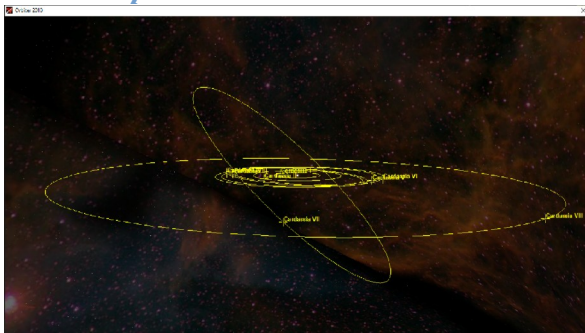


STPSP: CARDASSIA

Introduction

STPSP: Cardassia is part three of the *Star Trek* Planetary Systems Project (STPSP). This is an attempt to accurately simulate the major planetary systems shown in the *Star Trek* universe (with some conjecture, mostly in the form of some ideas of mine.) A fan of the series almost since birth, I wanted to be able to simulate the systems so that it would be possible to create scenarios in them. The Cardassia system is home to eight planets, eight moons, and five surface bases. The planetary arrangement is based on a book called the *Star Trek Star Charts*. Some of the bases require the Frontier 55 Cancrri and Ring City add-ons for meshes. Additionally, some scenarios require the Type 9 Shuttlecraft, Trek Pack, *Galor*-class Cardassian warship, *Keldon*-class Cardassian warship, *Hideki*-class Cardassian cruiser, and Ferengi shuttle add-ons. As for this system, I promise that you won't be disappointed. Enjoy.

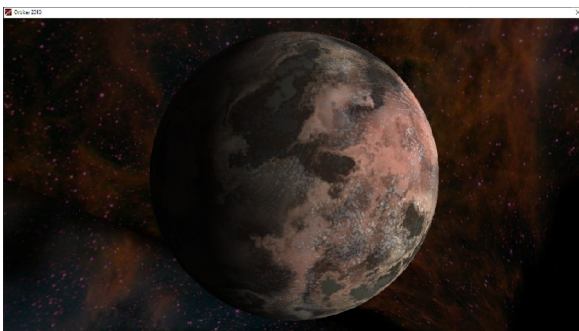
The System



System viewed from 645 million KM

Primary Star: Cardassia (Class K0V)

First Planet: Cardassia I (Class-B, two moons)



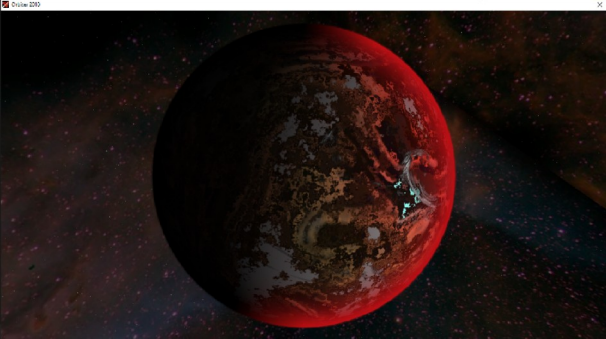
Second Planet: Cardassia II (Class-B, one moon)



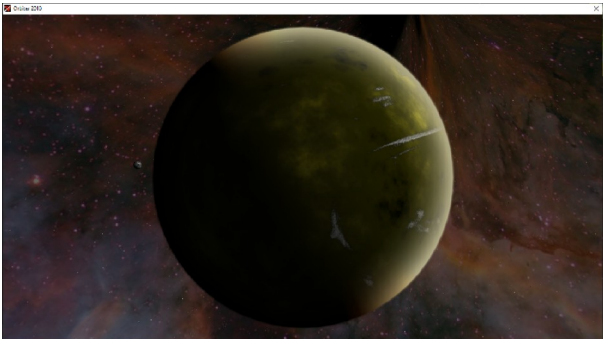
Third Planet: Cardassia III (Class-M)



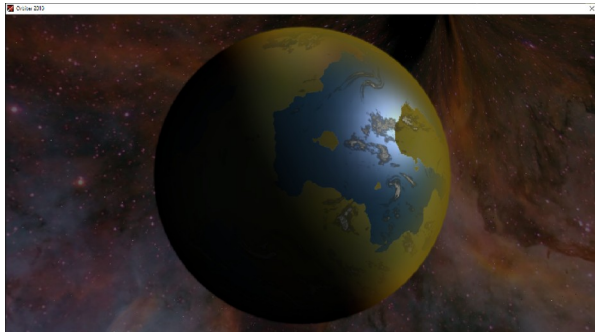
Fourth Planet: Cardassia IV (Class-M, one moon)



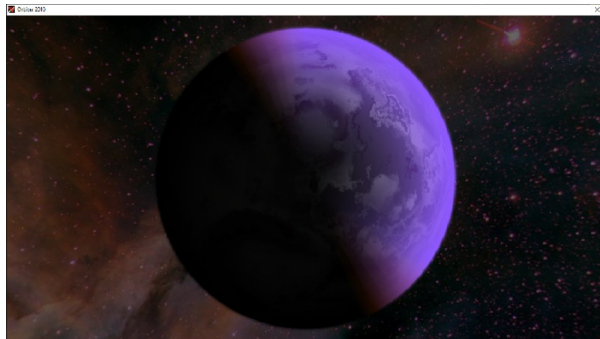
Fifth Planet: Cardassia V (Class-M, one moon)



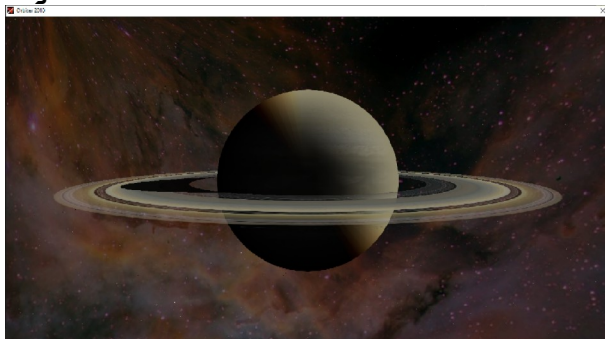
Sixth Planet: Cardassia VI AKA Cardassia Prime (Class-M, one moon)



Seventh Planet: Cardassia VII (Class-Q)



Eighth Planet: Cardassia VIII (Class-I, two moons)



The Cardassians

The Cardassians are a humanoid species with grey plated skin, grooved neck ridges, and a spoon-shaped region on their forehead (hence they are referred to derogatorily as “spoon-heads”). Although they were once peaceful people, the Cardassians are now very militaristic, with a military dictatorship as their primary form of government. (It is my belief that they have since adopted a more democratic system of government.) The Cardassians, therefore, have a highly militaristic society. Their legal system is very effective, although they essentially use show trials to find the defendants guilty. Cardassian law requires that at least one molar tooth must be extracted for DNA. Additionally, the Cardassian education system is also extremely effective, with intensive mind-training being used to develop memory. Cardassians are extremely sensitive to colder temperatures. Family is an important aspect of Cardassian society, and some families are multigenerational. Funeral rites are very strict, and it is considered highly disrespectful for non-Cardassians to view the remains. Advanced age is considered a symbol of wisdom and dignity by the Cardassians. Cardassians consider irritability towards a mate to a sign that the person is sexually attracted to the mate. Examples of Cardassian cuisine include *Kanar* (කැනර), a brown,

highly viscous alcoholic drink, and hot fish juice. Cardassian history is brutal, with such incidents as the Occupation of Bajor, and a war with the Federation. However, recent political upheavals including a (rather foolish) alliance with the Dominion have had a major impact on Cardassian politics. This might have forced them to adopt a more democratic system of government.

Notable Cardassians:

Gul Dukat (ᠭᠣᠯ ᠳᠤᠬᠤᠲᠤ): Enigmatic commander and traitor.

Elim Garak (ᠡᠯᠢᠮ ᠭᠠᠷᠠᠭ): Former spy and tailor on Space Station Deep Space IX.

Damar (ᠳᠠᠮᠠᠷ): Martyred freedom fighter, formerly Gul Dukat's assistant.

Enabran Tain (ᠡᠨᠠᠪᠷᠠᠨ ᠲᠠᠢᠨ): Former mentor of Elim Garak.

Tekeni Ghemor (ᠲᠡᠭᠡᠨᠢ ᠭᠡᠬᠡᠮᠣᠷ): Revolutionary politician and former military officer.

Tora Ziyal (ᠲᠣᠷᠠ ᠵᠢᠶᠠᠯ): Daughter of Gul Dukat.

Natima Lang (ᠨᠠᠲᠢᠮᠠ ᠯᠠᠩ): Revolutionary scholar.

Legate Kitumba (ᠯᠡᠭᠠᠲᠤ ᠬᠢᠲᠤᠮᠤᠪᠠ): Decorated soldier and patriot. (From my fanfiction, based on an unproduced script by John Meredith Lucas.)

Ksia (ᠬᠰᠢᠶᠠ): Son of Legate Kitumba and leader of Cardassia as of 2448. (From my fanfiction, based on an unproduced script by John Meredith Lucas.)