither are most things about their colonization. For all their technology is ungainly, and far from environmentally friendly (see **Praxis**) they are quite effective. You find your resource output multiplying to dizzying heights the less concern you show for the ecosystems destroyed.

🔥 **KAHLESS REBORN** (-600 CP, discount **Klingon**) Well, not really, but you may as well be for how great a fighter you are, as both a warrior and a general. From logistics to strategy to wielding a dagger, none in the Empire can compare to you, and it gives you a natural authority among warriors.

## STAFF

**SENIOR STAFF** (-100 CP) A colonial administrator needs five subordinates. A physician, science officer, security chief, engineer, and someone to oversee day-to-day operations. With each purchase, you may import up to ten Companions, two into each role. They get 600 CP and 200 SP of their own to spend. Companions cannot take Staff options, nor drawbacks for more points, nor convert points and share your faction. However, each receives a background education to be more than competent in their field, and can triple the

efficiency of buildings and vehicles within their expertise. The Operations officers grant a smaller, generalized bonus. After this jump, these skills can be taught.

**WORTHY FOES** (-100 CP) Alternatively, or additionally, you can import up to five Companions as rivals. They receive 900 CP and the same vehicle and structure budgets you do, complete with point conversion, and can take Senior Staff once, but no drawbacks. They can be of any faction, as they will compete with you to conquer each other, the planet, and rule the sector. No open shooting within one faction, but few rules otherwise. Hope there's no hard feelings after.

## STRUCTURES

*Have 600 Structure Points (SP) You can convert CP to SP at a 1:2 ratio.*

**COLONY HUB** (-400 SP, first free) The Colony Hub is the single most important structure in any colony. A stage 1 Hub is always the first building placed by engineers and it is from this structure that all colonies must grow. At first the Hub is used to produce everything a colony needs - vehicles, construction, power, etc - albeit in a very limited and inefficient manner. As the colony expands, the hub becomes more and more of an administrative center, as with the bridge of a starship, reports flow into the Hub and orders come out, organizing the expansion of the colony.

**STORAGE FACILITY** (free all) A massive warehouse for storing all the goods your masters sent you here for in the first place, the second structure to go up in any colony. Yours has a very effective organizational system, where goods can be quickly added or removed. It is virtually

impossible for anything to be lost, stolen or spoiled within this facility.

**MINING STATION** (-100 SP, first free) A mine. There's a lot of new technology for quickly and efficiently extracting resources, many mines require minimal supervision, though the Klingons and Romulans still favor slave labor. Nevertheless, build this on a vein of material and it will never run out.

**ADVANCED MINING STATION** (-150 SP) A more sophisticated mine, greater in size and more efficient in power use. This extracts ores and gases with near 100% efficiency and short of total destruction, never falters in output. They are also much harder to destroy.

**RESOURCE PROCESSING CENTER** (-200 SP, discount Romulan) A place where raw ore and gas are processed or refined into workable materials. Yours has unparalleled speed and efficiency, switching between materials with the flick of a switch. Supplementing that, each upgrade (-50 sp apiece) gives you a regenerating stock of approximately one hundred tons of a given material.

- **Dilithium Plant:** radioactive crystals regulate matter/antimatter annihilation safely.
- **Poly-Composites Plant:** Should technically be any alloy, one of two primary materials for starship hulls.
- **Thermo-Concrete Plant:** High strength concrete for terrestrial engineering projects.
- **Transparent Aluminium Plant:** Transparent metal, used for windows.
- **Nitrium Plant:** The conductive material of choice, vital for power and computer systems.
- **Duranium Plant:** Very tough metal, the other starship-building material.

**CONSTRUCTION YARD (-100 SP)** A facility for rapidly producing prefabricated building sections and components. Much quicker than the Hub alone, this allows you to raise new buildings in hours, sometimes less, instead of days.

**VEHICLE YARD (-100 SP)** A dedicated center for manufacturing vehicles. This is much faster than using the Hub, and can accommodate a far wider range of craft, namely any you have plans for, and produces them in minutes given the materials or power for replicators.

**POWER GENERATOR (-100 SP)** Antimatter for most, quantum singularities for the Romulans. These generators provide far more power for your growing colony than the Hub can, just one providing for four to six structures.

**ADVANCED POWER GENERATOR (-150 SP)** A larger power generator, the Federation version has more plasma and a greater regulation chamber, the Romulans just run a singularity at higher output due to enhanced containment fields. The energy distribution network is also much more efficient. All told this generator has about twice the output of the base model.

**SCIENCE BLOCK (-200 SP, discount Federation)** A dedicated science lab where you can research new technologies and probe new mysteries. R&D performed here always seems much faster and smoother than normal, as biases and false starts are eliminated. Each upgrade (50 SP apiece) adds a dedicated wing to one technology, producing some kind of improvement every three months.

- Phaser Coil/Disruptor Matrix: Research improves weapons

- **Shield Buffer: Improve Shields**
- **Tracking Systems: Improved Targeting**
- **Security Net/Trooper Center: Superior infantry training/alarms.**
- **Energy Lab: Improved power systems.**
- **Special Weapons: Research radical new weapons and vehicles.**

**SICKBAY/HOSPITAL (-150 SP)** A facility for monitoring your colonists' health, treating strange diseases and so on. Helps your colonists live longer and be more productive. For your points, it becomes as effective as a Warehouse Medbay.

**ACCOMMODATION BLOCK/COLONIAL HOUSE/RESIDENCE (-50 SP)** Housing for your colonists, usually something like an apartment complex with all the amenities and recreation needed to produce happy and productive citizens. Klingons favor duplicates of country estates from home, with training grounds, hunting and other martial diversions. Either way, these bring you greater population faster, and make people happier and more content.

**FARM/BIOLOGY CENTER (-100 SP)** Arguably redundant in the age of replicators, there are two important considerations - replicators require power you might urgently need elsewhere, and everyone can tell the difference between replicated and real food. With advanced agricultural techniques, just one farm can supply all your colony's food needs, and do wonders for morale. The Federation uses advanced hydroponics to cultivate plants from dozens of worlds, pipe clean air to their homes, and provide nice scenery. The Klingons grow plants to feed to their livestock. Romulans use cloning and forced growth

to produce as much food as possible as quickly as possible.

**TRANSPORTER PAD (-50 SP)** Teleportation is such a handy thing to have. With one little platform your people can quickly access any unshielded area, or be rescued at need. Colony transporters, especially Klingon ones (83%) may not be reliable, but for your points this works 100% of the time and comes with a wide-area field that diverts any incoming transport to your platform.

**SECURITY CENTER/ARSENAL/BUREAU (-200 SP, discount Klingon)** A place where security forces, or infantry, are trained with an arsenal for arming the populace. This drastically raises the capability of your fighting forces, and with time they may become an elite force. The Romulan Security Bureau also includes equipment for listening in on any point in the colony, internal security mattering a great deal when ambitious ladder-climbers are brought together with dissidents and criminals who make up the bulk of Romulan colonists.

**PHASER/DISRUPTOR TURRET (-50 SP)** A ground based energy weapon for defending the colony. Not as powerful as the weapons on a starship, and a terrible power hog, but better than nothing. You gain four and plans for more. For spending points, yours can target ships in orbit.

**PHOTON TURRET (-100 SP)** A turret shooting photon shells. These are smaller than the photon torpedoes used by ships, but they're still antimatter munitions. The downside is, though indirect fire, they have no true guidance systems and cannot track targets. Where they're targeted is where they land, so fast vehicles can evade them, making them less than ideal for a static defense. Then, they have a fantastic range and "close enough" is a

broad term with antimatter rounds, though like torpedoes the yield can be dialled up or down. You gain three and plans for more, and can target ships in orbit.

**SHIELD GENERATOR (-100 SP)** Most or all colony buildings have their own shield systems. These generators reinforce them, or provide a limited “theatre shield” for your colony or forces. Gain one and plans for more.

## UNITS

*Have 600 Vehicle Points (VP) You can convert CP to VP at a 1:2 ratio.*

**BEES (free all)** Your colony has dozens of Bees, utility vehicles that are little more than a one-man cab, an antigravity unit and some kind of attachment. These are universal among the three factions with little variation. Worker Bees have two manipulator arms for moving things. Cargo Bees can move large numbers of crates on their magnetic attachment, and Construction Bees carry welding arms with computer-guided precision and large numbers of prefabricated panels and beams, making erecting buildings quick and easy. As Bees do not have weapons, armor or shields they can be vulnerable outside the colony. You have plans for making more as need be.

**COLONY SHUTTLE (free all)** Your colony has three shuttles, reliable and rugged transport for when transporters are unavailable, but also capable of spaceflight, asteroid diversion, scans, or being hooked up to a colony power grid. It is astonishing the number of problems these overlooked craft can solve.

**SCOUT (-50 VP)** The most basic of all military vehicles, little more than a souped-up air-car with a bare minimum of shields and a sensitive scanner array to search for threats or conduct mineral surveys. Gain two and plans for more.

**SCIENCE VEHICLE (-50 VP)** A three-man hovercraft with a starship-grade sensor array and portable lab space. Usually a driver, a technician for the scanners, and a dedicated scientist. Can also be used as an ambulance if transporters cannot be used, also good for geological surveys or investigating strange anomalies. Has good shielding but no weapons. Two and plans for more.

**ARMORED PERSONNEL CARRIER (-100 VP)** A transport for up to fifteen warriors/soldiers/security personnel. Good shielding, decent speed. Packs a class five phaser or equivalent disruptor, not starship-grade but a cannon that is not man-portable.

 **CLOAKED ASSAULT CARRIER (-200 VP, Romulans only)** An APC with tank-grade armor and shielding and a cloaking device. Discontinued, as it could not fire or disembark troops without decloaking, but the design is on file for any commander willing to take the risks. Besides, nothing says “Surprise!” like a squad of elite commandos suddenly appearing inside your enemies’ shielded Colony Hub, right before they lower the shield and let you beam in reinforcements.

**PHASER/DISRUPTOR TANK (-100 VP)** A hovercraft with a class six phaser or disruptor, low starship grade, and the shields/armor to take a few hits from its own weapon. The basic attack unit of all factions, gain six and designs for more.



**CLOAKED TANK (-150 VP, Klingons or Romulans only)** Because naturally, both the Klingons and Romulans decided the disruptor tank could only be improved with a cloaking device. Like starships, they cannot use weapons or shields while cloaked. Gain two, and plans for more.

**PHOTON ARTILLERY (-150 VP)** Essentially the mobile version of the photon turret, with all the advantages and disadvantages thereof. Slower than the Tank or APC, and needs to stop and take a moment to aim to fire. Gain four, and plans for more.

 **ADVANCED PHOTON ARTILLERY (-150 VP, Federation only)** The addition of a second chassis to the rear of the standard unit allows the Advanced Photon Artillery to increase its capacity for strikes, decreasing the reload times for firing the photon shells and providing the extra room to carry more powerful shells. Just as with the original model, the Advanced Launcher is an unwieldy beast and with the extra weight it is a bit slower. Gain two and plans for more.

 **MOBILE SHIELD GENERATOR (-200 VP, Federation only)** A highly desired unit, the *London* class Mobile Shield Generator is the end product of a highly developed colony and provides superior shield support for both away teams, combat groups and Mining Stations. Due to the high-energy consumption of this vehicle, its motion systems are limited to only a basic model, making for a slow and cumbersome unit. Other systems, such as sensors, are also badly crippled by the power demands of its shield emitter, therefore making the sight of a lone unit

a rare one on the planet surface. Gain one, and plans for more.



### **DISRUPTOR BATTERY (-200 VP, **Klingons** only)**

The ultimate summation of the Klingon attitude that any problem can be solved with enough firepower. This is a class *eight* disruptor, such as would be found aboard a *K'tinga* D7 Battlecruiser, on an antigravity sled with a generator and small crew cab. It is slow, unwieldy, barely shielded, tricky to aim... and can *annihilate* anything it gets line of sight on.

**STARSHIP (-1,200 VP)** A single starship appropriate to your faction, a venerable *Constitution*, *K'Tinga*, or *D'Talla* Warbird is ordered to keep station and support you and your colony in everything you ask. Take advantage of a skilled crew, transporters, or just orbital fire support. And who knows, but a ship may prove very useful for defense or if you need to evacuate.

## **DRAWBACKS**

**FOG OF WAR (+100 CP)** Your Full 3D Camera is disabled for the duration. If you want to know how an army is doing in the field, either go yourself or be content with reports.

**RIVAL (+100 CP)** Normally you would be the presumptive leader of your faction's efforts in this sector, or at least have a huge edge on all the other planetary leaders. No longer. You have a rival for leadership, one cunning and determined, but also petty and stupid enough to lead to disaster if they should actually take charge. They will despise you, do everything to undermine and supplant

you. Can be taken up to three times, but don't think you can use one problem to solve another, no, they work together against you.

**THE TROUBLE WITH TRIBBLES (+100 CP)** Your colony is infested with rapidly reproducing, voracious pests. No matter how carefully thorough you are in exterminating them, they will return to menace you in a month or so. It would help if they weren't so adorable.

**DATED GRAPHICS (+100 CP)** Everything looks blocky and janky for some reason. It's distracting and really annoying.

**CONSTRUCT ADDITIONAL PYLONS (+200 CP)** It must be sabotage or something, right? Whenever you have a project you need to go well, you suddenly wind up with shortfalls of power, or specific materials, that delay things considerably. You'll have to build something else, to get what you need for your planned build. Here's hoping you never need to raise an army in a hurry.

**THE WRATH OF KHAN (+200 CP)** Huh. Might be a time warp, or Q playing tricks again, but the vanished Seti Alpha system is here in Tabula Rasa, and you find yourself settling on the same planet where Captain Kirk once marooned Khan Noonien Singh and his Eugenics War supermen. They are not pleased to see you, but are happy to embrace escape via killing you all and seizing the next ship to pass through.

**LONG GONE (+300 CP)** Those ancient Hubrin? Turns out they're really gone for good. Best of luck fending off the Metar without them.

**WHAT DOES GOD NEED WITH A STARSHIP? (+400 CP)** Maybe the Q Continuum, or the Prophets, or any of dozens of godlike entities from TOS objects to a *thing* from outside the universe messing around with out of context abilities. So they'll be put on hold for the duration of your stay. But, glass half-full, you keep your knowledge and skills.

- **WHOM GODS DESTROY (+200 CP)** Nevermind, that OOC metaknowledge and skills? They're gone.

**END**

**THE VOYAGE HOME** - Sometimes, even the Enterprise must return to Earth. Go home, Jumper, and trust in a new generation to go where no one has gone before.

**THE FINAL FRONTIER** - This is a fine place to settle down. Shortly, the hostility between Klingon and Federation will end and a long period of peace and exploration leading up to TNG will begin, and here's you a proven leader.

**THE UNDISCOVERED COUNTRY** - Some think the future means the end of history. No. This chapter in your travels is ended, but the next beckons. Your future is waiting so set a course - second star to the right and straight on to morning.

## **NOTES:**

Housing and Sickbay in the game just add to Pop Cap. Lots of building upgrades that are mostly

**unlocking bits of the tech tree were skipped over or repurposed.**

**There are three sapient species within the Tabula Rasa. The Taubat, who turn out to be engineered servants of the Metar, warlike xenophobes with biotech vastly superior to any of the playable factions, and the ancient and reclusive Hubrin, enemies to the Metar. The game ends with the Federation or Romulans duplicating the accident that brought Tabula Rasa here, sending it away and evacuating. Though the Management believes a Jumper can and should be expected to do better, being forced to abandon your colony for the canon ending will not count as a loss or chain-fail scenario.**