

## TIME-KEEPING IN THE CAMPAIGN

Following the *Writer's Guide*, time within the campaign progresses at the rate of one earth day = one stardate. Time of day is logged according to a decimal system:

.0	12:00 am
.1	2:24 am
.2	4:48 am
.3	7:12 am
.4	9:36 am
.5	12:00 pm
.6	2:24 pm
.7	4:48 pm
.8	7:12 pm
.9	9:36 pm

A basic timeline can be gleaned from Franz Joseph's *Star Fleet Technical Manual*. However, he uses an idiosyncratic Stardate system, which must be converted as follows:

<b>AD 2155</b>	<b>Articles of Federation</b>
	Mk-VI ( <i>Ptolemy</i> ) Class Tugs authorized
	Mk-VII ( <i>Hermes</i> ) Class Scouts authorized
	Mk-VIII ( <i>Saladin</i> ) Class Destroyers authorized
	Mk-IX ( <i>Constitution</i> ) Class Heavy Cruisers authorized
<b>AD 2167</b>	<b>Federation-Romulan Treaty</b>
<b>Stardate 0000.0</b>	<b>= AD 2258</b>
Stardate 0104.0	Mk-VIIA ( <i>Siva</i> ) Class Destroyers authorized
<b>Stardate 3199.5</b>	<b>Organian Treaty</b>
Stardate 3573.8	Mk-IXA ( <i>Bonhomme Richard</i> ) Class Heavy Cruisers authorized

All other vessel types mentioned in the *Manual* will not exist till Stardate 11243.9 or later, i.e., not for another decade or more in the future of the presumed timeframe of the campaign.

We have started our campaign in Stardate 7149. That's ten years (3652 stardates) after "Friday's Child," which takes place in Stardate 3497.