

VAADWIAUR by [Brian K](#) and [Dan Gurden](#)



HOMEWORLD

The Vaadwaur come from an unnamed Class M world in the Delta Quadrant.

HOMEWORLD

Vaadwaur territory once spanned hundreds of light-years. However, after the Turei Alliance assault on their homeworld and the 892 years spent in bio-pods the Vaadwaur's territory has been completely conquered, or liberated, by the Turei Alliance.

ATTRIBUTES

Fitness 2 [6]
 Vitality +1
 Coordination 2 [5]
 Dexterity +1
 Reflexes +1
 Intellect 2 [5]
 Logic -1
 Perception +1
 Presence 3 [5]
 Empathy
 Willpower +1
 Psi 0 [5]

SKILLS

Culture (Vaadwaur) 2 (3)
 History (Vaadwaur) 1 (2)
 Language
 Vaadwaur 2
 Science, Any (choose Specialization) 2 (3)
 Space Science (choose Specialization) 1 (2)
 World Knowledge (Vaadwaur) 1 (2)

TYPICAL ADVANTAGES/DISADVANTAGE

Excellent Hearing +2 (due to collar like crest)
 Reputation: Ruthless Conquerors
 Species Enemy (Turei Alliance)

SIZE

Vaadwaur are roughly the same size height and mass as humans.

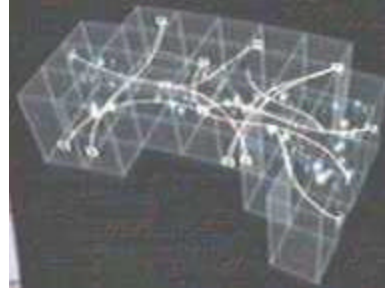
TRAITS COMMON TO THE SPECIES

The Vaadwaur posses neither eyebrows nor eyelashes, and have high foreheads with a segmented vertical crest running down the middle with a smaller vertical crest present on the chin. Hair grows from the center and back of their scalps and is typically arranged in an elaborate knot. The Vaadwaur's most distinguishing feature is the supportive collar of flexible cartilaginous tissue, which begins just underneath the throat and ends below each ear.

DESCRIPTION

The Vaadwaur are a humanoid species that evolved on a Class M planet in the Delta Quadrant. The Vaadwaur developed advanced technology enabling them to build expansive cities, and a planetary infrastructure that could support billions of beings.

The most amazing achievement of the Vaadwaur was the discovery and mapping of a network of subspace corridors that could transport them across vast interstellar distances almost instantly. In 2376 the *U.S.S. Voyager NCC-74656* was accidentally drawn into a subspace corridor, and traveled more than 200 light years in just five minutes.



The Vaadwaur had discovered this network of subspace corridors during their earliest experiments with more conventional warp drives. An imbalance in the reaction inter-balance matrix caused an early Vaadwaur starship to be drawn into corridor. After a reliable and efficient way was discovered to transverse the subspace barrier between real space and the corridors, the Vaadwaur began the difficult task of mapping the maze like structure of the corridors. Many Vaadwaur lost their lives during these early explorations, but it was quickly realized that the corridors opened up a wealth of opportunities, and that the sacrifices of these early explorers would not be in vain.

For many centuries, the Vaadwaur traveled these subspace corridors charting a myriad of interconnecting tunnels. They did not record their maps but memorized them for security reasons, for the Vaadwaur's purpose was to use the network of spatial passages to expand their influence by military force. They dominated a large area of the Delta Quadrant and maintained their control by carefully patrolling the corridors with powerful assault ships. The Vaadwaur used the corridors to mount raids on worlds incapable of defending themselves, and brutally subjugating the inhabitants of dozens of worlds. The worlds were then plundered of their resources, wealth, culture and heritage. As an aggressive and belligerent race, and assured of their own superiority over other species, the Vaadwaur utilized the subspace corridors to rapidly expand their territory and overrun any species they encountered. With these riches the Vaadwaur built magnificent cities filled with museums, universities and luxuries for all Vaadwaur to enjoy, and became the envy and enemy of many species, such as the Turei, whose worlds were decimated to satisfy the needs of the Vaadwaur.

After decades, and in some cases centuries of exploitation, the victims of Vaadwaur occupation began to fight back. Vaadwaur responses to these rebellions were swift and brutal, with casualties reaching into the thousands as a retaliation against each Vaadwaur killed during an uprising. Desperate, and driven by an intense rage fuelled by decades of occupation and enslavement, the Turei united over a dozen species to rise against the Vaadwaur. The Alliance took several years to form, with secret negotiations in the dark confines of deep space. The Turei recognized that the Vaadwaur had become highly dependent on their network of subspace corridors and while they monitored all traffic inside the network, deep space was relatively empty of Vaadwaur interference. It was from these locations, on rogue planetoids and shattered moons that the Alliance met and began diverting material to build a fleet to fight the Vaadwaur. Conditions were harsh on these worlds as

the increased demand of resources that the Turei engineers needed to construct a defensive fleet could not result in a decrease in Vaadwaur production quotas. Such a decrease would result in the Vaadwaur investigating, and the Alliance would be discovered and eliminated before it had even begun.

Finally, after years of preparation the Turei led an assault against the Vaadwaur. The war lasted for decades and battles were won and lost in both real space and inside the subspace corridors. The fighting was intense with wreckage from destroyed fleets forming glittering metallic rings around planets and moons, and cluttering the subspace corridors with debris.

While the Alliance was initially successful against the Vaadwaur their advance soon slowed, as the Vaadwaur had a significant advantage. The Vaadwaur did not record their maps but memorized them for security reasons, and as a result could attack and evade the Alliance worlds and patrols with little fear of retaliation, as the no one in the Alliance knew the location of the Vaadwaur Homeworld, or the extent of the subspace corridors. When captured a Vaadwaur warrior would commit suicide rather than reveal the nature of their home, and the corridors leading to the Homeworld were protected by the fiercest, and experienced, Vaadwaur warriors. The Vaadwaur were ruthless in their attacks against members of the Turei Alliance, reducing the ecosystems of several worlds to ashes incapable of supporting life for thousands of years to come.

Eventually the Turei Alliance reached the Vaadwaur Homeworld, as attrition and lack of resources forced them to concede territory to the combined forces of the Alliance, the Vaadwaur fleet was forced back. Recognizing that they faced defeat, and possible extermination, two Vaadwaur scientists Gedrin, and his wife Jisa, prepared a plan to save a small percentage of the population. As the Turei Alliance successfully blockaded the planet and destroyed any starships attempting to escape a series of fortified underground shelters were created. As the first wave of plasma bombs rained down on the capital city and reduced it to ruins, more than a battalion of Vaadwaur Warriors were placed into stasis with 200 Assault Ships in a vast chamber several hundred meters underground. The plan was that after 5 years the battalion would come out of stasis, and with their battle fleet retake their territory.



But things went wrong, and the Vaadwaur did not emerge after five years of stasis. Instead, 892 years passed before an away team from the U.S.S. Voyager, accidentally revived Gedrin. Persuaded by Gedrin that they would be helping a peaceful civilization to rebuild, *Voyager's* crew revived over 200 Vaadwaur troops before Ambassador Neelix uncovered the Vaadwaur's true past. *Voyager's* alliance with the Vaadwaur was broken when the Vaadwaur commander Gaul launched an attack on Voyager. Voyager escaped while the Vaadwaur and an enemy race the Turei attacked each other.

STORY NOTES

The Vaadwaur have had little contact with the Federation, or any of the major powers in the Alpha Quadrant. However, the Vaadwaur's discovery and mapping of the Subspace corridors would provide a plausible reason for the Vaadwaur to appear in the Alpha Quadrant.

In addition, it would be a reasonable assumption that the Vaadwaur had other caches of personal and material hidden throughout their territory waiting for the signal from the homeworld to reawaken. The Vaadwaur are intelligent, cunning, and driven by a need to survive. They will utilize a variety of methods from subterfuge to violence to achieve their aims.

SUBSPACE CORRIDORS

The Subspace Corridors are a natural phenomena discovered by the Vaadwaur centuries ago. When a starship enters a subspace corridor it is capable of traveling at supraliminal velocities of 2400 light-years an hour! Subspace Corridor formations are a very, very, rare natural occurrences, and Federation Theoretical Subspace Physicists have made many comparisons of the Subspace Corridors to wormholes. They share many of the same characteristics, such as verteron particle suspension, and the fact that they connect widely separated locations through higher-dimension shortcuts. Some even reason that the Corridors are the remnants of subspace phenomena that were created moments after the Big Bang.

Detection of Subspace Corridors is very difficult as well, due to the fact that they exist beneath normal space, and the fact that they are very rare. The Vaadwaur Corridors span a roughly spherical volume of just over 11,000 light-years. Several smaller Subspace Corridors have been discovered, but none with the complexity of range of the Vaadwaur. It is not known if this is a result of limited detection capability, or the fact that the Vaadwaur had centuries to explore the depths of their system. What is known, is that Vaadwaur Corridor is very resilient compared to the only other known corridor route near the Goldin Discontinuity. The *U.S.S. Bormanis*, NCC-41234 was heavily damaged when it was thrown from the subspace corridor after completing a series of transitional experiments to and from the phenomena. The *Bormanis* discovered that precise warp-field modulation was required to maintain the integrity of the verteron latticework and gravitic stresses inside the corridor. If the warp field was not operating within exact tolerances, the verteron particle scaffolding holding the corridor together was shattered by the stresses of the fluctuating warp field. This caused the corridor to begin "caving in", releasing dangerous amounts of energy as the subspace field imploded in on it's self. The *Bormanis* was kicked out of the Corridor crippled by the effects of the subspace implosion.

To enter a Subspace Corridor requires the crew make a Challenging (10) Starship Systems (Shields) Test. Success means the starship is drawn into the Subspace Corridor. Once inside the Corridor a Challenging (10) Propulsion Engineering (Warp Drive) is needed every round. If this test fails, the warp field instabilities causes 120+8d6 damage to the ship (only Resistance and the SIF protect against the damage) every round until a Challenging (10) Starship Systems (Shields) Test succeeds in finding the correct shield harmonic needed to exit the Subspace Corridor.

A reminder that the Subspace Corridors were a subplot of the episode "Dragon's Teeth", and as a result have never appeared again. Subspace Corridors would significantly unbalance a campaign (allowing) a starship to cross the entire Federation in just over 3 hours! and as a result they have intentionally been more fragile than they appeared in the episode.

EPISODE IDEAS

Last Rites: The Crew's ship is assigned to support a Federation archeological dig along the coreward frontiers. On a cold world the Crew discovers the remains of a Vaadwaur starship, and a series of elaborate cave drawings mapping out local network of subspace corridors. The archeologists are able to piece enough information together to reveal the location of a Vaadwaur colony in the Beta Quadrant, with the pilots final wish for whoever finds him to return his, and the remains of his crew to this world.

Refugees: The Crew's ship monitors the emergence of several dozen Vaadwaur ships from a subspace corridor exiting inside the Alpha Quadrant. The Vaadwaur ships are suffering from battle damage and claim they are being pursued by an aggressive Alliance intent on eliminating their entire species. The Vaadwaur beg the Starfleet Captain for sanctuary, just as another corridor opens up.

VAADWAUR ASSAULT SHIP

Class and Type: Vaadwaur Assault Ship

Commissioning Date: Early 14th Century

HULL CHARACTERISTICS

Size: 4 (112.4 meters long, 1 deck)

Resistance: 2

Structural Points : 160

OPERATIONAL CHARACTERISTICS

Crew/Passengers: 4/16

Computers: 4 [2 power/round]

Transporters: None

Tractor Beams: 1 ventral aft [2 Power/rating used]

PROPULSION AND POWER CHARACTERISTICS

Warp System: 4.2/6.5/8.0 [2 Power/ Warp factor]

Impulse Systems: .82c/.95c [1 power/.1 c]

Power: 145

SENSOR SYSTEMS

Long-range Sensors: +0/15 light-years [6 Power/ round]

Lateral Sensors: +0/1 light-year [5 Power/Round]

Navigational Sensors: +0 [5 Power/Round]

Sensor Skill: 4

WEAPON SYSTEMS:

Type 9 Disruptor Array

Range: 10/30,000/100,000/300,000

Arc: Forward

Accuracy: 3/4/6/9

Damage: 20

Power: [20]

Weapon Skill: 5

Defensive Systems

Vaadwaur Deflector Shield

Protection: 20/26

Power: 20

Fleet Data: Vaadwaur assault vessels are small, highly maneuverable and agile. They are ideally suited to close quarter battles and to mounting a co-ordinate attack on larger vessels. The commanding officer in charge of an attack can direct the movements of individual assault vessels by means of a tactical display at their base. The tactical display provides instant feedback to each ship in order to maximize the effectiveness of an attack. Any weakness in the target vessel can be isolated and the assault vessels directed to concentrate on the damaged area until the target is incapacitated, destroyed, or left vulnerable to boarding by troops.

The forward section of the *Assault Ship* appears to be more of a fighter cockpit, than the bridge of a 100-meter long starship. This is an elaborate deception by the Vaadwaur, painted on to represent the cockpit of a much

smaller, and possible deceive an opponent in combat. Data recovered from the *U.S.S. Voyager* indicated a small, yet compact bridge is indeed located in the forward section of the vessel, it operates in a manner similar to Starfleet vessels, with control stations and view screen. The worth of such a decoy system is questionable, and Starfleet Tactical, and members of the First Contact Office have both indicated that this design function may be the result of more cultural conditioning, rather than serving an actual tactical purpose. The forward "cockpit" also serves as the Assault Ships primary escape pod, and in case of emergency is able to breakaway from the rest of the starship. After separation, the cockpit module operates as a standard escape pod.

The assault vessel has two separate propulsion systems and contains a central fuselage, which attaches to identical port and starboard modules by a thick downward-angled pylon. The central fuselage is the shortest section of the three, and is mounted slightly higher than the warp nacelle support units on either side. A large circular unit is situated above and behind the pilot's position on the upper side of the central fuselage and this may form part of the impulse engine system. Conduits run from the central drum of this exposed unit to both of the nacelle support structures on either side of the fuselage. When it is viewed from the front, side and rear, the assault ship offers a very narrow profile in order to offer as small a target to enemy targeting scanners and weapons fire. The speed of a Vaadwaur assault ship also makes it hard for enemy targeting scanners to lock onto it. (Like the *Saber-class*, the *Vaadwaur Assault Ships* suffer more damage than normal if a war core breach occurs, increasing damage by 20%).

The rear sections of the fuselage and the port and starboard nacelle supports have identical engine cowlings built into them that house two circular ports each - these glow red when the impulse engines are in operation. The port and starboard hull units attached to the central fuselage are the longest sections of the assault ship. They surround the cockpit and act as supports for both the impulse engine units at their rear and the twin circular propulsion nacelles on the port and starboard sides of the ship. The nacelles, which are connected to the hull by two upwardly curving struts, are similar in configuration to early Starfleet warp nacelles. They are only partly covered by the exterior hull plating, exposing the orange-red core.

The design of the Vaadwaur Assault Vessels allows them to operate as effectively with the atmosphere of a planet space. The greatest technological advantage the Vaadwaur Assault Ship has is its ability to transit between normal space and the subspace corridor network mapped out by the Vaadwaur centuries ago. All Vaadwaur vessels are equipped with variable shield harmonics capable of attracting individual ships to, and expelling them from the subspace network.



Starbase 223 Threat Assessment Group

Vaadwaur Assault Ship

Class and Type: Vaadwaur Assault Ship

Commissioning: Early 14th Century

HULL SYSTEMS

Size: 4

Length: 112.34 meters
Beam: 83.9 meters
Height: 19.6 meters
Decks: 2
Mass: 61,312 metric tonnes
SU's Available: 1,300
SU's Used: 789

HULL

Outer 16
Inner 16

Resistance:

Outer Hull: 6 6
Inner Hull: 6 6
Ablative Armor: N/A

Structural Integrity Field

Main: Class 4 (Protection 40/60) 25
[1 Power/ 10 Protection/round]
Primary Backup: Class 4 (Protection 40/60) 25
[1 Power/ 10 Protection/round]
Secondary Backup: Class 4 (Protection 20) 12
[1 Power/ 10 Protection/round]

Specialized Hull Systems

Atmospheric Capability 4
Planetfall Capability 4

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 4/16/30

Crew Quarters

Spartan: 20 1
Basic: 0
Expanded: 0
Luxury: 0
Unusual: 0

Environmental Systems

Basic Life Support: [4 Power/round] 20
Reserve Life Support: [2 Power/round] 2
Emergency Life Support: [Yes] 8
Gravity [2 Power/round] 4
Consumables: [2 Months] 4
Replicator Systems: [None]
Medical Facilities: 1 [1 Power/round] 5
Recreational Facilities: 1 [2] 8
Personal Transport: Jefferies Tubes 4
Fire Suppression System: [1 Power/round] 4
Cargo Holds: 2,000 cubic Meters 1
Two bays, one in each spar
Escape Pods 3 1
Capacity: 4

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 4D 49
Speed: 4.2/6.5/8.0 [1 Power/.2 Warp speed]

PIS: Type C (6 hours maximum warp) 6

Impulse Engines

Type: Class 6 (.82c/.95c) [7/9 Power/round] 30
Location: Three Impulse Thruster Assemblies – aft section

Reaction Control System: (.025c) 4

Specialized Systems -

Acceleration Upgrading: Class Gamma 8
100% Acceleration [4 Power/Round]
Impulse Thrusters [2 Power/Round] 8

+1 Die to Shipboard Systems (Flight Control)

POWER SYSTEMS

Warp Engines

Type: Class 6/K (generates 320 Power/round) 72
Location: Ventral Midship

Impulse Engine(s):

Class 6 (Generates 48 Power/engine/round)

Auxiliary Power:

1 reactor (Generate 5 points of Power/round) 3

Emergency Power: Type A [25 Power/round/use] 25

EPS: +150 Power Transfer 40

Standard Usable Power: 373

OPERATIONS SYSTEMS

Bridge: Forward Dorsal Cockpit 25

Auxiliary Control Room: None

Computers:

Core 1: Saucer [5 Power/round] 8

Upgrading: [None]

Location: Starboard Engineering Spar

Core 1: Saucer [5Power/round] 8

Upgrading: [None]

Location: Port Engineering Spar

Optical Data Network 12

Navigational Deflector: [5 Power/round] 16

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward

Sensor Systems

Long-range Sensors: [5 Power/Round] 20

Range Package: Type 5 (Accuracy 3/4/7/10)

High Resolution: 5 light-years

(.5/.6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 14 light-years

(1/1.1-4.0/4.1-12.0/12.1-15)

Strength Package: Class 5 (Strength 5) 10

Gain Package: Standard

Test Result Bonus (+0)

Coverage: Standard

Lateral Sensors: [5 Power/round] 10

Strength Package: Class 5 (Strength 5)

Gain Package: Standard

Test Result Bonus: [None]

Coverage: Standard

Navigational Sensors: [5 Power/round] 10

Strength Package: Class 5 (Strength 5)

Gain Package: Standard

Test Result Bonus [None]

Probes: [None]

Sensor Skill: 4

Flight Control Systems

Autopilot: 3 Skill, 1 Coordination [1 Power/Round] 10

Navigation Computer 2

Main: Class 2 [1 Power/Round]

Test Result Bonus +1

Primary Backup: [None] 1

Secondary Backups: 0

Inertial Damping Field 16

Main

Strength: 8 [3 Power/round]

Number: 2

Backup 2

Strength: 6 [2 Power/round]

Number 1

Attitude Control: [1 Power/round] 1

Specialized Flight Control Systems

Manual Steering Column 1

(+1 Die to Shipboard Systems (Flight Control))

VAADWAUR ASSAULT SHIP

[illegible]

Type: Class 5 [2 Power/round]
Strength: 5
Security: -3
Basic Upgrading: None
Security Upgrading: Class Gamma (-1)
Emergency Communications: [2 power/round]
Holocommunications: No

Emitter: Class Gamma
[3 Power/Strength used/round]
Accuracy: 5/5/7/10
Location: Ventral Midship

None

Security Systems:

Rating: 1

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields: Yes [1 Power/3 Strength]

Rating: 1 [1 Power/Round]
Labs: None

Port Forward Disruptor Array

Type: 9

Damage: 200 [20 Power]

Rate of Fire: 4 Shots per Round

Auto-Phaser Interlock: Class Gamma

Accuracy 3/4/6/9

Range: 10/30,000/100,000/300,000

Location: Forward Ventral below "cockpit"

Firing Arc: 180 degrees Forward

Firing Modes: Standard, Pulse

Type: 9

Damage: 200 [20 Power]

Rate of Fire: 4 Shots per Round

Auto-Phaser Interlock: Class Gamma

Accuracy 3/4/6/9

Range: 10/30,000/100,000/300,000

Location: Forward Ventral below "cockpit"

Firing Arc: 180 degrees Forward

Firing Modes: Standard, Pulse

Bonus: +1

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Class 2

Protection 200/266 [20 Power/round]

Shield Grid: Type B

(33% Increase)

Subspace Field Distortion Amplifiers: Class Alpha

Threshold: 50

Shield Recharge System: Class 1 (45 second recharge)

Backup Shield Generators: Yes

Protection: [132]

Auto-Destruct System:Yes

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): [None]

Captain's Yacht: [None]