

The Triangle, long known for its disregard for any law but its own, is the setting for this *STAR TREK* campaign. The Triangle is full of renegade Romulans and Klingons, pirate kings, black-market weapon dealers, and many other unsavory characters. Included in this set are a beautiful, full-color map (17" x 22") that shows all the inhabited planets of the Triangle and all the political boundaries of the major races and minor states. There is also a 96-page book containing information about the political, military, and economic goals of the three major powers bordering this neutral region of space. The largest part of the book is made up of 120 world logs of the inhabited planets of the Triangle and character sheets for some of the more important and interesting personalities who live and do business there. Also included are several maps and indices for easy reference and cross-indexing.

Stock# 2007

ISBN# 0-931787-07-6

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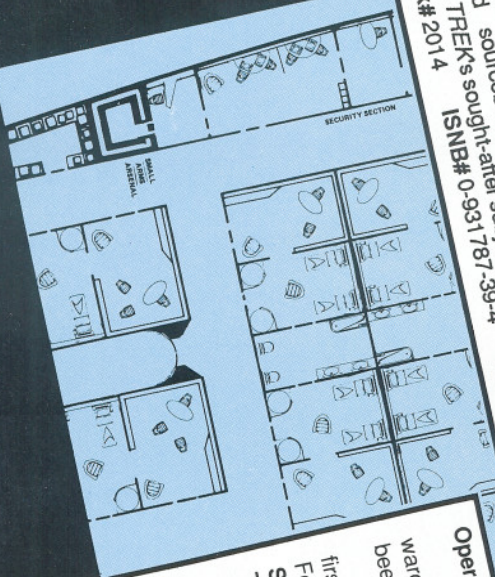


This 80-page book gives all the information needed to run a campaign in the Triangle. Four major plots are described, from an Orion pirate determined to take over all his family's worlds to tracking down the elusive Krador and his potent mind-control drug before the Klingons, Romulians, or Orions can grab him. Have your players interact with Luxury Apparel, an arms dealership run by a beautiful Romulan spy, or with BioResearch, a mega-corporation that loots whole worlds. Timelines, plot descriptions, detailed character sheets, library computer data, Newstax bulletins, rumors, briefings from Star Fleet Intelligence, and more help make the Triangle come alive.

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Star Fleet Intelligence Manual is a must
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