

International Federation of Trekkers

IFT Academy



The Cardassians

By

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Introduction:

First seen on Stardate 44429.6 in the TNG episode "The Wounded", the Cardassian race has since taken on the role of villain, or at the very least, aggressor. Highly intelligent, but equally ruthless, the Cardassian Empire was built on conquest and expansion. This course will go over some of the history, the people, government, and the military.

A Short History:



Cardassia is the homeworld and territories of the Cardassian Union. The homeworld is also known as Cardassia Prime.

Cardassians were once a peaceful and spiritual people. On their homeworld, several thousand years ago flourished a Hebitian culture. Not much is known about these ancient forerunners of Cardassia, but their legacy can be seen in the extraordinary and remarkable architectural wonders left behind and also the varied archaeological treasures, including the burial vaults uncovered in the 2160s, which contained jeweled artifacts. However, with poor resources caused a planet wide famine where millions died and treasured relics of the past were plundered by starving Cardassians and by the Cardassian military alike in an effort to buy food. The military, sickened by the weak state, rose in power and eventually took over the governing of the Cardassian people. During the famine, the new leaders who rose to power after the takeover discovered that taking what they wanted was easier and more efficient than long-winded negotiations. Soon, this more violent and aggressive stance, lead to acquisition of resources, technology and territories, at great cost to the people. The Cardassian people became known for being ruthless and militaristic.

The Cardassian People:



As a race, Cardassians bear many similarities to the other humanoid races of the Alpha Quadrant, but are as unique as a race apart. The Cardassian physiology is adapted to a higher ambient temperature than several of the other humanoid species, (i.e. Humans and Bajoran, prefer approximately 70^F) Cardassians prefer approximately 90^F. They also have relatively high physical endurance and are capable of withstanding harsher conditions, though they do not appear to have the brute strength of a Klingon. They favor environmental conditions that are warmer and darker than Federation standards. Additionally they exhibit a high metabolic endurance, capable of resisting high doses of drugs, in particular sedatives. One Cardassian specific nerve agent is known; cobalt diselenide, a very unstable compound, which requires refrigeration, and which is deadly to Cardassians but

harmless to most other humanoids.

Cardassians excel at conversation and enjoy talking, sometimes simply for the sake of talking. Cardassians like things to be ordered and have a strong attention to detail. They are known for their meticulous record keeping. All official meetings and important information are inscribed onto single-write isolinear data rods.

They have a preference for the number 3 and have many aspects of their society in sets of three, including their architecture. Cardassians are considered master architects. Their structures are one of the most beautiful and awe inspiring in the quadrant, both modern and ancient sites. They tend to prefer the open concept in their designs, such as visible supports rather than hidden, and integrated into the overall design.

Traditions and Culture:

Cardassians are a traditional people. One of the central themes of Cardassian life is duty; duty to the state and to the family. They have a deeply ingrained loyalty to the state, though of course individual perceptions color what entails as duty and loyalty. This is reflected in Cardassian literature, one of the most well known works is "The Never-ending Sacrifice", a chronicle following seven generations of a typical Cardassian family whose lives revolve around duty to the state. Every Cardassian citizen has his or her place; rank and position is an important factor. They are very socially conscious. One should dine or essentially be seen only with others of equal or greater stature. Marriages are likely to be politically motivated.

This sense of loyalty is also very strong towards their families. To a Cardassian, the next important core part of their lives is their family. Elders are revered and respected. Advanced age is viewed as a sign of power and dignity. Children are valued and well looked after. Cardassian parents devote much time and resources to their children, it has been said that up to four generations of a family can live under one roof and eat at one table. However, in contrast, they have a social bias against orphans, illegitimate children, and half-Cardassians. In the eyes of society, these individuals have no status and are usually not acknowledged.

In addition to this sense of duty and loyalty, Cardassians are very protective of their own homeworld and people. Outsiders are strongly discouraged from interfering in internal affairs, whether political or otherwise. However should anyone be found guilty of a crime in Cardassia or against Cardassia, will be brought to trial, whether Cardassian or no. Moreover, the Cardassian judicial system is extremely strict and rigid. The Articles of Jurisprudence ensures cultural norms to be maintained and as no individual is ever brought to trial unless already determined guilty, the verdict is invariably guilty and the sentence death. Allowing the people to feel assured that evil is always punished. The defendant is not allowed to present evidence until the trial commences and is required to testify against him. The system has a traditional structure, with an archon, conservator, and nestor. The archon is the presiding officer of the court. The conservator is an officer of the court whose function is to help the defendant concede to the wisdom of the court and confess his crime. He also aids the defendant in accepting the inevitable execution. The nestor assists the defendant during court proceedings and is not allowed to address the court or any of its officers. As part of the citizen database kept by the government and utilized by the judiciary system, molars are extracted from Cardassian children at age 10 for identification records by the Bureau of Identification. Retinal scans and hair samples are also taken.

Cardassia is also well known for its education system, proposed to be unparalleled in the Alpha Quadrant. Children are put through intensive mind training from age 4, and as adults have highly disciplined minds, including photographic memories. They have a saying, "Knowledge is Power, and Joy is Vulnerability." This rigorous mind discipline appears to allow Cardassians to be resistant to the Vulcan mind-meld. Academic accomplishments are a source of pride and academia is a highly respected profession. Those who teach at the university level are known as Inquisitors. However, in the field of science, only females succeed, as males tend to lack the perspective for this discipline. In business, though their acumen or lack of is not known, Cardassians always honor their transactions and are prompt to pay their bills. The monetary unit used on Cardassia is the lek.

Customs:

Though rather insular, several Cardassian traditions and customs are known. Funeral rites are sacred and it is an affront for non-Cardassians to view the remains. The body of the deceased is until held in respect. Prior to death, a Cardassian confides his innermost secrets to another, usually a close relative. In this way, the burdens of life are relieved and precious information is passed on. Another Cardassian custom is that the captain of a ship is to entertain his guests personally and takes a share of his ship's cargo is worth, giving the captain a personal stake in his consignment. Cardassian courtship rituals are not really known but overt irritability of a male towards the female is indicative of interest and a prelude to a more permanent situation. In addition, children are very much desired and fertility of both mates is looked for. A form of greeting between the sexes appear to involve touching of palms together.



Cuisine:

Cardassian cuisine, though enjoyed by most Cardassian people, fails to entice most other races in the Alpha Quadrant, who tend to find it unpalatable. Among the more well known foodstuffs are; taspar egg, yamok sauce, Larish pie, regova egg, sem'hal stew, tojal in yamok sauce and the preferred beverage is kanar, though in the morning, the usual

beverage is hot fish juice. Cardassians enjoy their food and dining is never rushed. They prefer to savour the food and indulge in conversation. However, the act of dining, especially in public, has social ramifications. Whom one dines with is an extremely important factor.

Government:

The Cardassian social order is a rigid one, in which every citizen has a rank and a place and above all, duty to Cardassia. The state itself is governed by a tripartite government, the Detapa Council, consisted of civilian politicians, and under their jurisdiction were the military, the Central Command, and the intelligence service, the Obsidian Order. Though they are both technically under the political authority of the Detapa Council, both bodies are run autonomously.

The Central Command is the military arm of the government and is essentially responsible for the security of the state. All military-related personnel, equipment, and activities are directly under their authority. Majority of the population, both male and female, are likely to have undergone some form of military training. The Central Command has twelve military orders (so far noted), given the assignments First Order to Twelfth Order, the elite being the First Order. There appears to be four main ranks in the military aside from the regular troops,



Cardassian
3rd Order

Legate - It has been suggested that Legates may be civilian, but no one has ever met a Legate who was not a member of the military. Legates do fulfill governmental duties, but in Cardassian culture, the military IS the government; Gul - Gul is a military rank held by the commander of a vessel or installation. The rank's closest approximation is a Starfleet Captain. Each Cardassian Order is led by a Gul. A ship's Gul will routinely take a cut of the profits from the cargo that his or her ship is transporting. Guls are often expected to entertain guests aboard their ships. As Cardassian society is generally non-sexist, both men and women can rise to the rank of Gul (and beyond); Glinn - Glinn is a military rank below Gul, probably closest to a Starfleet Lieutenant Commander; Gil - presumably a low officer grade or noncom rank. The Central Command also has under their charge various civilian ministries, including the Ministry of Science.



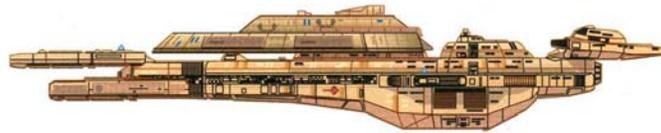
The Obsidian Order is the intelligence agency of Cardassia. Their ruthlessness and frightening efficiency has earned them a fearsome reputation. They maintain an elaborate network that kept virtually all citizens under surveillance, and their ability to gather information and carry out covert operations was apparently even beyond the Romulan Tal' Shiar's capability. It is said that a citizen cannot sit down to a meal without each dish being recorded and approved by the Order. However, the Obsidian Order is confined to non-military operations and is not allowed owning military equipment, which is the sole province of the Central Command. Almost nothing is known about their structural organization save that; there is a single head of the Order. Many Central Command operations are monitored by an Obsidian Order agent.

In the current political situation, there is an underground movement of dissidents who are against the aggressive and militaristic rule of the Central Command and aim to bring the Cardassian people back to peace and their own culture. This dissident

movement has gained in popularity and counts among its members, prominent people in society, including members of the Central Command itself. There are also other underground organizations on Cardassia; one of the more prominent ones is the terrorist group, The True Way. They oppose the peace treaty between Cardassia and Bajor, and blame the Federation for the straits Cardassia is in. They have carried out several terrorist acts in support of their beliefs.

The Cardassian Military:

KELDON-CLASS WARSHIP



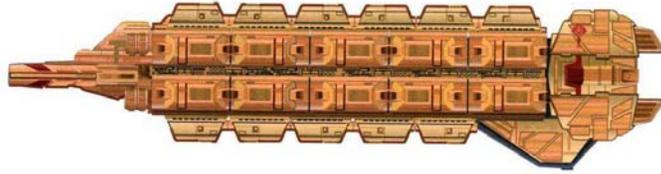
Type	Cruiser
Length	371.88 meters
Beam	192.23 meters
Draft	70.13 meters
Mass	2,230,000 metric tons
Crew	800+
Maximum Speed	Warp 9.6 (observed)
Armaments	1 heavy disruptor cannon 12+ disruptor emitters
Defenses	Deflector shields

GALOR-CLASS DESTROYER



Type	Destroyer
Length	371 meters
Beam	192 meters
Draft	59 meters
Mass	1,678,000 metric tons
Crew	600+
Maximum Speed	Warp 9.6 (observed)
Armament	1 forward disruptor cannon 12+ disruptor emitters 2+ photon torpedo launchers
Defenses	Deflector shields

CARDASSIAN MILITARY FREIGHTER



Type	Freighter
Length	255 meters
Beam	55 meters
Draft	63 meters
Mass	1,340,000 metric tons
Crew	30+
Speed	Warp 6.5
Armaments	1 light disruptor cannon
Defenses	Deflector shields

HEDEKI-CLASS FIGHTER



Type	Attack fighter
Length	85.78 meters
Beam	60.14 meters
Draft	12.43 meters
Mass	120,000 metric tons
Crew	30+
Maximum Speed	Warp 9.5 (observed)
Armament	1 disruptor cannon 4+ disruptor emitters 2+ photon torpedo launchers
Defenses	Deflector shields

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