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STARFLEET MARINE  
CORPS



**XENOSTUDIES**  
**JEM'HADAR**

Revision 2006

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# STARFLEET MARINE CORPS

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## **Xenostudies** **Jem'Hadar Manual** **2006 Edition**



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# Contents

<b>Part 1 - Introduction .....</b>	<b>1</b>
Welcome Aboard!.....	1
Copyright and Disclaimer.....	1
Reporting Authority .....	2
<b>Part 2 - Story: Jerada'Rax .....</b>	<b>3</b>
<b>Part 3 - The Jem'Hadar.....</b>	<b>4</b>
<b>Part 4 - Physiology .....</b>	<b>5</b>
Genetics.....	5
Reproduction .....	5
Life-Cycle.....	5
Body .....	7
Ketracel-white .....	8
<b>Part 5 - Society.....</b>	<b>9</b>
Culture.....	9
Religion .....	9
Social Structure .....	9
Traditions .....	10
<b>Part 6 - Weapons.....</b>	<b>11</b>
Armor .....	11
Blades.....	11
Energy Weapons.....	11
Other Weapons.....	12
<b>Part 7 - Vessels .....</b>	<b>14</b>
Jem'Hadar Attack Ship.....	14
Jem'Hadar Cruiser .....	15
Jem'Hadar Battlecruiser .....	16
Jem'Hadar Battleship.....	17
<b>Part 8 - Tactics .....</b>	<b>18</b>
Garrison Forces .....	18
Attack Ships.....	18
<b>About SFMC Academy .....</b>	<b>19</b>

# Part 1 - Introduction

## Welcome Aboard!

The Jem'Hadar are some of the most fearsome adversaries that the Federation and the STARFLEET Marine Corps have ever faced. Only the Klingons can match the ferocity and fanaticism of the Jem'Hadar in battle. This manual represents the total of the amassed knowledge about this alien species, as such this manual is very thin. It is a true representation of just how little we do know about them. But hopefully the information contained in this manual will help you a better understanding of one of the Federation's greatest threats.

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## **Reporting Authority**

The governing authority for Xenostudies Branch information is the Commanding Officer, Training Command (COTRACOM). Send questions, comments, or suggestions concerning Support to: **[tracom@sfi.org](mailto:tracom@sfi.org)**

## Part 2 - Story: Jerada'Rax

First Jerada'Rax remembered how that morning he had recited the oath of loyalty to his Vorta commander, how he had been given his daily allotment of white, a drug which kept him alive. To win was to live, to fail was to die. At 10 years old he was the oldest and wisest of his unit, the average lifespan of his kind only 5 years if they were lucky. Most if not all were killed in battle, no one he could remember died of old age. "Old age" he laughed to himself, "I'm in it right now..." The beeping of his scanner brought him back to the present.

Jerada'Rax checked his scanner and saw that it showed a group Federation troops moving and trying to take up a flanking position on his left flank. He quietly motioned to the rest of his men to where the next attack would come from. They readied their weapons and waited. The silence was broken from a yell from the Federation troops as they began their attack. Some of his men fell in the first volley, but that didn't matter, they died in battle, they died in service to the Founders, they died with honor, there was no greater glory. Federation troops soon breached the perimeter and the fighting was soon hand-to-hand.

Jerada'Rax took out a mek'leth he had taken off a dead Klingon in a previous battle and began attacking the Federation troops around him.

"Humans are weak," he thought as he stabbed the nearest Federation soldier next to him. As the body dropped he began looking for his next target. He found it, a Klingon fighting alongside the humans. Jerada'Rax made his way through the tangle of soldiers fighting till he arrived in front of the Klingon. The Klingon saw him and that he held a mek'leth, the rage could be seen in his eyes. The Klingon attacked first. The battle between the two was fierce and bloody, but in the end Jerada Rex was victorious. He turned to survey the battlefield and liked what he saw. His troops had won this battle, the ground was littered with the bodies of both Federation troops and his men. He knew he would have replacements for those men he had lost in several days, they always had replacements ready.

"The Federation is weak, no wonder why the Founders want them eliminated," he thought, "and it is my duty to see that their wishes are carried out for I am First Jerada'Rax, for I am Jem'Hadar!"

## Part 3 – The Jem’Hadar

The Dominion was founded some 2,000 to 10,000 years ago by the Changelings, a species of shape-shifting organisms. The Dominion quickly gained power in the Gamma Quadrant and rose to be one of the dominant governments in that quadrant controlling hundreds of worlds. From 2370 to 2375 was also a major power in the Alpha and Beta Quadrants until its defeat in 2375 at the Battle of Cardassia.

While the Changelings, or Founders as they are known in The Dominion, founded the empire they do not actively run it. For that they genetically engineered a species to do that for them, the Vorta. The Vorta are The Dominion’s administrators, diplomats, scientists, and military commanders. The actual day-to-day running of The Dominion is left to them. The Founders also created another species. This species acts as their army and quells any rebellion or neutralizes any world or species that is viewed as a threat to The Dominion. That species is the Jem’Hadar.

The Jem’Hadar are fierce warriors and are known for the destruction that they bring when they wage war, leaving desolated planets in their wake. But for those that are not utterly destroyed, the Jem’Hadar makes examples of them and uses biological weapons designed to cause slow and painful deaths. For this they are universally feared throughout The Dominion.



The USS Odyssey is destroyed by a Jem’Hadar attack.

The Federation’s first contact with the Dominion, Vorta and the Jem’Hadar came in 2370 when Third Talak’talan, a Jem’Hadar, abducted Captain Benjamin Sisko. Once it had been ascertained that Captain Sisko was being held captive the USS Odyssey was dispatched to retrieve him. Once in the Gamma Quadrant the USS Odyssey was attacked by a group of Jem’Hadar Attack Ships. It was at this time Starfleet learned just how ruthless the Jem’Hadar could be. To assure victory in the engagement one of the Jem’Hadar ships rammed the USS Odyssey thereby destroying her. Deep Space 9 personnel eventually recovered Captain Sisko. It was from this initial encounter that Starfleet learned just how much of a threat that the Dominion and the Jem’Hadar represented.

## Part 4 – Physiology

What we know about Jem'Hadar physiology comes from studies conducted by Dr. Julian Bashir on Deep Space 9 and captured Jem'Hadar. Below is what little information that we do have about them.

### Genetics

Jem'Hadar have been genetically altered and/or engineered by the Founders. It is unclear if they were once another species before the Founders started manipulating their genetic code or if they were tailor made by the Founders. But a newborn Jem'Hadar looks nothing like the adults of the species so it does lend some credence to the theory that like the Vorta, the Jem'Hadar were once a species that the Founders genetically modified to fulfill their own needs.

Through the genetic manipulations of the Founders, the Jem'Hadar have been imbued with several advantageous traits. One trait being that they are very physically strong. They have a strength that is on par or above that of Klingons. They also have the ability to camouflage or shroud themselves which effectively hides them visually and from sensor scans. This shrouding may or may not be biological in nature. They also have enhanced vision and hearing. While these are very useful traits to have, especially if used in battle, the Founders also realized that if the Jem'Hadar ever turned against them that it would make them a formidable enemy. So to make sure that this never happened the Founders also made some genetic modifications that would ensure loyalty. The Jem'Hadar have been genetically modified so that they will obey the Vorta and the Founders without question. They are also modified so that they lack a key isogenic enzyme, without which their circulatory system shuts down. As long as they are loyal they receive the drug, ketracel-white, which replaces the enzyme they lack.

Other genetic alterations made by the Founders allow the Jem'Hadar to not require food, sleep, relaxation, or entertainment. They also have a significantly increased rate of metabolism, so much increased that a newborn Jem'Hadar can become a battle-ready young adult in 3 days.

### Reproduction

There are no Jem'Hadar females the entire species is comprised of males. Reproduction is achieved by using birthing chambers. It is in these birthing chambers that Jem'Hadar are conceived, brought to term, and then delivered. Almost immediately after birth the Jem'Hadar newborn is placed in stasis, where they stay until needed.

### Life-Cycle

The Jem'Hadar life cycle is greatly accelerated. As a newborn Jem'Hadar look like almost any other humanoid that the Federation has encountered on many worlds. The only distinguishing mark is that in the center of their forehead is a boney growth. There are no visible Jem'Hadar traits at this stage. Within several hours after "birth" the newborn has grown to a child of about 8 or 9. At this point the child begins to exhibit some of the characteristic traits of the Jem'Hadar, most notably the skin begins to change; it starts taking on the skin pigmentation and texture of a Jem'Hadar. At both of these stages in the life-cycle of the Jem'Hadar the child can and will eat food. At this stage the Jem'Hadar has extremely well developed mental and lingual skills. By the end of the second day the Jem'Hadar is now a young



adolescent. At this point the Jem'Hadar needs ketracel-white and the changes to its appearance become even more pronounced as do the urges for aggression. At this stage the young Jem'Hadar has started growing the boney horns on the face, and the hairline has begun to recede. A Jem'Hadar at this stage no longer needs to eat nor sleep. By the end of the third day the Jem'Hadar has grown into a young-adult. At this point he now exhibits all the physical and mental characteristics that are universal to all Jem'Hadar. Full maturation takes approximately a full two weeks.

The age to which a Jem'Hadar will live is totally dependant on the battles he will fight in. Jem'Hadar are battle ready by the time they are young-adults, or three days. It is rare to find Jem'Hadar that 15 years old and even rarer to find one that is 20 years old. No Jem'Hadar has ever lived to the age of 30. Those that do live to the age of 20 are given the title of "Honored Elder".



**Jem'Hadar Infant**

**Age:** Hours

**Note:**

At this age the Jem'Hadar appears nothing like the adult that it will become later.



**Jem'Hadar Child**

**Age:** About a day

**Note:**

At this age the child still does not look like the adult Jem'Hadar, although it is now beginning to exhibit more characteristics of the adult. Also note at this age the child can eat food.



Jem'Hadar Teenager

**Age:** 2 Days**Note:**

The teenager exhibits most of the characteristics of an adult. At this stage ket-racel-white is needed for continued survival as food is no longer required.



Jem'Hadar Adult

**Age:** 3 Days**Note:**

After 3 days the Jem'Hadar is now a fully grown adult ready for front line duties.

## Body

**Note: A Jem'Hadar's body goes through several changes as it rapidly progress from "birth" to young-adult. So this section will only focus on the adult Jem'Hadar.**

Jem'Hadar are bipedal humanoids that are covered in a thick grey skin, much like a reptile. Their ridged skull is covered in small boney projections that resemble horns that run along the jaw line. These projections are also located in the middle of the forehead and on either side of the skull. There is no facial hair and there may or may not be any head hair. If there is hair on the head it is usually cropped tight and worn in a small pony tail and is located on the back of the head towards the top.

The Jem'Hadar have been given enhanced vision, hearing, and strength through genetic engineering. They have also been given the ability to bend the light around them rendering them invisible to visual scans and even sensors. The Jem'Hadar call this "shrouding". There is some debate whether or not that this is a genetic trait or something that is accomplished with technology. Therefore it is being researched further.

## Ketracel-white



A ketracel-white respository.

Ketracel-white which is more commonly known as white is an addictive substance containing yridium bicantizine, the various nutrients that they need to survive as well as the isogenic enzyme that the Jem'Hadar lack. Therefore they need frequent doses to survive. Deprived of white, Jem'Hadar soldiers suffer withdrawal symptoms including pain, anxiety, loss of mental control, and the loss of the ability to "shroud". Eventually the Jem'Hadar will become insane and kill everything that they can, including each other. Finally, their entire genetic structure will collapse. On extremely rare occasions, a Jem'Hadar is born with a genetic mutation which allows their bodies to produce the white that they need. Most if not all of such instances

go unnoticed. All attempts to cure the Jem'Hadar of their addiction have failed.

Ketracel-white is distributed in vials and only by the First or the Vorta in command. To use the white the vial is inserted into their uniform in the collar. The white is then pumped into the neck via a tube directly implanted into their carotid artery.

Starfleet Intelligence believes that Ketracel-white can not be replicated via replicator technology. There is evidence that when the Dominion was cut off from the Gamma Quadrant they were faced with a supply crisis. This situation would only have arisen if Ketracel-white could not be replicated. Evidence of this was provided to Starfleet Intelligence when the Dominion attempted to negotiate with the Federation for control of Kabel I in 2374. It was discovered that a tri-nucleic fungi located on this planet could be broken down to produce yridium bicantizine. If the Dominion had been given control of this planet they could have produced unlimited quantities of Ketracel-white.

# Part 5 – Society

## Culture

The Jem'Hadar maintain a militaristic culture that espouses complete obedience to the Vorta and the Founders. But unlike other cultures that the Federation has encountered throughout the galaxy the Jem'Hadar do not have any arts, sciences, poetry, etc... All these were deemed to be detrimental to the Jem'Hadar's overall mission so were genetically expunged by the Founders when they were created.

## Religion

It appears that the Jem'Hadar do not have any organized religion nor do they practice one. But some Jem'Hadar worship and consider the Founders as gods, even though a vast majority of them have never seen a Founder. Some even doubt that they even exist. Even so they appear to have built their service to the Founders into a sort of religion, so much so that the Jem'Hadar will ritualistically commit suicide if they fail to protect a Founder from harm.

## Social Structure

The Jem'Hadar live their lives in combat units. These combat units follow a very specific and strict hierarchy. At the very top are the Founders. While at the top of the social structure they rarely participate in it. It is the Vorta who command the Jem'Hadar, so it is they who are next in the structure. The Vorta issues all the commands for the Jem'Hadar to follow. They also may reward and punish Jem'Hadar in the unit with on-the-spot promotions and demotions. The Jem'Hadar who is the most battle experienced and has the favor of the Vorta is given the rank of First. The First is also answerable to the Vorta. It is the responsibility of the First to command the unit in the field. Each Jem'Hadar after the First is given a number rank; Second, Third, Fourth, etc... In the event that the First is killed, the Second takes over command, if the Second is killed, the Third takes command, and so forth. Even though the succeeding Jem'Hadar take over the duties of this deceased superior, he does not receive the rank until the Vorta in command allows it.

## Alphas and Gammas

Once the Dominion found itself cut off from the Gamma Quadrant after the mouth of the wormhole had been mined, it began producing Jem'Hadar in the Alpha Quadrant. The Dominion engineered the Jem'Hadar produced in the Alphas Quadrant to be well suited to wage war in this quadrant. Once the Alphas, as the Jem'Hadar created in the Alpha Quadrant called themselves, were integrated with the standing units from the Gamma Quadrant friction between the two groups ensued. The Alphas considered themselves far superior to those from the Gamma Quadrant, or Gammas as they were called by the Alphas.

Friction between the Alphas and the Gammas often led to infighting with members of the same unit turning on one another. It is unknown if this friction was intentional or if the Dominion ever took steps to correct it.

## Traditions

Surprising as it may seem, the Jem'Hadar do have traditions. There are two of which Starfleet is aware of.

- **Before a Battle:** Before a battle the First recites the following in front of his unit;

*"I am First [name], and I am dead. As of this moment, we are all dead. We go into battle to reclaim our lives. This, we do gladly, for we are Jem'Hadar. Remember - victory is life."*

To which the rest of the unit responds with:

*"Victory is life."*

Or

*"Obedience brings victory, and victory is life."*

- **Before the Distribution of Ketracel-white:** Before the distribution of the Ketracel-white there is an exchange between the First and the Vorta.

The Vorta presents the vials of white and asks:

*"First [name], can you vouch for the loyalty of your men?"*

To which the First responds:

*"We pledge our loyalty to the Founders from now until death."*

The Vorta then responds with:

*"Then receive this reward from the Founders. May it keep you strong."*

It is interesting to note that it appears that by 2374 the Jem'Hadar in the Alpha Quadrant no longer recited the ritual dispersal statement. It is believed that they believed that their actions demonstrated their loyalty to the Founders.

# Part 6 – Weapons

## Armor

The Jem'Hadar wear a type of body armor that allows them to walk through almost any forcefield.

## Blades



Jem'Hadar are known to carry small blades with them when they engage in hand-to-hand combat. Currently the names by which they are called are unknown. It is also known that Jem'Hadar do sometimes use Klingon blades that have been captured in battle. It is believed that they do this because they view Klingons as worthy opponents and that by defeating a Klingon they prove to the other Jem'Hadar that they are strong and capable.

One blade that they seem to favor they call the kar'takin.

The kar'takin is a short polearm with a straight-edged blade and a stabbing point, favored by the Jem'Hadar for hand-to-hand combat. Kar'takins are kept on board ships for training purposes.

## Energy Weapons

All Jem'Hadar weaponry is based on phased polaron beams. Phased polaron beams are extremely powerful directed energy weapons that fire a beam of polarons at a target. Initial encounters with Jem'Hadar ships and troops proved that Federation shielding was not adequate or able to stop a phased polaron beam. Ships attacked by Jem'Hadar forces either were completely destroyed or heavily damaged. The same fate met any Romulan and Cardassian vessels that engaged the Jem'Hadar. It wasn't until 2373 when Captain Benjamin Sisko was able to capture a Jem'Hadar fighter and deliver it to Starfleet that adequate modifications could be made to Federation shielding that would protect them from the Jem'Hadar polaron weaponry.

## Pistols and Rifles



Jem'Hadar Rifle



Jem'Hadar Pistol

Jem'Hadar hand held energy weapons come in two forms; pistol and rifle. While it was originally thought that these weapons only had one energy setting. But it has been discovered that there are in fact three different energy discharge settings; stun, kill, and vaporize. The mechanism used by the Jem'Hadar appears to center on a pulsed polaron beam generator. It has been observed that a burst of high-energy gamma radiation often accompanies the polaron discharge.

Power for the weapons is generated by a tritium microfusion reaction along the discharge centerline, the energy is then channeled into a phased polaron source, which holds the accumulated charge. This operates in a very similar fashion to the Starfleet phaser prefire chamber. The process is automatic; the pent-up polaron charge tunnels through the emitter, a precisely shaped parabola of solid arkenium.

It has been discovered that chemical enhancements can be added to the particle stream, including nerve agents, anti-coagulants, and osteosolvents. So in the event that an energy shot does not immediately cause death, the chemical agents may weaken and kill the target.

It has been observed that the total charge contained in the pistol is approximately  $5.4 \times 10^8$  megajoules, and  $1.54 \times 10^9$  megajoules in the rifle.

### Starship Mounted

Aside from the fact that these are much larger than the hand held versions, they operate in much the same way.

### Other Weapons

Besides the bladed and energy based weaponry that the Jem'Hadar regularly use, there may be some specialty weaponry that they use when the circumstances call for it.

### Ultritium concussion shell

The ultritium concussion shell is an ultritium-based artillery weapon used by the Jem'Hadar to bombard ground targets. This weapon is usually fired from orbit at a ground target(s).

Ultritium is an extremely powerful explosive. 90 isotons has a blast radius of 800 km.

### Subspace anti-personnel mine



Subspace anti-personnel mine, known as "Houdinis".

Nicknamed "Houdinis" by the SFMC and Starfleet troops who have encountered them, these are a type of anti-personnel mine employed by the Jem'Hadar. These mines are unique in that once deployed they hide in small pockets of subspace only emerging into normal space to detonate. These mines can not be detected by normal tricorder scans and they can be dispersed at any height. Jem'Hadar usually deploy these mines in high value areas and have them hover at chest or head height. The fact that sensor scans can not detect them coupled with the method of deployment decimated any troops that encountered them.

SFMC R&D has captured a few of these mines after the battle at AR-558. In the subsequent months of reverse engineering Starfleet now believes that they know how these mines work. First the Jem'Hadar deploy them in a pattern that is deemed to cause the most casualties. The mines are then activated. Once activated the mines rise to the height for which they are set and then start up a micro subspace generator. The subspace generator creates a pocket of subspace just large enough for the mine to hide in. While the mine is hiding it

scans normal space for a target that has come into close proximity. If the mine detects a target it enters normal space and detonates.

**Transporters**

While not normally considered a weapon, the Jem'Hadar transporters pose a serious threat to all shielded installations and starships alike. Very much like the Borg, the Jem'Hadar transporter systems can penetrate Federation shielding. Rotating and modulating shield frequencies have been successful in limiting this ability, but have not totally eliminated it.



## Part 7 – Vessels

The Jem'Hadar are known to use four different vessels; a small attack ship, a cruiser, a battlecruiser, and a very large battleship. These vessels range in size from the small attack fighter with a crew of 16 to the battleship with a crew of thousands. It is important for any Starfleet and SFMC personnel to be familiar with these vessels for they represent a sizeable threat to all Federation vessels.

**Note:** With the exception of the Jem'Hadar Attack Ship any specifications shown here are speculative and may not be accurate.

### Jem'Hadar Attack Ship



The Jem'Hadar Attack Ship was first encountered in 2370. It is a vessel that is designed for a single purpose; to defeat any force posing as a threat to the Dominion. These ships are widely used throughout the Alpha, Beta, and Gamma Quadrants. The most notable feature of the ship is the overall design itself. Most Federation and SFMC personnel have seen

these ships say that it resemble a large beetle. To be sure though, there is no mistaking this vessel for any other species.

Jem'Hadar Attack Ships are typically commanded by a Vorta and a Jem'Hadar First. The bridge has no chairs, and only two headmounted virtual display devices instead of a viewscreen. There are no food replicators onboard nor is there an infirmary.

As with all Jem'Hadar ships it is equipped with phased polaron weaponry which can cripple much larger enemy vessels, and its deflectors are designed to repel not only incoming fire but tractor beams as well. In addition to these weapons the Jem'Hadar use a form of anti-proton beam to scan for enemy vessels. This renders cloaking technology useless. It is also outfitted with a ventral impeller to its underside, allowing it to make vertical take-offs and landings on planetary surfaces.

Jem'Hadar Attack Ships usually operate in groups of three, using their maneuverability and combined firepower to overwhelm an enemy vessel's defenses through a continuous weapons barrage. Starfleet intelligence has learned that when the combined Romulan Tal'shiar and the Cardassian Obsidian Order fleet destroyed the Founders Homeworld in the Omarion Nebula an attack force of 150 Jem'Hadar Attack Ships engaged them. Even though much smaller and significantly outgunned the Jem'Hadar ships were able to defeat the combined fleet.

The only weakness that has been discovered is that its shields are weakest at the ships' dorsal field junction.

**Specifications:**

<b>Dimensions:</b>		<b>Duration:</b>	
<b>Overall Length:</b>	68.3 meters	<b>Standard Mission:</b>	Unknown
<b>Overall Beam:</b>	70.02 meters	<b>Propulsion Systems:</b>	
<b>Overall Draft:</b>	18.3 meters	<b>Warp:</b>	2 Ion Propulsion Units
<b>Displacement:</b>	2,450 metric tons	<b>Impulse:</b>	1 Ventral Impellers Impulse Unit
<b>Crew Complement:</b>	16 Jem'Hadar and 1 Vorta	<b>Weapons:</b>	
<b>Velocity:</b>			2 Phased Polaron Beam Emitters, 1 torpedo tube
<b>    Cruising:</b>	Warp Factor 5	<b>Primary Computer System:</b>	Classified
<b>    Maximum:</b>	Warp Factor 9.6	<b>Primary Navigation System:</b>	Classified
<b>Acceleration:</b>		<b>Deflector Systems:</b>	Classified
<b>Rest-Onset Critical Momentum:</b>	6.11 sec (estimate)	<b>Embarked Craft (Typical):</b>	Classified
<b>Onset Critical Momentum-Warp Engage:</b>	2.06 sec (estimate)		
<b>Warp 1-Warp 4:</b>	0.92 sec		
<b>Warp 4-Warp 6:</b>	0.81 sec		
<b>Warp 6-Warp 9.6:</b>	3.25 sec		

**Jem'Hadar Cruiser**

This vessel is larger than the Jem'Hadar Attack Fighter and is often confused with the Jem'Hadar Battlecruiser. This vessel has a distinctive X-shaped hullform. A group of these cruisers formed part of the first wave of Dominion ships to pass through the Bajoran wormhole, following their annexation of the Cardassian Union.

Currently there is no reliable performance data on this vessel available.

## Jem'Hadar Battlecruiser



This vessel is much larger than the Jem'Hadar Attack Fighter. Not much more is known about this vessel as none have been captured nor has any Federation ship gotten close enough to make detailed scans.

### Specifications:

#### Dimensions:

**Overall Length:** 639.75 meters

**Overall Beam:** 568.44 meters

**Overall Draft:** 204.97 meters

**Displacement:** 4,215,000 metric

tons

**Crew Complement:** 2,500+

#### Velocity:

**Cruising:** Unknown

**Maximum:** Warp Factor 9.6 (observed)

#### Acceleration:

**Rest-Onset Critical** Unknown

**Momentum; Onset Critical** Unknown

#### Momentum-Warp

#### Engage:

**Warp 1-Warp 4:** Unknown

**Warp 4-Warp 6:** Unknown

**Warp 6-Warp 9.6:** Unknown

#### Duration:

**Standard Mission:** Unknown

#### Propulsion Systems:

**Warp:** Unknown

**Impulse:** Unknown

#### Weapons:

6+ Phased Polaron Beam Emitters, multiple torpedo tubes, and other weapons

**Primary Computer System:** Unknown

**Primary Navigation System:** Unknown

**Deflector Systems:** Unknown

**Embarked Craft (Typical):** Unknown

## Jem'Hadar Battleship



This is the largest and most powerful vessel that the Jem'Hadar have in their inventory. The first time that the Federation and its allies encountered this class was in 2374. It was the USS Valiant that was the first Federation starship that was able to make detailed scans of the vessel. Based on those scans it was determined that it was "a direct threat to every Federation outpost and colony within fifty light years." These scans also revealed

that the vessel was approximately twice the size of a Galaxy-class starship. Even though the initial encounter showed the vessel to be twice the size of a Galaxy-class starship later scans of different vessels would show that the vessel was almost three times the size of a Galaxy-class starship. Starfleet Intelligence believes that there are multiple variants of this class which would account for the discrepancy in the sensor readings.

### Specifications:

#### Dimensions:

**Overall Length:** 1,220 to 1,500 meters

**Overall Beam:** 982 meters

**Overall Draft:** 302 meters

**Displacement:** 14,880,000 metric tons (estimate)  
Unknown

**Crew Complement:** Unknown

#### Velocity:

**Cruising:** Warp Factor 4.7 (observed)

**Maximum:** Unknown

#### Acceleration:

**Rest-Onset Critical** Unknown

**Momentum-Onset Critical** Unknown

#### Momentum-Warp

##### Engage:

**Warp 1-Warp 4:** Unknown

**Warp 4-Warp 6:** Unknown

**Warp 6-Warp 9.6:** Unknown

#### Duration:

**Standard Mission:** Unknown

#### Propulsion Systems:

**Warp:** Unknown

**Impulse:** Unknown

#### Weapons:

2 Heavy Polaron pulse cannons, 6+ Phased Polaron Beam Emitters, multiple torpedo tubes, and other weapons

**Primary Computer** Unknown

**System: Primary Navigation** Unknown

**System: Deflector Systems:** Unknown

**Embarked Craft** Unknown

**(Typical):**

## Part 8 – Tactics

### **Garrison Forces**

Standard Jem'Hadar occupation tactics require at least 27 soldiers to be stationed inside a base camp at all times, with 9 patrolling the perimeter.

### **Attack Ships**

Jem'Hadar Attack Ships usually operate in groups of three, using their maneuverability and combined firepower to overwhelm an enemy vessel's defenses through a continuous weapons barrage.

## About SFMC Academy



The Starfleet Marine Corps Academy was established by Commander Starfleet in 2164 when it was determined that Starfleet Academy could no longer adequately meet the needs of both services. The historical home of the United States' Navy and Marine Corps academies, Annapolis, was selected as the new home of the SFMCA. The head of the Academy, known as Director SFMCA (DCO - Academy), is still headquartered at the main campus in Annapolis.

The motto of the SFMCA is "Facta Non Verba" or, in Federation Standard, "Deeds not Words." This is reflected in the more informal academy slogan, "We lead by example... whether we mean to or not."

The Director SFMCA reports to the Commanding Officer of the Training Command (COTRACOM) who, in addition to the SFMCA, oversees branch schools, enlisted personnel training, advanced technical schools, and periodic skill re-fresher courses. Most of these courses are held either at one of the SFMCA facilities, or at one of the many training facilities in the New Valley Forge system which is home to TRACOM. These facilities, together with an Oberth-class spacedock serving as TRACOM headquarters, comprise Station Valley Forge.

Today, the SFMCA consists of 5 campuses, 8 training worlds, and 42 ranges and field courses throughout the UFP. Together with Station Valley Forge, the SFMCA comprises one of the largest and most advanced military training organizations in the known universe.