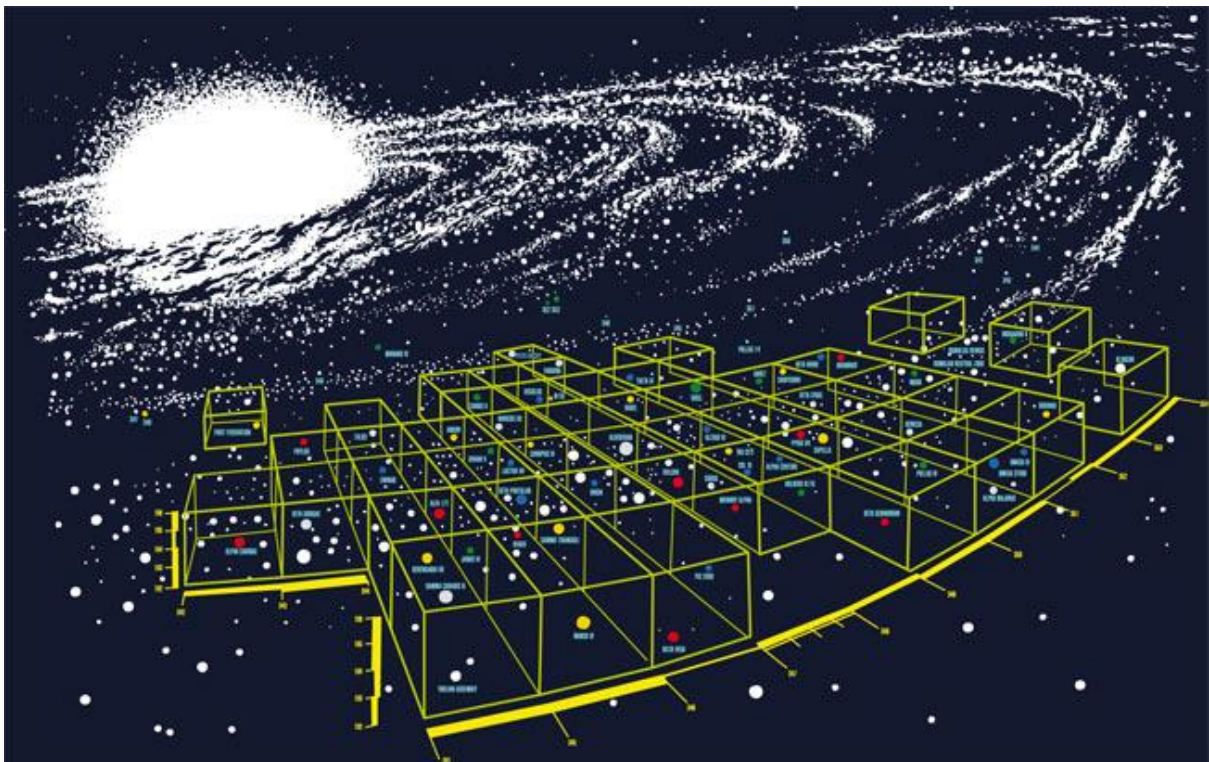


Creating “Star Trek CATAN – Federation Space”

After *Star Trek Catan* was so well received, and as many of you asked us to take this joint venture of the two franchises *Catan* and *Star Trek* even further towards the “*Final Frontier*,” we thought long and hard about what kind of game expansion you would enjoy.

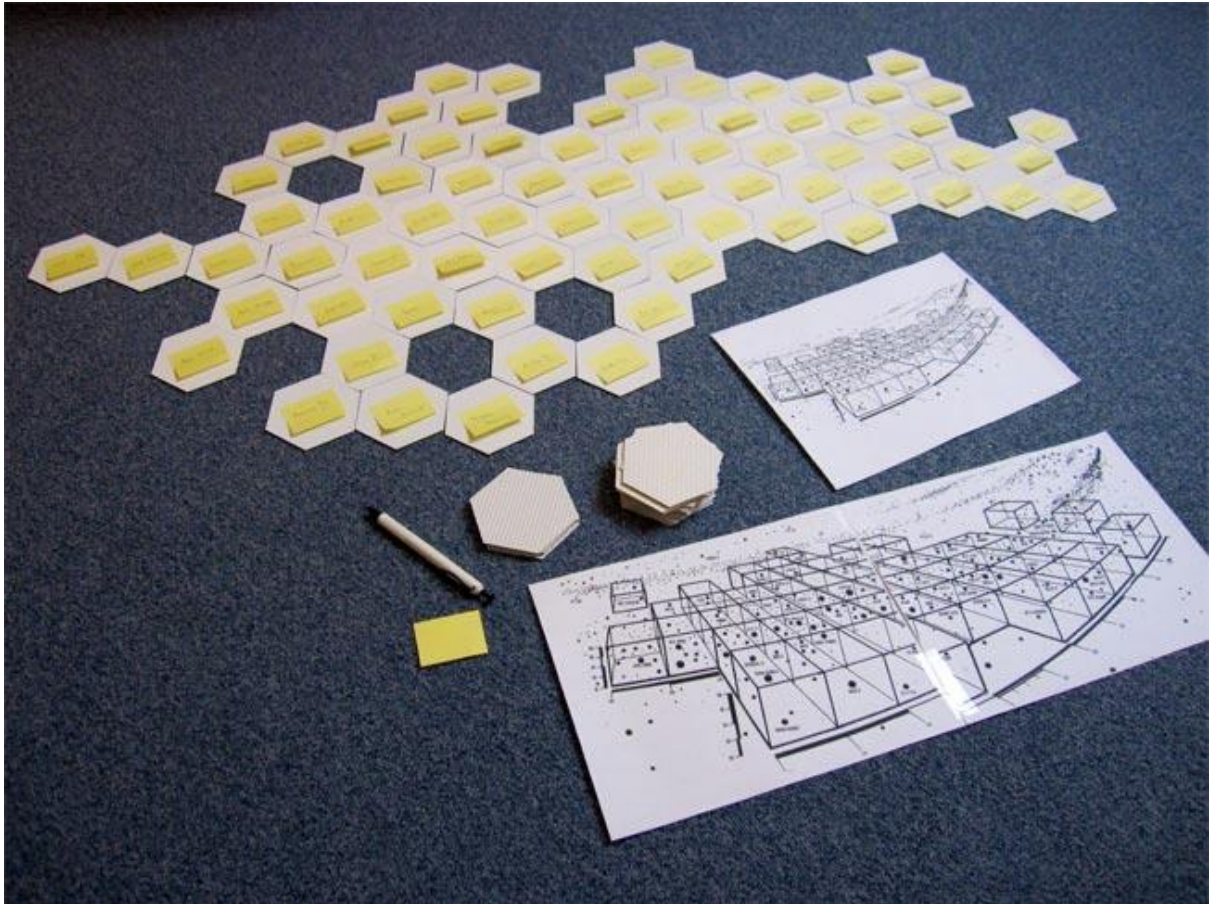
As we knew that a lot of players liked our *Catan Geographies*™ maps so much, which take the whole *Settlers of Catan* experience towards a real map to put settlements in, we thought: Let us take *Star Trek Catan* into a “real” region of space to put our little NCC-1701 spaceships in.

The crucial question was: Is there a region of space sufficiently “real” inside the *Star Trek – The Original Series* time period? After a bit of research, we discovered this wonderful map titled “The Explored Galaxy” over at the Memory Alpha wiki. As it turned out, this was “as real as it could get,” as it had been first shown hanging on a wall in none other than *Captain James T. Kirk’s* quarters in the *Star Trek VI: The Undiscovered Country* motion picture (and subsequently in various episodes of *Star Trek: The Next Generation*).



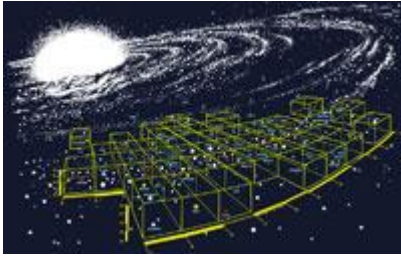
Every true *Star Trek* fan knows that this particular map depicts a lot of the known and beloved locations shown in *The Original Series* of the 60s, and some of those from *The Animated Series* of the 70s. We took great effort to investigate and cross-reference all these depicted celestial bodies with their respective episodes.

We then added a couple of planets that were not actually shown on this map but that we would really want to have in our game, and tried to pinpoint their locations according to mostly in-canon and sometimes semi-canon sources. For example, we were convinced that we absolutely needed Sherman's Planet together with Deep Space Station K-7—we certainly couldn't have done this without [tribbles](#), could we? There are seven additional planets, which we will reveal in more detail in a second blog post in a few weeks from now. We will also discuss our deliberations as to where we chose to put them on our map.



The next step was to overlay the star chart with a hexagonal grid to create a *Catan* board. Like with our regular *Catan Geographies* maps, this required making a few compromises about the true real-world locations or, in this case, fictional space topography versus suitable *Catan* building spots. Almost immediately it became obvious that one regular sized *Catan* map would not be nearly big enough – so we decided to split the map in half and create two maps instead of just one.

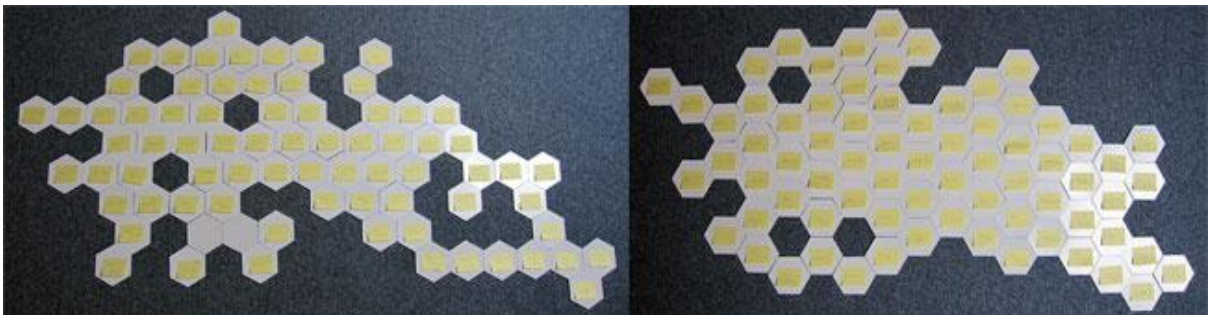
We honestly believe that the compromises we made were acceptable expenses for having all those famous planets and systems from “The Explored Galaxy” map on our two *Star Trek Catan: Federation Space*™ maps.



After we had made the decision to transform the [“Explored Galaxy”](#) map, we tried to rebuild the map with hex tiles – each representing one of the listed celestial bodies – in such a way that each tile's position was as close as possible to the corresponding celestial body's original position on the “Explored Galaxy” map. When creating such a scenario map, the first question is usually: Should the hex tiles be aligned horizontally or vertically?



In our first attempt, the tips of the tiles were aligned vertically, which led to a number of “gaps.” In our second attempt, however, when we had aligned the tips horizontally, the “Explored Galaxy” map's topography fell into place much more harmoniously.

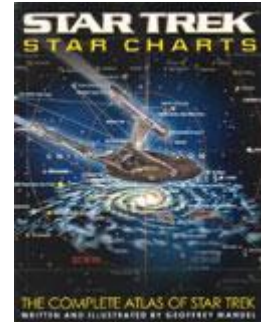


Afterwards, with a little bit of bending the “real-world” distribution of planets and systems on the map, everything was pretty much where it belonged. As a result, you will find all the celestial bodies listed on the respective Memory Alpha page occupying roughly the same positions you see them in on the original map.



The only exception is a planet that we could not use due to license issues – we couldn't even use the planet's name as mentioned in the [TAS01x14 episode](#). After a bit of research, we did what others had done before: we renamed the respective planet "The Patriarchy." If you like, [you can search Memory Alpha](#) for further information about this name. This way, the planet is where it belongs, and its name matches the name it was given in [Geoffrey Mandel's book "Star Trek Charts"](#) published in 2002.

This book was actually one of the most valuable resources to place additional planets and objects on our map. Albeit, due to the fact that the "Explored Galaxy" map and the "Star Trek Charts" were created at different times, we encountered certain discrepancies that were hard, if not impossible, to reconcile. For example: On Geoffrey Mandel's 2002 map, Vulcan and Andor / Andoria are close to each other, with the [P'Jem monastery](#) nearby; this is necessary for a storyline in *Star Trek: Enterprise*. On the old 1991 "Explored Galaxy Map," though, Vulcan and Andor are anything but neighbors. So we were sometimes forced to use a bit of "creative interpretation" when deciding where to put planets and objects.



Planet Colors & Planet Resources

Of course we tried to color the planets of our *Star Trek Catan: Federation Space* maps according to their original appearance on the TV show, so that they produce the kind of [Star Trek Catan](#) resources that are most likely to be available for harvesting on those planets.

You probably wouldn't hesitate to agree that



Earth has to be a blue planet,
thus producing water, while



Vulcan has to be a red planet,
thus producing **tritanium ore**, and



Sherman's Planet has to be yellow,
thus producing food, i.e. **Quadrotricale**.

Beyond that, we had to compromise on the colors and resources, as we had to strike a balance between what we could find in Memory Alpha and what we needed to make each of the boards balanced and playable as a *Star Trek Catan* expansion. So please forgive us if some of the planets have the “wrong” color.

Additional Planets

These are the eight planets that were not shown on the “Explored Galaxy” map and that we added to our *Star Trek Catan: Federation Space* maps:

1. **Sherman’s Planet / Deep Space Station K-7** from “*The Trouble with Tribbles*”
2. **Cestus III** from “*Arena*”
3. **Coridan** from “*Journey to Babel*”
4. **M-113** from “*The Man Trap*”
5. **L-374** from “*The Doomsday Machine*”
6. **Tellar** from “*Journey to Babel*”
7. **Miri’s Home World** from “*Miri*”
8. **The Gateway Planet** from “*The City on the Edge of Forever*”

We added them because the respective episodes seemed crucial to us in the context of telling the “these are the voyages of the Starship Enterprise” story. Luckily, they fit perfectly into the gaps that were present on the original “Explored Galaxy” map and, therefore, were also present on our hex map adaptation.

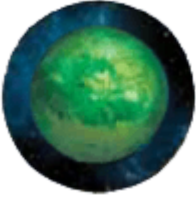
Let’s discuss each of these planets, one by one, in decreasing order of certainty about their locations:



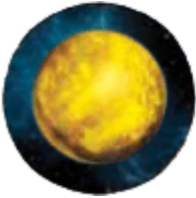
Sherman’s Planet is supposed to be somewhere near the Klingon Neutral Zone on Map 2. The “Explored Galaxy” map shows “Kling,” an alternate name for the Klingon home world *Qo’noS*, in the lower right-hand corner, which matches its position in Geoffrey Mandel’s “*Star Trek Charts*.” So we placed Sherman’s planet in the gap near Organia and the Klingon Neutral Zone.



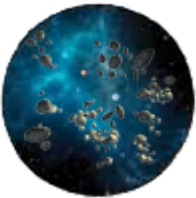
Cestus III is located close to the **Gorn** Hegemony space. According to Geoffrey Mandel’s “*Star Trek Charts*,” the planet is supposed to be far below the Klingon Empire and, therefore, would not be visible anymore on our map. So we took the artistic liberty of moving it up toward the Klingon Neutral Zone, while still keeping it in the bottom right-hand corner of Map 2. Its vicinity to Sherman’s Planet, however, is nothing but the result of the fact that we had to shrink the deep space distance to accommodate the planet on our map.



Coridan was quite easy to locate: it is said to be close to Orion. Geoffrey Mandel's "Star Trek Charts" depict it slightly to the right of and below Orion, where both the "Explored Galaxy" map and our hex Map 1 showed a gap that we could easily fill with this planet.



M-113 was a bit tougher to place. According to *Memory Beta*, another name for this planet is Regulus VIII. This positions the planet close to the Regulus system shown on the "Explored Galaxy" map and, thus, also on Map 1, where we conveniently had a gap to fill.



The **L-374 system** was attacked by the same "planet killer" (see below) as the L-370 system that had been totally destroyed by it. It is supposed to be near Rigel. We didn't have space for it right there, but we had another gap to fill just one hex field away, in the upper left-hand corner of Map 2.



Tellar, Andor, Vulcan, and Earth originally founded the *United Federation of Planets*; hence, they shouldn't be far apart from each other. But as stated before, when it comes to these core planets, the "Explored Galaxy" map differs significantly from Geoffrey Mandel's "Star Trek Charts." In the latter, Tellar is located close to Earth, Altair, Tau Ceti, and Alpha Centauri. Unlike Vulcan and Andor, this places Tellar on Map 2, where we had a gap to fill near Tau Ceti.



Miri's home world doesn't really have a verified location. However, according to *Memory Beta*, another name for this planet is *70 Ophiucus IV*. Spelled as "70 Ophiuchi," in Geoffrey Mandel's "Star Trek Charts" it can clearly be located not too far from Earth, in the vicinity of Memory Alpha and Altair, which would put it on Map 2. Unfortunately, since we really didn't have room for it on Map 2, we ... well ... we cheated. We spotted other celestial bodies with the name "Ophiuchi"; at least two of them can be found in the vicinity of "The Patriarchy" on Map 1 (see above). As we had a gap to fill in that area, we decided to put the planet there. ... To quote Worf: *"We don't discuss it with outsiders."*



We were convinced that our game should definitely include the **Gateway Planet**, also known as the **Time Vortex Planet**, and home of the “**Guardian of Forever**” time portal. This planet’s position is vague (if not unknown): some sources mention it as being located within the Hromi system, which according to Geoffrey Mandel’s “**Star Trek Charts**” is close to both the Klingon Neutral Zone and the Romulan Neutral Zone; some implicate a connection to the Romulans which might have used the “**Guardian**” for the purpose of time travel during their history. At this point, we made an educated guess and placed the Gateway Planet near the Romulan Neutral Zone on Map 2, where we had room for it. ... To quote Spock: “*Ah. Then, I will try to make the best guess I can.*”

Additional Objects

As listed in the *Star Trek Catan: Federation Space Almanac*, we have added a few tiny objects on our maps, which should remind you of famous plot events in different episodes. We put many of these objects near the VP sites to further enhance the “storytelling” aspect of the board. There are a few others scattered around just for fun.

We added the following objects:



The Deep Space Station K-7 from “**The Trouble with Tribbles.**” You can see it in the lower right-hand corner of Map 2, near Sherman’s Planet (see above).



A Class-F Shuttlecraft, shown in various episodes, e.g. in “**Let This Be Your Last Battlefield.**” You can see it in the upper right-hand corner of Map 2, near Ariannus.



The Companion from “**Metamorphosis.**” You can see it in the left-hand corner of Map 1, in the region of Gamma Canaris N, near Berengaria VII.



The *Nomad* probe from “**The Changeling.**” The Enterprise was on its way to the Malurian star system in the vicinity of Regulus when it picked up Nomad. You can see it in the upper right of Map 1.



Planet Gothos from “[The Squire of Gothos](#),” a rogue planet drifting through space. You can see it in the center of Map 1, near Beta Portolan.



The Space Amoeba from “[The Immunity Syndrome](#).” You can see it in the lower right-hand corner of Map 2, roaming the galaxy near Organia and the Klingon Neutral Zone.



The planet killer from “[The Doomsday Machine](#).” You can see it in the upper left-hand corner of Map 2, in the L-374 system (see above).



The Tholian Assembly from “[The Tholian Web](#).” You can see it at the bottom of Map 1.



The *Antares* from “[Charlie X](#).” You can see it on the left side of Map 2, close to Sirius.



The First Federation Buoy from “[The Corbomite Maneuver](#).” You can see it in the upper left-hand corner of Map 1, near “First Federation.”



The *SS Botany Bay* from “[Space Seed](#).” You can see it in the lower right-hand corner of Map 2, in the Mutara sector, close to Pollux IV.



The *Yonada* “asteroid” from “[For the World Is Hollow and I Have Touched the Sky](#),” originating from the destroyed Fabrina system. The remnants of Fabrina can be found in upper right-hand corner of Map 1, while you can see *Yonada* in the center of Map 1, close to the planet Daran V, which it was originally heading for.

We hope that you enjoyed this rather geeky behind-the-scenes look at the creation of this Star Trek Catan scenario. If we did it right, and we sincerely hope that we did, you might have as much fun visiting all those planets as Captain Kirk and his intrepid crew had during the voyages of the Starship Enterprise.

Gero Zahn (with Ron Magin)