

Nausicaan History

The general Nausicaan mentality is more aggressive than Klingons, with a touch Ferengi. They are more concerned with what they gain from a fight, not so much about fairness, honor or other things that won't find a buyer on black markets.

Nausicaans have over 100 different words for "fight" or "conflict", depending on reason, motivation, enemy and tons of other factors.

On the other hand, there is no word meaning "peace", just 3 terms that mean (again depending on the factors above) "absence of physical conflict" (used in situations when harm is done otherwise, like plotting, strategy, conspiracy), "waiting for conflict" (used when preparing for a war or fight that will clearly happen sooner or later) and "inability to fight" (used when injury or other circumstances avoid the fight for the moment).

The first term is the default one; Nausicaans are always looking for fights and are never in a really peaceful state of mind.

The second term is only used when the nature of the upcoming fight is already known, like a set time or occasion to fight a particular enemy.

The closest thing to a non-hostile term means, word by word, 'I want to hack off your finger', which translates to 'I would only do minor harm to you' between Nausicaans. Their use of violent metaphors is/was a problem for most universal translators and lead to many misunderstandings between Nausicaans and other species.

Nausicaans have no real code of honour like Klingons, but a set of rules. They don't look for glory in fights, but for profit/advantage.

A Nausicaan is not a coward if he avoids the fight with an equal or stronger enemy, if this enemy has nothing of value.

A Nausicaan is also not a coward if he attacks a much weaker opponent, if this opponent has something of value.

A Nausicaan rather takes his own life than dying by enemy hand. This is one of many rituals to humiliate the enemy by taking him the triumph, and showing that the Nausicaan alone decides when he will die. In the process, the Nausicaan will try to take as many enemies with him as possible, often resulting in kamikaze attacks.

Since Nausicaans have no honour, they are permanently in a state of having nothing to lose and all to gain. Their religious/mythological system also has no "heaven", only a "hell" where every Nausicaan goes anyways after death, no matter what they do.

Nausicaan language depends a lot on context and motivation, so there are many words meaning the same basic thing.

For example, there is no word meaning only "starship". Words describing ships are always linked to the purpose of the ship, like "battleship", "transport vessel", "shuttle" and so on.

From sound and grammar, Nausicaan language is an unusual mix. (Sounding similar to Russian, even harsher; with double letters always being separately spoken - "letter" would be "let-ter" and sound almost like stuttering). The grammar and word structure is closer to south pacific island languages (a, o, u being dominant vowels instead of e and i like in western languages - Nausicaans have side tusks, and a, o, u are easier for them to speak from the way the mouth would move. Also, the apostrophe is used like "and", "of", "for", "to" and such.)

As an example for language and grammar:

Tel'Koa is a Nausicaan term. Tel = child, koa = war. The apostrophe in this case means "for" - the term doesn't apply to a child born into a war, it describes a child bred to be a soldier in a future war. (A popular Federation translation mistake - on several occasions, worlds offered Nausicaans asylum, thinking they were victims of a war on their world, because the universal translator made the mistake to turn 'warchild' into 'war orphan') Tela'Koa would be a plural of it; "children for the war".

Tel'Koai is also plural; "child for the wars".

Tela'Koai is both plural; "children for the wars".

Koa'Tela is plural; "war of the children" and uses the apostrophe as "of" instead of "for".

Plural forms just add "a" to the end of the word, "i" if the last letter is a vowel. This means that everything can have a plural in Nausicaan, and Nausicaans do not believe in the value of being unique. This is something they don't understand about other species; the desire to stand out of the crowd or be recognized for something. They want to be feared as a whole - their entire species, not a particular person (even if it would be them). As a result, Nausicaans do not compete against their own kind; they more likely team up to show other species they are stronger. A Nausicaan would not be seen as weak or a coward if he asks another to help him defeat an enemy; it would be seen as a nice gesture to share the fun of the fight.

Nausicaans lived in complete anarchy on their homeworld, and usually have no real structure on ships either. Appointing a commander is a necessity to interact with other species, nothing Nausicaans would recognize amongst each other. On ships or asteroid stations, the strongest will rule - or the one having the best idea, target for a raid, or anything that makes it appealing to follow him. However, this can change every minute - as soon as someone comes up with an even better idea.

Nausicaa as a planet is located in an expanse similar to the Badlands, yet some

smaller. It is hard to get any scanner readings at all in this area, which is why rumors claim it is not the world where the species developed, and it was chosen as a base for better ways to hide and attack. However, Nausicaa was a desert planet with extreme climate changes and an unstable atmosphere, so the inhabitants always depended on raiding others to survive. Nausicaa was destroyed - the planet's core was torn apart - during a war against the Orions, before contact with the Federation was made. Over the centuries, the remains of the exploded planet formed an asteroid belt and became the location of the first Nausicaan asteroid base.

The war against Orion pirates ended without a clear victor, however, some Nausicaans are actually glad the war happened and destroyed their world because it resulted in the necessary step of leaving the planet self, and started the evolution to a truly nomadic culture. The Ferengi, long time business partners of the Nausicaans, saw their best suppliers for stolen goods lose their position to the Orions, and helped to make contact with Breen to buy material for more asteroid bases. Though the Nausicaans remained independent and allied with no-one officially, this resulted in the Kk'dar (kk = eternal, forever, endless, unforgettable; dar = debt to be paid; opposed to dara = debt to collect); a secret codex between pirate clans to not attack Ferengi vessels. Though Nausicaans still enjoy scaring and threatening Ferengi - like any other species - they place the value of them as business partners much higher. (In my novel, the Kk'dar also makes the Nausicaans gather an armada of stolen warships to defend Ferenginar when the Orion Syndicate blockades their trading routes, leading to a new pirate war that has more to do with revenge than anything else, but since this only happened in my novel, I'd disregard it as fleet info. There's some grudge between Nausicaans and Orions, should be enough. Unless you wanna go with that story later, when I translated the novel.)

Nausicaans reproduce strictly after genetic selection, not attraction. The stronger the mate, the stronger the child will be. Nausicaan women have the same role in their society as males. They are also known to kill their mates after becoming pregnant/birth, to prove they were the stronger parent. (I like black windows.) Therefore, it is not uncommon for Nausicaans to be half orphans. If both parents survive, they most likely go separate ways. There is no such thing as family/marriage, and usually also no long term attachment/loyalty of crews on ships. True friendships are quite rare; however, siblings are often friends/allies/business partners; a result of knowing these people longer and usually having similar goals. Nausicaan twin siblings go through a rite of ascension as soon as they are able to pick up a weapon; and kill their 'copy'. It is seen as a proof of strength if they are able to kill 'themselves', as their ultimate equal.

Nausicaan pirates are organized in clans - by no other selection than sharing the same asteroid base. Different targets and interests can set them apart, but generally, they are all pirates, commonly calling themselves Koa'Dao (Koa = war, aggression, fight,

opposite, opposing; Dao = clan, group, horde, plural of Dai = person, warrior, fighter). An exception are the Dao'Kkae (Dao - as above, Kkae = derived from the prefix Kk, the most accurate translation is 'The Unforgiving'), a clan of headhunters. They are feared by headhunters and hired guns of other species, mainly because they don't follow the unwritten code of honor to leave each other's targets alone. They kill rival headhunters to take over their assignments or threaten them until the other steps back from a job. On rare occasions, the Dao'Kkae send a bottle of poison to their enemy, as a warning or a mind game to terrorize them long term, so they will live in fear and watch every step, waiting for the Nausicaan assassin to do his job. This can take years and even cross generations. Feuds can be passed from parents to children, and as a rule of thumb, no-one who received a bottle of poison with the mark of the Dao'Kkae died by natural causes.

Female Nausicaans are known to humiliate their male prisoners with forced fatherhood before killing them. They basically rape them, and consider the resulting children as trophy or living proof for their excellency in battle. This only applies for defeated prisoners of species the Nausicaans consider as equal or stronger opponent. Examples would be Klingons, Cardassians, Calnoth, and in rare cases Romulans and Orions. The crossbred children will be raised like full blooded Nausicaans, and usually also consider themselves as Nausicaan, even if they only barely look like one. (This is based on the canon conflict why a species as aggressive as the Nausicaans never got involved in big/notable wars, and seem to have a very thin population. 'Their numbers are low because they crossbreed too much and even kill own parents or siblings' is the most logical take on it, as they have advanced technology and weapons, so there is no other reason but being outnumbered for never appearing as a major threat to the quadrant.)