G U R P S

MODULE PRIME ALPHA

STAR FLEET BATTLES
CAPTAIN'S EDITION

AMARILLO DESIGN BUREAU, INC.

MODULE PRIME ALPHA

A GURPS 3rd Edition expansion book

    GURPS Prime Directive is a role-playing game of the ***Star Fleet Universe***, using the Generic Universal Role-Playing System created by Steve Jackson Games. The first installment in this product line was the ***GPD Core Rulebook*** published in 2002. The ***GPD*** product line will include many different products and kinds of products, but the most important of these will be the ***Module Prime*** series. It should be noted that while the first of these is ***GURPS Module Prime Alpha***, we might not use Greek letters for the title of all future modules.

    Module Prime is intended to be a general expansion of the game system. Each module will include a broad range of material useful to ***GPD*** and other ***GURPS*** players. Each module will not be limited to a single subject but will cover whatever expansion material that you, the players of ***GPD***, tell us you want, and things we think you need to know. Some elements of a given issue might be related to each other, while others will be fully independent.

    Module Prime is organized in a flexible format with several departments, each with a category of information.

    HISTORY contains fiction stories portraying ***GPD*** characters doing what they do, adventure, missions, etc.

    COMMUNICATIONS provides updates on other products, announcements of future products, surveys of ***GURPS*** products from Steve Jackson Games and of ***Star Fleet Universe*** products that would be of interest to ***GPD*** players, reports on campaigns and tournaments, input guides, gamemaster advice, questions and answers, etc.

    DATA FILES includes new rules, advantages, disadvantages, skills, quirks, non-player characters, sample adventure teams (including elite prime teams), creatures and monsters, adventure settings and hooks, and other information of use to ***GPD*** players. Much of the rules material will come from other ***GURPS*** books, but not all of it.

    TECH FILES provides new weapons, equipment, and technology for use in ***GPD*** and other ***GURPS*** campaigns. One major element of each issue will be detailed deck plans for one of the many starships in the ***Star Fleet Universe***. We will provide starship data for use with the ***GURPS Space 3rd Edition*** combat system.

    ADVENTURE FILES will include short adventures and adventure hooks to inspire your GM.

    PRIME FILES will be published on a one-time basis as needed. In this issue, we have two of these, although future issues may have one or none. The two in this issue are of particular interest. One is a comprehensive advanced combat system. While everything in it comes from existing ***GURPS*** products, this is the only completely compiled and inter-edited version known to be in print. The second major section is the Hydran Racial Profile, which we have created as a sort of a "trial run" for future racial profile books, such as ***GURPS Klingons***.

    Just when the next edition of ***GURPS Module Prime*** will appear is not known, but its contents will be based primarily on what you tell us you want to see. So speak up or get stuck with what somebody else wanted!

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Demons in the Darkness

by Matthew J. Francois

Hydran Homeworld Hydrax, Aaduu Plains
September, Y183 (Federation Calendar)

Hlgaar stood outside the small white dome that had been his home last night, and took a deep breath of the thick, cloudy air around him. Above him, the sky glowed blue-green as the light from the distant sun grew ever brighter. "Another cloudy day," Hlgaar said, flexing his three long tentacles. "Another beautiful day."

Behind him, a collection of white domes marked the small makeshift village that had sprung up upon his team's arrival on this uninhabited continent. As the day grew later, a motley collection of individuals would be filtering out of those domes, packing their things, and beginning to trek out across the barren landscape that stretched out before him. Somewhere out there, among nourishing pools of hydrochloric acid and barren wastes of microorganism-created rock, was the prize Hlgaar had sought for many *dwaal*s.

Hlgaar made his way over a collection of jagged rocks with his three stocky legs, his mouths absently swallowing methane from the air, belying his hunger. Carefully, he picked his way down a rather steep embankment, arriving without incident at the slightly larger tent. Stepping inside, the smells of cooking met him, and he hurried towards the long line for his one meal of the day. Passing the line, he stepped to the counter, where he was presented with a plate of food instantly. Several of the Hydrans in line gave him nods of recognition as he passed them once again, heading for an eating-mat occupied by no one.

Hlgaar's two primary tentacles flexed anxiously. The meal was fresh *gulnak* meat, killed a few hours ago, and served with *forcha* sauce, a purple concoction that Hlgaar remembered his mother making at least once every *cylec*. He voraciously dug into the food, his third tentacle removing a small cube from a pocket on the back of his ragged uniform. Sliding the cube to his front, he tapped a button on it with his front-right tentacle, leaving a small dot of *forcha* sauce on the cube. Pasted in orange light, the image of an overweight Hydran materialized in the air before Hlgaar.

"The Lost Archive," the figure began to instruct, "is one of the great symbols of our courageous fight against the treacherous Lyran Star Empire and the Klingon Empire." The figure shimmered a bit, but continued speaking uninterrupted. "These Empires tried to destroy us, and our way

of life, but our gods allowed us to prevail."

Hlgaar tapped another button with his front-right tentacle again, leaving another dot of *forcha* sauce. He voraciously wiped his mouth with his front-left tentacle, continuing to rapidly devour the delicious meat. The figure jerked to a different posture. "When the leaders of the Kingdom decided that victory against two foes would be difficult, it was decided to send a fleet to the United Federation of Planets, while the rest of our forces attacked the Lyran Star Empire in a show of good faith towards our Kzinti allies."

Finishing the remainder of his meat, Hlgaar peered intently at the hologram. "This fleet was to carry treasures and reminders of Hydran culture to the Federation, and to ask for their assistance against the Klingons. However, not all of the artifacts made it to the fleet."

Hlgaar scooped up the cube with one tentacle, and the now empty plate with another. He deposited the plate in the dish-return and began heading back to his personal dome, watching the hologram all the way from the first.

"One such artifact, a complete history of the Kingdom, was aboard a shuttle that crashed due to severe electromagnetic disturbances. Not wanting to delay the fleet any longer, the military ordered the departure of the Expeditionary Fleet. The Lost Archive is one of the great symbols of the Kingdom's courageous fight against the treacherous Lyran Star Empire and the Klingon Empire. These Empires tried to destroy us, and our way of life, but our gods allowed us to prevail. After the retaking …"

Hlgaar cut off the cube with a tap of his front-left tentacle, and smoothly passed it to his rear tentacle, replacing it in his uniform. His faced creased in satisfaction, knowing that it was good to remind yourself of what you were after every once in a while. With that smirk on his face, he slipped into his dome. A large hard-copy map was laid out on the table, indicating the dead-zone. Soon, they would have to go on by foot only, with no shuttles or transports or ground navigation beacons. A rare combination of tectonic disturbances and silicate alloys had rendered an area fifty *saawerts* wide inhospitable to all but the most basic of electronics.

Near the center of the map, approximately fifteen *saawert*s into the dead-zone, was a large purple "X." That was where the information had led Hlgaar. Using his combination of underworld contacts and intuition, he had pieced together what seemed like hundreds of tales of the Lost Archive. Some came from individuals who claimed to be ex-Fleet. Some came from drifters who assured him that they had watched the shuttle crash. Some came from fami-

lies of the thousands who had died when the Klingons trapped and destroyed the Expeditionary Fleet as it had driven through their space. Some came from archeologists in his or other Guilds.

The information had taken Hlgaar nearly a year to compile after his interest had been piqued by an old fighter pilot's tale of the Lost Archive. She had been drunk in a cantina, lamenting the loss of her career due to the loss of two tentacles. At that point, Hlgaar decided to turn his life around. He had decided to find the Lost Archive.

He hadn't expected it to be this involved, however. For a year he pieced together stories, leading him on a spiral that got ever-closer to the truth. His funding came directly from the Royal Institute for Archeological Discovery and Preservation.

A soft toned alert cut through the dome. Hlgaar reached out, tapping the video display unit mounted carefully on one of the walls. The face of an elderly Hydran appeared, his lower mouth twitching sporadically.

"Dwaan," Hlgaar said, hurriedly straightening his makeshift uniform. "To what do I owe this call?"

Hlgaar's representative at the Royal Institute frowned with his one good mouth. "I've got some bad news, my spawn," he said. His twitching lip, his oddly monophonic voice, and his insistence at calling everyone "his spawn" annoyed Hlgaar beyond belief. But he stood perfectly straight, with a neutral expression. It didn't befit you to insult your sponsor. "We've had to cut funding for your expedition. It's over."

Hlgaar's mouths dropped open like a pair of swinging gates. His tentacles curled up in rage, and he twisted his rear tentacle into an obscene shape that was hidden by his body. "What?" he asked, his voice flooded with rage and disbelief. "You cut my funding?"

"It wasn't a decision the Institute took lightly, my spawn."

"You cut my funding! We're moving to the edge of the *queelan* today, and hiking in to the crash site tomorrow! We've almost got it."

"The Institute was asked by another party to allow them to make the recovery, and they were quite forceful. It's not something I thought we should do without consulting you first, my spawn."

"But …"

"Rest assured, you'll still receive some credit, my spawn. You did find the general location of the crash. Who else has done that?"

Hlgaar's mouths snapped open and closed in fury.

"The excavation team will meet you near your projected camp near the edge of the *queelan* in the next *saax*. Please cooperate with them, my spawn."

"I'm not your spawn," Hlgaar said quietly. "If I was, I'd beat myself to death with my own *yaalth*."

Dwaan tilted his head to the side, his lower mouth twitching furiously. "What was that," he asked quizzically, "my spawn?"

Hlgaar wryly twisted his mouths into an expression of disdain. "Who?" he asked quietly. "Who took away my funding?"

"The military," Dwaan said without hesitation. "They

sent a group over as soon as they heard about your little expedition, my spawn. They were quite interested in how you had discerned the location, what you were doing, my spawn, and decided to take over the operation for themselves. Like I said, my spawn, we couldn't simply refuse them."

"And now what?"

"Like I said, my spawn. In one *saax*, a group of military personnel will meet you at the campsite you had planned near the *queelan*. They'll take over from there and you'll be free to return here for a new assignment."

Tentacles and legs slumping, Hlgaar peered into the eyes of the old Hydran on the video screen. "Thanks for nothing," he said. He didn't hear Dwaan's response as he deactivated the video screen and slumped over onto the spongy square of bedding material. For several long moments he sat there, his feelings alternating between rage and sadness. Slowly, he rose again, and began storing everything in the dome for the trip. It didn't do to not tell his crew about this yet. They still had to get to the edge of the *queelan*. He still had time to decide what to do.

A short while later his housing dome was ready, like much of the rest of the camp was. The large transports and atmospheric shuttles scooped up the people and equipment, and began flying over the rough, barren terrain. Hlgaar would have preferred to fly directly from the city on the nearby continent to the edge of the *queelan*, but that would have been too expensive. Instead, his crew got a night to test out the base-camp gear, and two flights.

The flight today took the better part of the day, with the dagger-shaped shuttle bouncing through turbulent atmo-

sphere. Hlgaar's insides began to roil and churn from the erratic movements. After several long hours of flight, the shuttle began to circle around for a landing. Hlgaar picked his way through the passenger cabin, and into the cockpit, casually watching the pilots as they carefully maneuvered the shuttle. Outside, there was nothing but black rock and a heavy, obscuring mist from the atmosphere. There were no hydrochloric acid springs to attract grazers here, no grazers to attract predators, and no predators to attract hunters.
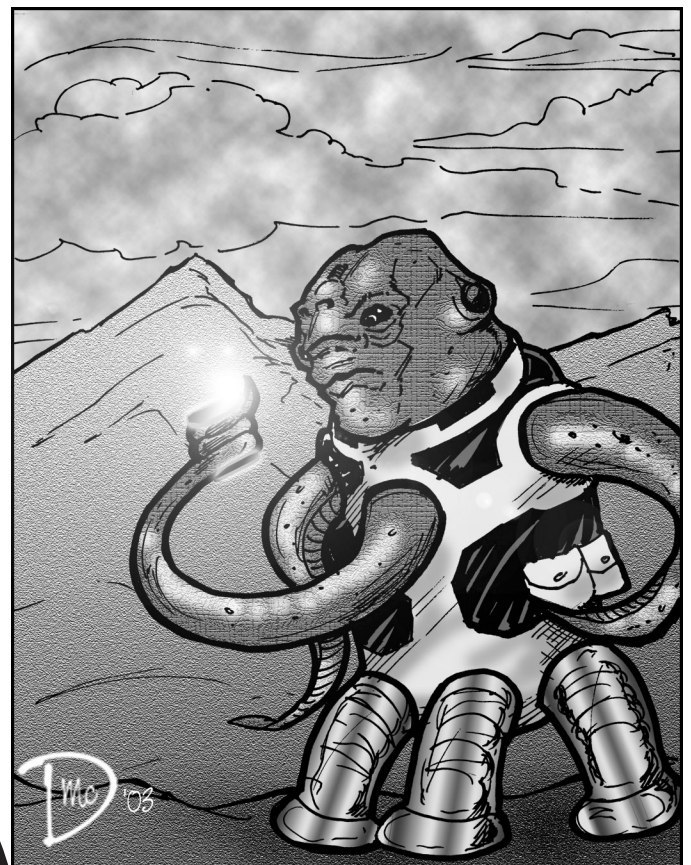
A few minutes later the shuttle touched down with a dull thud and began disgorging its passengers into the cool air. A short distance away, a large, blocky cargo transport was busy unloading the equipment that would soon be transformed into the base camp.

Unconsciously, Hlgaar fingered the holocube in his back pocket. Soon, the military would arrive, and strip him of his prize. That fool Dwaan had assured him that he would get "some" credit, but Hlgaar knew better than to believe that bureaucratic talk. The military would certainly be more than happy to leave his name out of the history. They would take the credit for tracking down the location, organizing the expedition, and, of course, recovering the Lost Archive. They would never allow their reputations to be sullied by a Fleet washout.

Hydran Battlecruiser *HMS Overlord*, Main Bridge

Captain Triige stared at the main viewscreen through the haze of the bridge. The environmental systems were still set a little too hot for his liking, but he no longer commanded starships, and thus had no basis for complaint. The beautiful disk of Hydrax spun slowly below the ship, its clouds of nitrogen, methane, and ammonia glimmering from yellow to green to blue in the faint light from the local star. Down there were his family and his friends, a group that he hadn't contacted in many *dwaal*s. He knew that his family missed him, but he had a higher duty, now.

"Is everything ready?" Triige asked, turning to Captain Swuut, the man who ran the *Overlord* like a finely tuned piece of equipment. Swuut seemed to know every little detail about everything happening on his ship, from which fusion beam was currently operating a little hot to which fighter seemed to have a bit more speed. Walking through the halls of the ship, Swuut seemed to know every crew member, every bulkhead, and every minute detail right down to intricacies of the hull plating.

For a man like Triige, who had treated the crews and weapons under his command like chess pieces or tools rather than fellow Hydrans, Swuut almost impressed him. And Triige was not easily impressed.

"Yes, it is," Swuut said, rising from the dais he used as a captain's chair. "Your shuttle is fueled and ready. Should you need assistance, the *Overlord* will remain in orbit."

"We won't need any assistance, but thank you," Triige said, hiding his contempt for Swuut's last statement under a thin veneer of courtesy.

Swuut huffed with his lower mouth and returned to his dais. "Will you be returning after your mission?"

For a second, anger welled up within Triige. "*Does he really think we're going to fail?*" his mind screamed, until the flood of thoughts was abated by common sense. "No," he said, hoping Swuut hadn't seen his face twisting in rage a few seconds ago. "We'll be detaching from the *Overlord* for a while. I think my team deserves some off-time on the homeworld. Despite the war, some areas have been re-built since it was liberated, and visitors are no longer a burden."

Hydran Homeworld Hydrax, Jvaaq Wastes

It didn't take very long to get his dome set up, and Hlgaar was relaxing shortly thereafter. He knew that there was some way to salvage this situation, to make the military pay him, or maybe to get some sort of credit for the discovery and hard work that he had put in. Or maybe he could somehow convince the military to let him go with them. That way, if they made a holovideo of the historic event, he'd end up in it.

There was a soft beep from his video screen, rousing him out of his reverie. Checking the source, he saw with delight that it was a message from Yoowre, in the capital. He tapped the button.

Yoowre's face appeared on the screen. Beautiful by Hydran standards, she had been a close friend and confidant of Hlgaar for as far back as he cared to remember. She had been one of the first members of the Quartix Merchants Guild to accept him after his painful expulsion and separation from his own guild and the military. She had vouched continuously for his loyalty and dedication, and had allowed Quartix and its cadre of operatives to become his new guild-family. She and he had gone on missions of industrial espionage together to further Quartix's interests. She and he had gone on courier missions to deliver important documents. She and he had even shared the most intimate moments in Hydran life: the co-insemination of a matriarchal, owned, of course, by Quartix. And while both Yoowre and Hlgaar had moved on to other missions, other courier duties, and other joint inseminations, they remained close friends to this day.

"Hello," Hlgaar said awkwardly.

Yoowre smiled with her mouths, amused at Hlgaar's lack of charisma when dealing with her. She had seen him be calm, cool, and collected under the most stressful of situations, but he couldn't do that with her. "How are you?"

"Not good," Hlgaar said honestly. He tried to remain as calm as possible, but his curling tentacles belied his discomfort. "The military forced the Institute to cut our funding. They're taking over."

Inwardly, Yoowre smiled. She had been hoping that he would come home soon. She wanted to work with him again. Outwardly, however, she needed to maintain the deception she had endured for months now. "Your work is so important to you, how could they do that?" she asked with genuine sincerity.

"Probably because they don't want someone like me recovering the Lost Archive," he muttered, his body drooping towards the ground.

Yoowre steeled her face. "Don't you talk like that," she admonished. "You're special, you know that, right?" She cringed, feeling that she was getting a bit too close to being an overlord rather than a friend.

Hlgaar muttered something under his breath. "Why don't you come home?" Yoowre asked, making her move. "Your guild-family will take care of you."

Hlgaar put an expression of utter defeat on his face. "I have to wait for the military. They want to ruin my expedition in person."

Yoowre nodded, but saw an opportunity. "You still have the transports you used today, yes?" she asked. Hlgaar nodded tacitly. "Load up on those, and have them bring you back home. You've paid for them already, and you won't have to pay them again."

Somewhere in Hlgaar's mind, a door opened.

"That's it," he said, snapping back up to a rigid posture. Yoowre simply twisted her face into an expression of confusion. "That's it!" Hlgaar said, almost hopping around his dome.

"What?" Yoowre asked, finally wondering what the hoopla was about.

Hlgaar almost tried to hug her through the video screen. "They've been paid already!" Yoowre simply shook her head again, not grasping what Hlgaar had just stumbled upon.

Taking a deep breath through his mouths, Hlgaar composed himself. "I've already paid my people through the next *cylec*," he said, his tentacles twitching with excitement. "Just because they've cut my funding doesn't mean that I don't have some time yet!"

Yoowre's face dropped slightly. "So, you're not coming home?"

"Not yet," Hlgaar said triumphantly. "I've got a Lost Archive to find first!"

Yoowre smiled thinly. "I'll see you when you get back," she said softly. "Good luck."

Hlgaar smiled a toothy grin at her with both mouths. "When I get back, I'll be rich, famous, beyond your dreams. It'll be worth it, I promise."

"Take care," Yoowre said softly. Hlgaar returned the compliment as the video screen flicked off. With a flurry of tentacle movements, Hlgaar had dialed up an old acquaintance of his at the main spaceport in the capital city. With little pleasantries, he asked if the military expedition had left yet.

Czeedna was a large, overweight woman. She had a knack for getting information that people wanted, as well as making them pay for it dearly. When her gravelly voice announced, "Yes, but there's something else," Hlgaar knew that his pocketbook was about to take another hit.

"What is it?" he asked futilely.

"It's gonna cost you," Czeedna replied, shifting on the sleeping mat she now reclined on. "This comes right from some of my best dockworkers, and is brand new." Her voice sent shivers down Hlgaar's spine.

"What's it gonna cost me?" Hlgaar reluctantly asked. He had dealt with Czeedna before, and if there were two things you could count on, one of them was that she was going to profit before the day was done.

"I don't know if you can afford it, kid," she said, a smile crossing her upper mouth. "How important is this information to you?"

"Desperately important. Critically important." Hlgaar was getting impatient.

"You're a good negotiator, you know that, right?" she replied with sarcasm. "Most of the time you offer something to the seller, not just beg."

Hlgaar wanted to roll his eyes and scream at the old female, but didn't. "I need the information now, and I can't pay you now," he said calmly. "I'm in the Jvaaq Wastes right now," he said, adding, "I'm not exactly next door."

The other thing you could count on with Czeedna was that she rewarded loyalty. "You're a good kid," she said, her voice grating against Hlgaar. "And I know you've got the street credit. I'll give you the info."

Hlgaar opened his mouth to thank her, but she continued to speak. "If you don't pay me when you get back, you know what'll happen right?" she asked. Suddenly, her voice had seemed to lose the gravelly tone and instead had a lethal edge to it, sending shivers down Hlgaar's spine.

He mutely stared at her, wanting to say, "No," but unable to.

"That's right, you don't know. That's how effective I am at…" She paused, to allow the correct words to flow. "Eliminating," she said viciously, "individuals who attempt to cheat me."

Hlgaar nodded to the best of his ability.

"Anyway," she continued, her voice gravelly once again. "This morning, a heavy transport shuttle came down from the *HMS Overlord*. It loaded a bunch of expedition

equipment and flew off towards your base."

"What's special about that?" Hlgaar ventured.

"The individuals in the expedition team weren't all scientists. I don't know if more than one or two of them were. But there were nine of them, and the man my dockworkers saw explains everything."

"Who was it?"

"His name is Captain Triige. Do you know him?"

"Name doesn't ring a bell."

"Former commander of the heavy cruiser *Perseverance,* awarded the Order of the Hydran Monarch several years ago during the retaking of Hydrax. Also holds the Flame of Hydra with five embellishments, the Golden Scepter, the Red Shield with 19 embellishments, the Infantry Sword, the Arm of Hydramax with five embellishments, the Order of the Pyramid, the Order of the Sword, and the Order of the Triangle with three combat embellishments. Influential through both the Fleet and several Guilds. Was a strong supporter of the failed Expeditionary Fleet; that probably would have set his career back a couple of years had he not performed exceptionally well during our unfortunate retreat to the Old Colonies."

"What's he doing today, Czeedna?"

"That's the kicker, kid," she said, rolling over on the sleeping mat. "He currently commands the Argus Triad."

Hlgaar's body froze at the mention of the name. "Why would they send special forces after the Lost Archive, and after me?"

Czeedna snorted through her oversized nose. "Don't ask me kid. I'm just the messenger. Just don't lead the Argus Triad, or any other Triad, back to me." The video screen abruptly cut off.

Hydran Heavy Transport Shuttle 10211201

In the cargo area of the shuttle, the eight other members of the Argus Triad were currently relaxing, but Triige stood rigidly in the cockpit, just behind the two pilots, intent on the journey before him. His tentacles were unnaturally rigid. "How long is it going to take?" he asked with annoyance.

The pilot thought of responding, "An *uilam* less than the last time you asked," but decided it was probably better not to upset the commander of a Hydran Triad. Known as the elite squads of commandoes, each Triad contained the best in combat, science, communications, and engineering officers. They were quick, lethal, and rarely failed a mission. And apparently this commander was going to ask about each of the forty one *uilam*s this trip was going to take.

"A little over forty more *uilam*s, sir," said the copilot sharply.

"We'll be there ahead of the proposed schedule, sir," the pilot added, a slight mocking lilt in his voice.

Triige flexed his tentacles as he turned and began to move out of the cockpit. He was appalled that individuals like this were allowed in the Fleet nowadays. They didn't impress him, and neither did the officers who approved their commendations.

Hydran Homeworld Hydrax, *Queelan* D1-221

A few hundred paces back, Hlgaar and his five companions had crossed into the dead-zone, known to the geologic researchers as a *queelan*. An area of tectonic instability, the Hydran geologists had claimed that it was caused by a nutrient imbalance. This imbalance killed tiny organisms that helped create and stabilize the rocks, but without their presence, the rock began to break down.

This *queelan*, however, was special for two reasons. First, it had been neither replenished nor destroyed by the upheavals of gasses and fire from the planetary forces below the weakened crust. Instead, it simply hung in a tenuous balance of constant chaos. Second, the fire had created a collection of magnetic and tectonic disturbances that rendered any high-powered electronic devices useless. Thus, Hlgaar's team was operating on low-power map displays and simple hand lights rather than soaring above the land in a shuttle.

Several *uilam*s ago, Hlgaar had gathered his camp together. He informed them that the military was en route to take over the project, but that they were going to get the Lost Archive before the military did. With that, sent the transport shuttles home with all the surplus personnel, and all of the equipment except for the gear his five companions now carried. One shuttle and its pilots remained hidden in the black rock wasteland, ready to pick up the six adventurers after they retrieved the Lost Archive and got outside the dead-zone. It had taken a little bit of money, but Hlgaar was going to be rich soon.

Now, the six approached their goal. Rising up over a ridge of black and brown rock, they saw a small basin stretching before them. The featureless basin was bowl-shaped, with jagged rocks forming a border. His excitement grew as Hlgaar led the six down towards the center of the basin.

Hlgaar's excitement turned sour, however, as he realized the wreckage he expected to find was not there. Furiously, he began to stalk around the basin as his men spread out, looking for anything to placate their employer. After several long, tense moments, one of the shorter members of the team spoke.

"Sir, there used to be something here." The voice was tenuous, carefully choosing each word.

"What do you mean, Huutra?" Hlgaar asked, moving towards him.

"Well, Byooca ruled out any sort of geologic upheaval since the shuttle went down. Dating on this rock seems at least thirty years old." Huutra motioned to the female geologist working on more rock samples several paces away. "And if you look here," he said, flailing a tentacle at a patch of dirt in the basin, "you'll see this dirt has been scattered to the west."

Hlgaar motioned for him to continue.

"If it had been caused by wind, this basin would have scattered the dirt in many directions. If it had been from precipitation, it would concentrate at the low points."

"What does it mean," Hlgaar interrupted impatiently.

"Someone's dragged the wreckage away. To the east,

sir."

Hlgaar looked around cryptically. "How long ago?"

"Hard to say, sir, but it looks like it's been done steadily over a few years. Since we don't see any marks on the rock, we can assume the pieces were small and lightweight, rather than the whole mangled chassis of the shuttle being moved at once."

Hlgaar flexed his tentacles anxiously. "We head east," he said with renewed determination.

Hydran Homeworld Hydrax, Jvaaq Wastes

Triige was furious. First, because of the ineptitude of his new logistics specialist, they had to travel out of the capital rather than simply flying to the wastes from the *Overlord*. Second, the flight from the capital had been long and uncomfortable. Third, upon arriving and expecting to find a bustling camp ready for their arrival, he had found nothing.

As the Third Triple of the Argus Triad, consisting of the executive officer, his inept logistics specialist, and the communications officer continued to set up a makeshift camp, Triige loaded his gear and began walking towards the nearby *queelan*. The rest of the First Triple, consisting of the staff scientist and the doctor, and all of the Second Triple, consisting of the scout, the technology officer, and their weapons specialist, tagged obediently behind. All six moved with a grace found only in battle-hardened combat officers.

Triige opened his personal communicator's channel to that of his scout. "You're free," he said simply, giving the order that allowed his scout to range near and far, searching for threats before the squad could see them. The nimble little Hydran acknowledged the order, and moved off into the wastes with grace, speed, and stealth that would have impressed anyone except Triige.

Hydran Homeworld Hydrax, *Queelan* D1-221

The canyon walls stretched above the heads of Hlgaar's group, blocking out a large portion of the beautifully cloudy sky. Black, brown, and gray rock menaced over the group, standing like tall giants of stone. Beneath their feet, a thick sluice of mud coated the ground, but there were obvious signs of travel this way. The mud was too soft to make the tracks identifiable, but there was definitely something in the large cave that gaped at the end of the short canyon.

"Looks like a trap," Huutra said. Hlgaar nodded, and began slowly walking towards the cave entrance.

"Stop right there." The voice echoed off of the canyon walls. Hlgaar's party stopped cold, recognizing the power and force behind the voice. Turning around, Hlgaar saw a semicircle of five Hydrans, dressed in the tight-fitting military uniform of the Fleet, advancing towards them. Triige stepped forward, close to Hlgaar.

"You were ordered to stay at your base camp at the edge of the *queelan*," he said simply.

Hlgaar wanted to curse out loud. The Argus Triad had caught up quicker than he had expected. They had caught him off guard, probably moments before he found his prize. But Hlgaar was not one to be intimidated.

"I was *asked* to set up a base camp. I take orders from no one," he said defiantly. A look of disbelief flickered across Triige's face.

"You dare defy me?" he asked. "I'll have you thrown in a detention cell until your tentacles fall off," Triige growled, his voice steady and even the whole way. "You were given an order, and you were expected to follow it. You were not to go gallivanting around the *queelan*."

"Then arrest me."

"I plan to," Triige keyed up his communicator again. "Come back," he said on the channel to his scout, who was busy checking the surrounding area for Hlgaar's other personnel.

There was no response.

Before the giant purple shape hit the ground, the technology specialist was dead. With grace the huge purple shape turned towards the weapons specialist and advanced. It was long and slender, with a giant jaw and a single claw extending from supple forelegs. Three rear legs extended at even intervals from the end of the creature, giving it stability and speed. A cluster of thin, whip-like tentacles extended from the center of the creature's back, and were now thrashing furiously. Hydran children learned of these predators, known as *grael* beasts, through stories that frightened them at night, and kept them from exploring the wastelands of Hydrax until they matured.

The weapons specialist opened fire before the others could even draw their weapons. A beam of yellow energy roiled out of the barrel, cleanly lancing through the
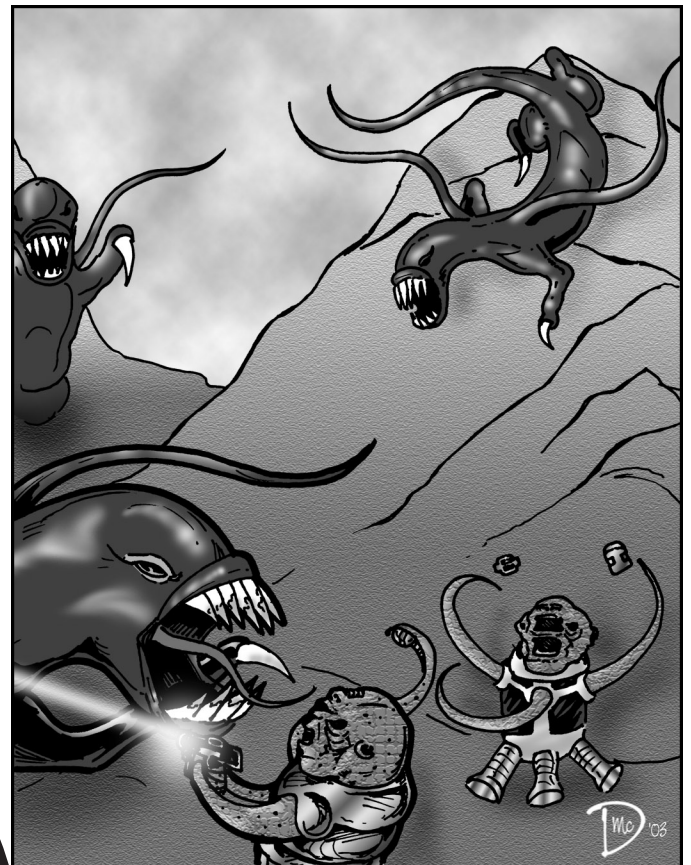
creature's head. It fell into a pile.

The other two *grael* beasts were off the cliffs and attacking before anyone could react. One went after the weapons specialist after the second beam from his weapon missed. With a leap faster than the eye could follow, the beast had gruesomely killed its target.

Hlgaar's men broke into a run for the end of the canyon as the third beast, still bearing part of the scout's uniform in its jaws, leaped after the science officer. The scientist fired, grazing the beast, but getting bit lethally before he could move. The *grael* turned its attention to Hlgaar's men, and killed two of them in a flash.

Hlgaar turned towards the cave, and began running as fast as his three stocky legs could take him. He knew that he couldn't possibly outrun a *grael* beast, but he wasn't going to die standing in place. He could hear Triige howl, "You cowards!" as his remaining men began to look for ways to fight ... or escape. Within moments, they were dead. Out of options, Triige took off after Hlgaar.

The two reached the cave without being followed by the dark purple shapes of death, and were confronted by an amazing sight. Around the room, parts of what appeared to be an old Hydran shuttle were scattered about, along with piles of bones and rotting flesh. "What is this?" Triige asked, unable to contain either his horror or his amazement.

"*Grael* beasts collect two things," Hlgaar quoted from a science briefing he remembered from his short time at the Hydran Fleet Academy. "Food and trophies. These remains look like grazers that live in the mountains several *saawert*s west of here."

"Trophies?"

"They'll take items they think would be significant to their prey," Hlgaar continued. "A nest of *yaach* eggs, for instance, to lure the elder *yaach* into a trap."

"Or in this case," Triige said, understanding, "a whole shuttle, piece by piece."

Hlgaar nodded. Without saying a word, he walked over to a large chest adorned by elaborate patterns. "This is it," he said softly.

"Don't touch that!" thundered Triige, stalking across the room.

Hlgaar snorted, throwing the chest open. Inside, in a bed of shock-resistant foam, a holocube rested comfortably. Hlgaar wrapped a tentacle gingerly around it.

"I said: don't touch that!" Triige said again, and extended a tentacle to demand the cube.

Hlgaar tapped the button to play the hologram, both out of defiance to Triige and curiosity to see the recording. An orange hologram flared to life, but it was not of an instructor. Instead, complex engineering patterns coalesced in the air, along with animated instructions on how to construct those patterns.

"What is this?" Hlgaar asked quietly. Triige simply stood there, softly breathing, and slumping a bit. "This isn't a history lesson." Hlgaar inspected the schematic a bit closer. "It's plans for our gatling phasers," he said, his horror growing.

Triige drew himself up to his full height, his tentacles flexing tightly. "That's right, it is," he said, fire flashing behind his eyes. "There's your precious Lost Archive."

"But it's supposed to be a history of the Hydran Kingdom," Hlgaar paused. "You've been lying to the public for the past fifteen years."

There was an uncomfortable silence. Triige placed his tentacle into his pistol, drawing it out of the holster on his stomach. Leveling the weapon, he said, "And I'd do it again."

"Why?" Hlgaar queried, more confused than angry now.

"How would the public have reacted if they knew the Expeditionary Fleet was carrying weapons schematics to the Federation when it was destroyed?"

"We would have been furious. It wouldn't have mattered what the fleet was carrying when it was destroyed by the Klingons!"

"You're right. But after it was lost, by telling our people it was an archive of our history…"

"… you curried public favor," Hlgaar finished. "You lied to the people to rally them against the coming invasion of Hydrax."

A smirk passed across Triige's face. "That's right. And have you ever seen our people fight with more passion than during the defense of Hydrax?"

"We were fighting for our homeworld."

"You had a rallying cry."

"Do you believe your little deception did that much to help the morale of the troops?"

"Yes. Of course, you wouldn't know about that, since you washed out of the Fleet Academy."

Hlgaar's face grew into an expression of hatred. "How do you know that?"

"We know everything about you. The Argus Triad always does its research. We know that you have powerful merchant Guild ties. We know that you had a great deal of aptitude, but washed out of the academy in one term. Your guild severed ties with you, and you ended up working for the criminal elements of the Quartix Guild. We know that you spent the time during the Klingon Occupation smuggling material for the Orion pirates."

"And I," Hlgaar sneered, "know that after the Expeditionary Fleet died, you were one of the first to be in a ship headed for the Old Colonies to hide out."

"I was escorting critical personnel to non-forward areas to preserve them for our future victory."

"You're a coward."

For a moment, Triige nearly shot him straight out. But he felt the need to do it impressively, and wasn't about to allow this failure to get the last word on him. "Either way, my friend, the deception continues." He pointed the gun at Hlgaar's head.

"You may curse my name," he said, "but I will not allow my Kingdom to appear to be a mere arms dealer to the Federation. Nor will I allow such a treasure as the Lost Archive to be found by someone like you."

Before Triige could reply, all hell broke loose as the floor began to shake. Triige lost his footing, the pistol waving off-target. With that, Hlgaar pocketed the holocube and took off as fast as he could towards the exit. *Grael* beasts

or not, he was running.

As he got outside, he saw the two rock walls shivering uncontrollably. In the distance, the brilliant light of a massive gout of flame cut through the thick cloud cover. The *queelan* was flexing its muscles again, and it was impressive. The two surviving *grael* beasts stood between the walls. One scurried up the wall, its nimble claw and hind legs finding purchase where Hydran tentacles and legs would not have. The other regarded its next meal, but quickly changed its mind as the rock walls began disgorging boulders of all sizes. Scurrying up against the flood of rocks, the second beast was struck by a large chunk of gray rock and crushed to the ground with a sickening thud.

Hlgaar continued to run, hearing the screams of Triige behind him. Over the jagged rocks the two ran. Triige was catching up.

With a crack and a thud, Hlgaar was slammed to the ground by Triige. He spun around to face his attacker as his face was viciously slammed into the rocks again. Blood poured from many lacerations, and Hlgaar knew that one of his legs was broken. "Now," Triige said coldly, "I'm going to kill you. And then I'm going to take the holocube. Then, I'll dishonor you, your surrogate 'family,' and your guild-family by reporting you stole the history of our great Kingdom and planned to sell it to those criminals at Quartix. They will fall along with you."

Hlgaar didn't have a response. It was all he could do to not black out from the pain shooting up from his leg. He rolled over so that he was lying flat on his back, his barrel-shaped body struggling against the pain and the rocks. "Please don't."

Somewhere in the distance, another gout of flame released by the *queelan* lit up the sky. The ground rumbled beneath them again. "We're beyond negotiation, my pitiful friend."

"You're not my friend."

Triige was about to respond when the whine of shuttle engines cut through the air. Several paces away, two shuttles had appeared out of the mist. The smaller of the two disgorged several ragged-looking Hydrans, while the large shuttle held three military officers.

Triige stood, recognizing the Third Triple of the Argus Triad as they approached. Byooca and Huutra, from the smaller shuttle, made their way to their injured comrade. "You made it," Hlgaar said weakly.

"The dead-zone didn't extend too far out from that cave, and with the eruption, the magnetic fields were distorted and we could slip in. We called in the shuttle, and then scanned for survivors," Byooca said, her voice oddly detached.

"Just us," Huutra said. Her face was smeared with blood. "The others are…" Her voice trailed off as she helped Hlgaar up, avoiding putting weight on the broken leg.

"Sir, are we ready to depart, sir?" the executive officer asked his commander. "The magnetic fields will snap back within … "

"One moment," Triige said coldly, walking over to Hlgaar. "The holocube," he said menacingly, not caring about the looks Huutra and Byooca shot at him.

Hlgaar shook his head in defeat. With his rear tentacle, he pulled a holocube out of the rear pocket of his uniform and handed it to Triige. Within a few moments, the shuttles were airborne and heading to their respective homes.

Hydran Battlecruiser *HMS Overlord*, Captain Triige's Quarters

Triige wasn't exactly happy, but it could have been worse. Instead of getting some time on Hydrax, to see the cities and his family, he was back on the *Overlord*. It was understandable. Command wanted him to oversee the development of the new troops placed in the Argus Triad. At least they hadn't relieved him of his command.

Cursing the ventilation system for being too hot, Triige took the holocube out of the gear he had brought with him from the planet. "Someday," he said to the holocube, "when the time is right, you will be returned to your people." He started to set it into the secure locker he kept for items such as this, when curiosity got the better of him. "What can it hurt?" he asked aloud. The tacit response of his quarters was all the assurance he needed.

He pushed the button, expecting to see the schematics for the gatling phaser that once could have bought an alliance with the Federation. Instead, the cube began to speak.

"When the leaders of the Kingdom decided that victory against two foes would be difficult, it was decided to send a fleet to the United Federation Planets ...

Furious, Triige whipped the holocube across his quarters. It clattered against a bulkhead and fell to the floor, continuing its speech uninterrupted or undamaged.

"...tried to destroy us, and our way of life, but our gods allowed us to prevail. After the retaking …"

Triige was not impressed.

Dry Run

by Scott Moellmer

HYDRAMAX MINOR
OVER THE WESTERN CONTINENT

"How long do you expect this mission to last, Commander?"

Startled from his musings by the sudden question, Helk, the Commander of the Triad Team *Sixguns*, turned to answer his science member and second-in-command. "I would hardly call testing lab security a real 'mission', Sub-Commander Hcrae. The Guild powers that be have decreed that we give those lazy base guards a workout, and so we will."

"A little more than a workout, Commander!" added Sergeant Heklun, one of the Marine members of the Triad's second triple. Heklun, like the others, was moving around the interior of the ground assault shuttle, checking equipment and mission specs. "I have that standing bet with Hoffak that I will 'kill' more guards than he does!"

"Never happen, young *puhlva*," retorted Warrant Officer Hoffak from the pilot seat. "You should remember that I've spent time with the best the Ground Forces can offer, and those Marines and commandoes know their match when they've seen it."

Corporal Howers, the Marine scout, tried to ignore the banter as he helped Leftenant Hown, the medical officer, prepare his gear. Hown was new to the team and unused to his tactical equipment. The three Marines were also new to the Triad, but their years of exemplary combat service made it easy for them to adjust. Being the second triple of a Triad Team was just another level for them, following service in the Marines, commandoes, and finally the special forces, but Doc Hown was struggling to learn things entirely new to him.

Howers spoke quietly to the doctor. "Looks like you'll only get to practice stun recovery medicine this trip, Hown, with all the weapons fixed below lethal range. This is just training, so don't think you have to get everything right the first time."

"Well, it'll be more welcome news if you three can make it through a mission without breaking anything!" replied Hown. One of his eyes blinked in silent recognition of the joke. Their training program had left a trail of broken equipment, and buildings, in its wake.

Commander Helk studied his very new Triad. He and Hcrae had been together a long time before the disaster which had cost him the rest of his last Triad. He didn't yet know how well this team would pull together, although the Marines were adapting well and Doc Hown was trying hard to fit in. It was a blessing that Base Coordinator Hgee had specifically asked for his group to do a surprise raid on the Krooth research lab.

Triads were the elite of the Hydran military, nine hand-picked individuals with a wide variety of skills. The *Sixguns* had been one of the best teams in the fleet, but a mission had gone bad and cost Helk too many of his veterans. All three of the Marines of the second triad, as well as two others, had been killed raiding a Lyran base. Their replacements were of course the best individuals available, but any team, let alone an elite Triad, was far more than the sum of its parts. No one but Helk knew that this mission was more than just a dry run; it was an evaluation to see if the Triad could be rebuilt or if it would be disbanded, with the individuals having to find other billets.

Helk also knew that this mission had another purpose. Coordinator Hgee was being transferred to a much less prestigious post due to the machinations of the three guilds that controlled Science-Engineering Facility #2. Hgee had gotten a little too greedy stuffing his own guild's pockets and the other two guilds had not only forced him out, but were sending him to be the Coordinator for a much smaller facility on an airless rock in another star system, a post normally given to a coordinator a decade junior to Hgee's rank. This was serious punishment, intended to warn any other Coordinators that they might belong to one guild, but served all of their employers. After the "raid" on the science lab, Helk and his team would stick around while the actual transfer of power took place, just to ensure that Hgee or his guild did not try to steal or destroy key records and research. The dispatch of a Triad was the government's way of protecting the facility and its importance to the Kingdom, and Helk knew that guild manipulation was behind the selection of his team for this duty. Two of his veterans and one of his Marines had entered the military from the guilds involved in this facility.

"Landing in a few moments, sir," reported Warrant Officer Hoffak, growing serious as the mission neared its startpoint. Helk shook himself from his reverie and nodded to Hcrae.

"All right, *Sixguns*," the science officer barked. "Suits on, guns hot, let's MOVE!"

MAIN OFFICE, BUILDING A
SCIENCE-ENGINEERING FACILITY #2

Mere minutes later, Helk sat comfortably in Hgee's office accepting the Coordinator's congratulations on an undetected entry. His Triad moved quietly around the conference room, studying the complex's wall map, running scans, and keeping their ears open.

"Most impressive, Commander," Hgee effused, an irritated — almost angry — tone to his voice. "How did you do it? And do you have any other little tricks you'd like to show me?"

"As a former military officer, Hgee, you should know that getting in and out of places undetected is part of what Triads are all about." Helk neglected to mention Corporal Howers' scouting prowess, or Warrant Officer Hoffak's ability to bypass security codes in the doorlocks. "Now, where is this lab you want tested, and what can we expect to meet en route?"

Hgee waved two tentacles apologetically. "Sorry, Commander, I suppose that I'm still a little bitter about a good career ending due to politics. Didn't mean to take it out on you. May I offer refreshment?" His Matriarchal, Horis, stood

by silently, holding an expensive-looking methalaized li-queur dispenser.

"No, thank you sir. I'm on duty," Helk replied, anxious to get on with the job. "Now about the lab . . ."

"It's in the next building. You can get there by the tunnel, the skybridge, or across the garden."

IN THE TUNNEL TO BUILDING C
SCIENCE-ENGINEERING FACILITY #2

As the *Sixguns* moved carefully down the tunnel near the lab entrance, Helk noticed that Doctor Hown looked distracted.

"Eyes front, Doctor!" he murmured. Hown blinked, then looked briefly at his Commander.

"Sorry, sir, but that Matriarchal . . ."

"Still thinking about the home front and your little 'Triad in training'?" Corporal Howers chimed in. Hown was a member of the Religion of Herak, who believed in a triple mating for life and acting as a nuclear family, a concept Helk could barely grasp. Hown's 'Mate' was expecting, and Helk's misgivings about bringing Hown along, despite his skills, resurfaced. He was also annoyed that the Marine scout had stopped in mid-mission, with the Triad in a possible ambush zone, to give the doctor some psychological counseling. This was a trend that did not bode well, and Helk made a note to speak to the other Marines about extra procedural training for Howers.

The Triad alternated their forward movement through the tunnel, each triple keeping to one side of the passage. When the opportunity presented itself a moment later, Helk quietly asked Sergeant Heklun to keep an eye on the Doctor – and the scout.

"Acknowledged, sir," replied the Marine.

Peering cautiously around the last bend, Howers signaled with one tentacle that two guards were in sight. Perfectly in unison, Warrant Officer Hoffak and Sergeant Heklun stepped into view in high/low formation and took them out with precise bursts from their repeating phasers.

"So far, a tie," remarked Heklun. Hoffak frowned at him with both mouths. Sergeant Heklun was a decorated veteran, but was not paying attention to his business. Hoffak's thoughts were interrupted by running feet and the arrival of more guards.

"Time to earn our credits, Triad!" said Sub-Commander Hcrae, drawing back quickly in surprise as the searing flash of a methane discharger just missed him.

"Hey! This is only a drill, you hotheads!"

Ignoring him, the guards continued to keep the team pinned down with lethal fire. Commander Helk was rapidly considering options when a small object arced over his head and detonated among the surprised guards. As the characteristic flat *bang* of a stun grenade echoed through the tunnel and the foes crumpled he turned in surprise to a grinning Hoffak, who said innocently, "I forgot that we were not supposed to use grenades, Sir!"

"We'll talk about this later," Commander Helk snapped. "This mission is aborted as of now. Let's go find that Coordinator and ask him a few questions, shall we?"

BUILDING A
SCIENCE-ENGINEERING FACILITY #2

The first surprise came at the door back into Building A, which had been locked behind the Triad without their knowledge. Warrant Hoffak made short work of it.

The second surprise came as they approached the Coordinator's office.

"He's in there," Leftenant Hown announced, holding up his medical tricorder to justify his claim.

"How can you tell?" Helk questioned.

"When we were in the conference room," the doctor shrugged, "I scanned Hgee and noted that he had an overactive torhaldin gland. That's a very rare condition, and I presume there is no one else around with it."

"Tricorders do show only one lifeform in the office," Howers noted, double-checking the reading with his own tricorder.

Helk looked for a moment at his Triad. "Good work, troops. But try to keep future surprises for the enemy and not your Commander, please?"

As the Team moved toward the door, Hown pushed to the front. "Careful, sir. Do you smell it?" Helk nodded. He could smell the odor of brunt flesh ahead.

The dead guard they found was badly burned, mouths agape and, according to Hown, very recently deceased. As Heklun knelt by the body, a scraping sound nearby brought his weapon up, and his training and instincts kept him from firing as he saw it was the Matriarchal from the Coordinator's office, wounded and staggering.

"Just what is going on here, Commander?" Heklun asked as Hown moved toward the wounded Mate.

Helk started to ask why the tricorders had not picked up the Matriarchal when Hgee's voice came from the inner office door, "Oh, just a little surprise or two of my design, Marine."

Weapons and heads snapped around as the Coordinator appeared from the office door.

"What are you doing, Hgee?" snapped Hcrae.

"Right now, anything I want, Sub-Commander!" he answered, "Have a nice nap."

Helk started to ask what Hgee was talking about when the floor rose up to meet him and all went black.

CONFERENCE ROOM, BUILDING A

When Helk's vision cleared, he saw his Triad piled loosely around the room, with weapons conspicuously missing. A quick look at Hoffak confirmed that the grenades were gone too. Standing nearby, phasers held in all three tentacles, was the wounded Matriarchal, and behind it, a smiling Hgee.

"Welcome back, Helk. I'm so glad you saved me the trouble of finding you when my business was done. My friend here certainly fooled you all, didn't it?"

"What business do you mean, Hgee?" Helk snarled.

"Why, stealing some very secret technology from this lab and framing you rookies for it, of course!" replied Hgee. "Are you really *that* dense, Commander Helk? Why do you

think I maneuvered the fleet into sending such a raw Triad? But even an experienced Team might not have seen through my 'Mate'. My associates built it very well, don't you think? Hidden silent gas jets, great strength, and an organic coating to imitate a true Hydran Matriarchal. Very sophisticated.

"When I was 'asked' to leave the Military, because I lacked the influential friends to further my career, I wound up here. And I found some friends who *did* appreciate my talents. Does the name 'Hamilcar' sound familiar, Helk?"

The Commander nodded, his suspicions confirmed. Hamilcar was the Orion Pirate cartel that operated in Hydran space.

"Well, I hate to gloat and run, but my associates await me and my research. I had hoped my duped guards would've finished you all, but I guess I'll leave it to 'Horis' here. It's very efficient. When Fleet Command arrives, they'll find dead puzzles and a Triad holding all the weapons and stolen files. I'll have copies, of course, but I needed to leave an explanation why the originals were out of the locked file room. Even the government investigators could figure that one out. Farewell, 'Elite Triad', farewell!" Hgee left through a panel in the back of his office, even as Hoffak tensed to leap at him and Helk restrained him with a tentacle. The Mate swiveled to follow his movement.

"No hasty actions, Warrant Officer Hoffak. I don't know how much that thing understands, but I'll bet it could fry us all before we could defeat it."

"Commander, I'm sorry," Hown said. "I should have scanned the Matriarchal but . . ."

Hown did not have to continue. While they both knew that the robot would not have passed a scan, it would have been rude in the extreme to scan another's Matriarchal without his permission, not without serious evidence of a criminal act.

As in the corridor, plans and options surged through his mind. And as before, he was startled by a small object arcing toward the machine, even as it replied with a sizzling beam. Helk half-turned when the grenade detonated, throwing him to the floor dazed.

When his vision cleared, Helk's first sight was Hcrae bending over him, a look of concern on his face. Looking around, he saw Hown struggling to staunch a gaping hole in Sergeant Heklun's side, while Marines Hoffak and Howers were making sure the 'Mate' was down to stay. A feeling of released tension, tempered by concern for Heklun, began to flow through him until he heard Howers say, "Sir, this thing's starting to hum . . ."

"We'd better get out of here," Hcrae observed.

"Heklun cannot be moved," Hown warned. "Unless I close this wound, Heklun won't be going anywhere . . . ever again."

Rage at Hgee's treachery, and pride at his Triad's bravery and skill, galvanized Helk into action.

"Hoffak, you and Howers build the best barricade you can from the furniture. Hown, you get Heklun stabilized, NOW! Hcrae, find a communicator and call our Third Triple and get them busy tracking Hgee. He cannot have gotten far, and knowing there's an Orion ship around here will make it easier to find. Then let's see how much we remember of the Academy demolitions class. Move!" Helk began dragging the Matriarchal robot into the inner office to minimize the blast.

As his Triad swiftly carried out his orders, Helk ignored the action around him and concentrated on the damaged robot. He and Hcrae managed to get the interior exposed and were dismayed to see that the Orions still had that tendency to build suicide bombs into almost everything they made. There were enough explosives in this monstrosity to bring down the building.

"Sir, this thing's set up in parallel!" Hcrae warned. "There's no way to defuse it all at once, no central control!"

"That's why they pay us the triple wages, Sub-Commander. If we get most of them, the others may survive behind the barricade. You take that side . . ."

They worked feverishly as the hum increased in volume and smoke began wisping from the robot.

"GO!" shouted Helk. "Get behind the barricade!"

"But we haven't got all the charges defused!" Hcrae cried, cutting another wire.

"That's a direct order, Hcrae!" Helk barely sensed the motion as Hcrae obeyed his order and moved toward the barricade of furniture.

The last thing Hcrae saw was Helk leaping over the barricade as the sound and fury of the suicide charge erupted.

Minutes later, Hcrae struggled to consciousness, and saw his Commander standing by the remains of the barricade.

"Heklun will make it, thanks to Hown, and Howers and Hoffak did well. That crazy Heklun told me he learned about Hoffak's grenades, and got one of his own!"

"We'll catch up to Hgee some day, maybe. I may miss my mark, Hcrae, but I have this feeling we've got the makings of a pretty good Triad here.

"Let's go start the reports, Sub-Commander!"
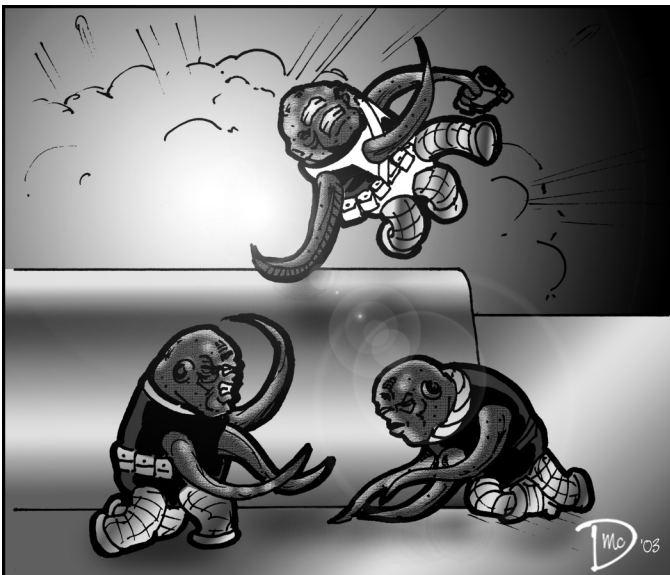
WELCOME TO MODULE PRIME ALPHA!

Welcome to our first issue of the **Module Prime** series, and to the first expansion for **GURPS Prime Directive**. If the previous publicity about this product, or the product itself, makes you think we weren't quite sure what would be in it until we finished it, then you're right! The whole idea of **Module Prime** is to provide whatever the players of **GPD** want or need or would like to know about the **GURPS** gaming system and the **Star Fleet Universe**.

Questions that deserve answers

Chapter 2 mentions that a player might not tell the GM his secret goals and missions. How is that possible?

He simply doesn't tell him! Such "secret goals" provide the player with personal satisfaction that they have been accomplished, but have no game function. For example, a group of players who are controlling characters of a free-lance team might decide (without the GM knowing) that they secretly want to become a rock band. The team (or player) then keeps detailed records of each adventure and what secret goals were accomplished (such as collecting alien instruments or music). After some period of time, the group (or player) tells the GM what has really been going on and the GM (who had been wondering why they did those odd things for no apparent reason) can reward their cleverness in some suitable fashion.

What the heck is this Sun Snake that caused the Paravian star to go nova and incinerate the entire race?

This is a space monster from **Star Fleet Battles.** It flies through vacuum, avoids getting killed by starships, has weapons to shoot back if cornered, and periodically dives into a star and causes that star to go nova outside of the normal stellar sequence. Such creatures are rare and incidents of them causing a sun to go nova are even more rare; only a few of them were recorded in Star Fleet History, plus a few incidents in the Omega Sector.

Since GPD has "Marines" instead of the television show's "Security" guys, what color uniform do they wear?

Red for normal duty and full dress. Their tactical uniforms for use in combat (or when combat is expected) are green with camouflage features. They have white camouflage uniforms for arctic conditions, tan for desert, grey-black for urban or low-light worlds, etc.

What is the difference between a "contest of skills" and a "quick contest of skills"?

In a "contest" each person keeps rolling until one fails and the other succeeds. In a "quick contest" there is only one roll for each player, and whoever "succeeded by more" is the winner, unless both failed, in which case the winner is the one who failed by the least. Ties can be broken by another die roll or coin toss.

What is the status of religion in the Star Fleet Universe? Is Star Fleet atheist? Christian? Moslem? What?

The Federation is a free society, and freedom of religion would obviously be one of the cornerstones of such a society. Basically, characters are welcome to any religion (presumably excluding one that required some act that breaks a law, like the ritual murder of sentient beings). Any players who want to include religion as a major, or minor, element of their characters and campaigns are welcome to do so, and those who want to ignore the question may also feel free to do so.

How long do you plan to keep GPD in production? Will it disappear when the license expires like happened with other RPGs of this genre?

Our contract with Paramount never expires, so we can keep doing GPD products as long as there is a market.

Do female crewmen in the Star Fleet Universe wear mini-skirts? All the time? Optional? Captain's orders?

All military organizations have a variety of dress, duty, work, and combat uniforms. On most ships and stations, women are given their choice of wearing pants or skirts. One might presume that there are ships or stations where the captain or the senior female officer has "let it be known" that mini-skirts are not really appropriate, but it would be hard to believe that any captain could or would "order" the women under his command to wear mini-skirts.

Why did the Klingons and Lyrans conquer Hydran space since the Hydrans lived on gas giants that the Klingons and Lyrans had no use for?

Conquest is a matter of control. The Klingons and Lyrans wanted to control the resources, the merchant traffic, the tax base, and the cable TV system. If they had conquered the oxy-nitrogen worlds and left the Hydran colonies, bases, and fleets in control of the methane worlds, the Hydran fleet would have objected to Klingon-Lyran control over the merchant routes, exploitation of resources, and Klingon-Lyran tax collectors.

UPDATE: CORE RULES

Skills, Defaults, and Prerequisites

Certain skills have Prerequisites which were not listed in the original **GPD Core Rulebook**. These include:

Vacc Suit, Prerequisite: Free Fall at 12 or higher
Accounting, Prerequisite: Literacy Advantage
Computer Programming, Prerequisite: Computer Operation
Electronics, Prerequisite: Mathematics
Engineer, Prerequisites vary by specialty.
Engineer (Fighters), Prerequisite: Mechanic (Shuttle)
Engineer (Mauler), Prerequisite: Mechanic (Reactor)
Surgery, Prerequisite: Physician

An important point about prerequisites is that they must actually be known in their own right; they cannot be "known by default." For example, Free Fall defaults to "Dexterity Minus Five" so if your character were lucky enough to have Dexterity of 17, he still would need to acquire the Free Fall skill in its own right to use Vacc Suit.

You may not use a "double default." That is, if you need a certain skill, you cannot base a default on a skill that is itself known only as a default to something else.

The Special Forces certification (taught by the Star Fleet Marines) uses "Brawling at 15." Since the Marines use Karate as their basic hand-to-hand skill, someone seeking a Special Forces certificate could use either Brawling or Karate at 15 to get it. This allows non-Marines to qualify for the Special Forces badge.

The **GPD Core Rulebook** states defaults for Cryptanalysis and Cryptography, but these only apply to pre-20th century ciphers.

Assorted typos and bad cross-references.

Page 27 references a Star Fleet psionics division. We had one in **PD1** but in **GPD** psionics is an ability anyone might have regardless of division.

Page 37 has a reference to Klingons born in the Cluster not having intolerance, but other Klingons don't either.

Page 48 mentions Star Fleet Security. The "red shirts" of the TV show were replaced by Marines. Security classifications are handled by Star Fleet Military Intelligence. Page 96 should refer to a Marine, not a Security Officer.

Page 70, short arms should refer to page 56 not 58.

Page 114, left column, 4th paragraph, should say that the *matter* stream is converted back.

Page 162, the Free Trader is on page 137 not 37. The Security Skiff has one probe launcher.

Things That Weren't Wrong, Just Confusing

Page 22 has a reference to Will which is on page 85 but isn't in the Index.

Page 32, Gorns use triangles as their racial emblem and the point can be up or down.

Page 34, the cost of Hydrans is correct but you really have to dig into the three-arm math to figure it out.

Page 36, the Phelan have the 0-cost version of Amphibious since they require technology to function on land.

Page 44 is correct; Marines have both Hand Weapon (any) and Knife (a subset of Hand Weapon). A good choice is "short sword" which covers riot sticks and stun batons.

Page 59 has the Zero-G rules, and this covers loss of bone mass (No Bone Degradation). This is incorrectly listed as No Bone Degeneration in the Jindarian section.

Page 60, Panimmunity is protection from many, not all, diseases, as defined in the rules.

Page 128, the Aux Dash speed is correct at 1,004 parsecs per month and 108.41 per day. It seems like one of those numbers "must be wrong" but the monthly figure accounts for the limit on how long dash speed can be maintained. Also on this chart, the Administrative Shuttle has the identical Cruise, Emergency, and Tactical Warp speeds as this is the fastest it can go, period.

Page 161, ships sometimes list "0 labs" so that players can confirm that the ship doesn't have any (and rule out questions that they might have been forgotten).

The National Guard

The planetary defenses of each planet are that planet's National Guard, including full-time active duty and reserve elements. This includes ground-based weapons, older spaceships, orbital bases, etc. The National Guard doesn't rely on Marines (who have an entirely different mission) for training. When a new colony is established, its defenses are established by the National Guard of the sponsoring planet, or the Federation National Guard Bureau (which coordinates all of the National Guards to ensure they have uniform training and equipment). In wartime, thousands of National Guard personnel enter Star Fleet to fill out the crews of newly-built and reactivated-reserve ships, and tens of thousands serve in ground units and planetary defenses for various planets. We will later do a profile for NG types (ground troops, pilots, space personnel), deleting such skills as exobiology which they would not need.

GPD ONLINE

GURPS Prime Directive Online is a Prime Directive campaign being played online, rather than on a tabletop somewhere in the world. Unlike its counterpart, **Star Fleet Battles Online, GURPS Prime Directive Online** does not require a dedicated software product. Instead, the campaign is being run through the OpenRPG software, available for FREE at http://www.openrpg.com/.

OpenRPG functions as a "virtual tabletop" for gaming, allowing players without a regular **GURPS Prime Directive** gaming group or those who want to play in another campaign to do so!

The campaign centers around the adventures of a newly formed Federation Prime Team, the Archons. Starting in late Y171, as the Federation is reeling from invasion by the Klingon Empire, the Archons Prime Team must find a way to aid in the Federation's sudden involvement in the General War.

Players are always welcome to join! Please visit the official website at http://webpages.charter.net/zHappyMedium/GPDCampaign/ for more information.

You can also contact Matthew Francois at senor_pez@hotmail.com if you have any questions!

Announcing:
GURPS KLINGONS

Scheduled to be the next product in the **GPD** series, **GURPS Klingons** (ADB stock #8003, $24.95) will tell you everything you wanted to know about the Klingon race and the other races of the Klingon Empire. Here are a few random samplings of the information contained.

CULTURE

The primary factor of the Klingon culture is the poor economy. Subjects of the Klingon Empire (both ethnic Klingons and subject races such as Dunkars or Zoolies) have a relatively lower standard of living than in the Federation. There is just not a lot of money flowing around. Most workers are provided food, clothing, and housing by their employers, which may be the government, corporations, or noble families. Klingon families do not own the "clutter" and "stuff" that Federation families own. There are no garage sales simply because Klingon families cannot afford to have a lot of property they are not using. Most families own relatively little, but are provided the use of property held by their employer or their worker's cooperative. This is a matter of efficiency. Most human families own a hammer and other household tools but use them only infrequently, on weekends if that often. For Klingon families, the cooperative has several sets of tools and a Klingon who wanted to do a little work around his apartment would simply sign out the needed tools on his day off.

Klingons and subject races are educated from an early age that they must continually make a contribution to the Empire through their hard work and the sacrifice of living a relatively spartan lifestyle. There is no unemployment, and no make-work government boondoggles; everybody is giving something to do that produces something of benefit to the Empire. Surplus population is shipped off to colony planets by, and for the convenience of, the government.

Klingons are guided by the principle of *pah-mak-toh*, which is translated as Order-Righteousness-Strength. If the Empire is running in an orderly manner, then everyone will do the right thing (whether out of duty or fear), and the Empire will become stronger.

GOVERNMENT

The Klingon Empire strives to be a meritocracy, but is constantly at war with its own internal corruption. Without the free market, multiple political parties, uncontrolled media, and independent judiciary of the Federation, the Klingon Empire resorts to an endless series of inspectors, police, auditors, and computer-monitored records to ensure that everything runs smoothly and that corruption, waste, and abuse of power are held to a minimum.

While the Empire is often described as a "military dictatorship", this is true only when viewed from outside. Much of the government has military trappings, but the military is of course only a small portion of the overall economy.

The head of the Empire is the Emperor. This title evokes (in Federation eyes) the idea of a hereditary mon- archy, something that is simply not the case. The Emperor is sometimes, but only rarely, the son or brother of a previous Emperor. The Empire has exactly three Princes. Unlike human monarchies, the children of the Emperor are not automatically given the title "prince"; princes are instead appointed by the Emperor with the approval of the Council and of the Military High Commmand. When an Emperor dies, the three princes appear before a joint session of the Council and Military High Command, and this joint body elects one of the Princes as the new Emperor. The new Emperor then (within a few days) appoints a replacement Prince (subject to approval).

The Military High Command controls the military. It has a Strategic Planning Committee of retired admirals who draft long range plans, but orders are issued only by the MHC itself. The MHC controls the various theaters (Central, Northern, North-Central, South-Central, Eastern, Western, and some independent units such as combat training wings), each of which is a single fleet in peacetime but may contain numerous fleets during wartime. Bases in a given sector belong to the Theater Commander even when multiple fleets are present. The Deep Space Fleet (which controls the starships and space bases) and the Army (which controls the planetary defenses) have their own Chiefs of Staff as parts of the Strategic Planning Committee (to look over training, manpower assignments, and support), but command and control of the actual forces is in the hands of the theater commanders. The military controls its own promotions and assignments, except for those at higher levels which must be approved by the Council.

The Council controls the civilian economy (including the factories that build weapons and the shipyards that build starships). Membership in the council is not elective, but based on how much power (expressed in terms of production, money, and manpower) an individual can wield. Some members head corporations, while others are feudal lords who control planets or sectors. The civil administration includes the Dukes (at various times there are as few as three or as many as five), the Counts (who each control one of the 26 Provinces), and governors (who control major planets or groups of minor planets).

ENFORCING THE LAW

People in the Klingon Empire have no rights against self-incrimination, and the police can search anything based on any "reasonable" indication of wrongdoing. Courts are part of the police system and simply administer justice; they never overturn or create laws. In theory, Klingon justice is fair and seeks the truth; any claim that the accused is "guilty until proven innocent" is nonsense. But people can be convicted on preponderance of the evidence, and when in doubt the courts will order someone jailed.

Major planets have their own police forces; the Internal Security Forces are the national police.

To prevent corruption, the Empire Security Service monitors all government officials, police, military officers, and others. The Emperor also has a small number of Paladins who are his personal inspectors, auditors, and enforcers. They watch the ESS, who watch the government, which watches the citizenry.
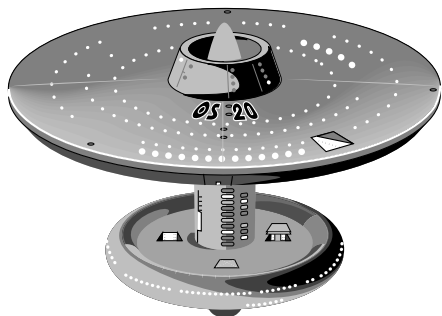
GURPS™

PRODUCT SHOWCASE

In each issue of Module Prime, we will showcase one or more **GURPS** *manuals produced by Steve Jackson Games and suggest ways you could use it in your* **GPD** *campaign. In this issue, we showcase the...*

GURPS Traveller Sourcebook

profile by Scott Nattrass

Introduction

The **GURPS Traveller** sourcebook contains a wealth of information useful for **GURPS Prime Directive** in a multitude of ways. The character templates, equipment, technology and starships greatly expand player and gamemaster options. The **GURPS Traveller** universe also provides some interesting campaign options for **GURPS Prime Directive**. The spacecraft and cultures presented within could be used as a minor race for character interaction. The GM could also decide to place the **Traveller Universe** somewhere on the SFU map, as it would occupy at most one slightly oversized hex on the map. (In my own campaign, the Imperium will be centered around hex 2502, somewhat near the Kzinti border, far enough from the border that my character's frigate would be a realistic survey ship, but close enough that the characters will be somewhat on their own). The Imperium would be of great interest to the Federation, as it is a developing Non-Tactical Warp culture which provides a backdrop for first contact adventures, and also perhaps getting the Federation involved in the politics of the Imperium. (The Federation would view the Aslan, Vargr, and Zhodani as equals to the Imperium and most likely contact each of them independently.)

Each relevant section of the book will be broken down in detail and conversion information will be provided where appropriate. The first two chapters of the book provide information about the **GURPS Traveller** universe, useful to GMs who want to use the **GURPS Traveller** universe in GPD. The third chapter, Characters, contains an overview of character creation within the **Traveller** universe, information that is easily converted for use in the **Star Fleet Universe**. The next section of this article will deal with the differences between the Tech Levels between the SFU and **GURPS Traveller** and the conversion of Chapter 4: Equipment and Supplies. The next section of the article will deal with the conversion of the fifth chapter: Travel, Trade and Commerce, and the three appendices on Starship Technology. The sixth chapter of **GURPS Traveller** contains information on conversion for **Traveller, MegaTraveller, T4 and Traveller: The New Era** – that conversion information remains unchanged except as noted.

Character Creation

The **GURPS Traveller** universe contains several non-human races as well as several human derivatives. The **GURPS Traveller** source book contains an overview of the alien races within the universe, but only one of these races, the Vargr, are detailed as a racial template in one of the sidebars, while the others are left to be detailed in later supplements (**GURPS Traveller Alien Races 1 – 4**). The Vargr template, as written, needs no conversion and can be used as is.

The character creation chapter is the most useful section of the **GURPS Traveller** source book, due to the myriad of character templates it contains. These templates can either be used as is, or to be more in line with **GPD**, the attribute points can be refunded as shown in the tables:

Template	Requirements	Cost
Athlete	ST 12, DX 12, HT 12	30
Attorney	IQ 13	30
Barbarian	ST 11, DX 12, HT 11	10
Belter	ST 11, DX 12, IQ 12	25
Bounty Hunter	ST 11, DX 12, IQ 12	15
Bureaucrat	IQ 13	20
Computer Tech	IQ 14	15
Corsair	ST 11, DX12, IQ 12, HT 11	15
Diplomat	IQ 13	50
Engineer	IQ 13	30
Entertainer	DX 12, IQ 12, HT 11	30
Farmer	ST 11, HT 11	5
Hunter/Guide	ST 11, DX 11, IQ 13, HT 11	30
Journalist/Reporter	IQ 13	20
Law Enforcer	DX 12, IQ 12	50
Manager	IQ 13	25
Martial Artist	ST 11, DX 13, HT 11	40
Mechanic/Tech	IQ 13	30
Medical Doctor	IQ 14	45
Medical Tech	IQ 13	15
Merchant	IQ 13	45
Professor	IQ 14	25
Rogue	DX 13, IQ 13	25
Scientist	IQ 14	25
Scout	ST 11, DX 11, IQ 13, HT 11	30
Undercover Agent	DX 13, IQ 13	30
Wealthy Traveller	None	85
Army		
Enlisted	ST 11, DX 13, IQ 11, HT 11	30
Officer	ST 11, DX 12, IQ 13, HT 11	20
Army Aviation		
Enlisted	DX 12, IQ 12, HT 11	40
Officer	DX 12, IQ 13, HT 11	30
Marine		
Enlisted	ST 11, DX 12, IQ 12, HT 11	30
Officer	ST 11, DX 12, IQ 13, HT 11	20
Marine Special Ops		
Enlisted	ST 11, DX 13, IQ 13, HT 11	50
Officer	ST 11, DX 13, IQ 13, HT 11	65
Navy		
Enlisted	DX 12, IQ 12, HT 11	40
Officer	DX 12, IQ 13, HT 11	30
Navy Aviation		
Officer	DX 12, IQ 13, HT 11	30

Tech Levels and Personal Equipment

The tech levels of the Traveller universe are somewhat different than those within **GURPS Prime Directive**. The beginning of **GPD** Chapter 7 contains information about the difference between **Traveller** and the standard **GURPS Space** universe. Several technologies of the **Traveller** universe are acquired somewhat earlier than those from **GPD** – gravitic technology is far more advanced, with artificial gravity appearing at TL8. Energy storage and beam weapon technology are far less advanced. Thus, the races and cultures in **GURPS Traveler** need to be treated like

the Romulans prior to the Treaty of Smarba.

In **GURPS Prime Directive** terms the major technologies of the **Traveller** universe never advance past TL9. Matter Transmission, Tractor Beams, and FTL or Subspace radio are never developed. This is one of the most interesting aspects of the **Traveller** universe – news and data travel far more slowly, leaving far more areas of the sector isolated. Advances in medical technology, etc, should be handled on a case by case basis, but it is easiest to assume that any technologies encountered by **GPD** are never beyond TL9.

The personal equipment in **GURPS Traveller** can be used as is. Due to fear of psionics, there are a variety of technologies that are used to protect against psychic powers, something that may come as somewhat of a surprise to **Star Fleet Universe** characters.

Tech Levels and Starship Technology

This section deals with the conversion of **GURPS Traveller** starship technologies to the **Star Fleet Universe**. This is the most difficult conversion of the system, and requires some determination of how the various source material from **GURPS Traveller** are to be used.

Starship technology in **GURPS Traveller** is somewhat more primitive than that encountered in the **SFU**. There are no shields of any sort (except for some primitive meson screens and nuclear field dampers). Interstellar travel is extremely slow by **SFU** standards. The area encompassed by the Imperium is around 700 parsecs, and the fastest **Traveller** technology ships can travel no more than 6 parsecs in a week! A **GPD** military-grade warp ship at dash speed (Warp 9.25) could cross the Imperium in right around a day and a half, whereas the fastest Imperium starships would take a little over two years!

The best conversion option for **SFU** gamemasters is to leave **Traveller** starship technology as a separate entity, an anomaly of their varied technology. As presented in **Traveller**, it is easy for the stats to portray less technologically advanced spacecraft. The best course of action is to scrap the **Traveller** combat system and convert the **Traveller** spacecraft to the **GPD** space combat system.

The major change that must be made is to allow for the difference in scale of the two combat systems – a 20-minute turn in **GURPS Traveller**, and a 10-second turn in the **GPD** space combat system. Except for the two spinal weapons, it would be realistic to increase the ROF of the other weapons to once per turn. This gives **GURPS Traveller** starships a fighting chance, while keeping the massive overkill spinal weapons to a reasonable speed (once every six turns). In addition, all **GURPS Traveller** starships are treated as impulse only – they may only make range changing maneuvers against other impulse-only starships – and as such, **Star Fleet Universe** ships can fly rings around them. This is as it should be, as the **Traveller** starships represent a substantially more primitive technology.

The table below represents the major change in the direct fire weapons technology, converting the weapons to being more in line with those in **GURPS Space** and **GPD**.

Weapon	sACC	cDam Point Blank	cDam Short Range	cDam Long Range	ROF
Laser, 360-MJ	-1	3d(2)	2d-3(2)	N/A	1/ turn
Laser, 405-MJ	0	5d(2)	3d-3(2)	N/A	1/ turn
P-Beam Bay	0	9d x 10	(5d-3) x 10	N/A	1/2 turns
Meson Gun Bay	-2	9d x 10 (!)	(5d-3) x 10 (!)	N/A	1/2 turns
Spinal P-Beam	1	6d x 100	3d x 100	(2d -3) x 100	1/6 turns
Spinal Meson Gun	1	6d x 100 (!)	3d x 100 (!)	(2d -3) x 100 (!)	1/6 turns

As noted in **GURPS Traveller**, the (!) implies that armor cDR is ignored – for SFU purposes, this does not include starship shielding.
The (2) after damage means cDR protects at half normal

The conversion of the missiles is even easier – simply use missile statistics similar to those from **GURPS Space**:

Missile	sAccel	cSM	cDam
TL-10	6	-10	5d(10)
TL-12	10	-10	6d(10)

In addition to converting the space weapons of **GURPS Traveller**, it is also important to calculate the cSM, ASig,and PSig values, along the lines of Chapter 8 in **GURPS Space**. As such, the starships from **GURPS Traveller** are presented below:

Starship	cSM	ASig	PSig
Sulieman-class Scout/Courier	*-2*	*-8*	*-8*
Sulieman II-class Seeker	-2	-8	-8
Beowulf-class Free Trader	-2	-2	-2
Empress Marava-class Far Trader	-2	-2	-2
Vanderbilt-class Yacht	-2	-2	-2
Lady of Shallot-class Yacht	-2	-2	-2
Animal-class Safari Ship	-2	-2	-2
Rampart-class Fighter	-4	-20	-20
Iramda-class Fighter	-4	-10	-10
10-ton Launch	-4	-4	-4
10-ton Lifeboat	-4	-4	-4
Broadsword-class Mercenary Cruiser	0	0	0
20-ton Gig	-4	-4	-4
30-ton Ship's Boat	-3	-3	-3
40-ton Fuel Skimmer	-3	-3	-3
40-ton Pinnace	-3	-3	-3
100-ton Shuttle	-2	-2	-2
100-ton Interplanetary Shuttle	-2	-2	-2
50-ton Modular Cutter	-3	-3	-3
Dragon-class System Defense Boat	-1	-13	-13
Kugashin-class Laboratory Ship	-1	-1	-1
Akkigish-class Subsidized Merchant	-2	-2	-2
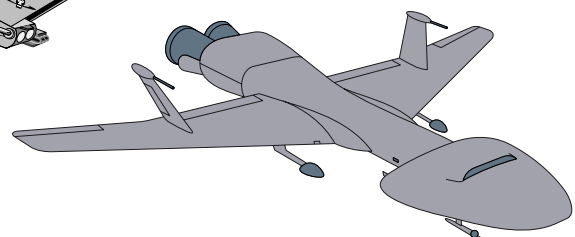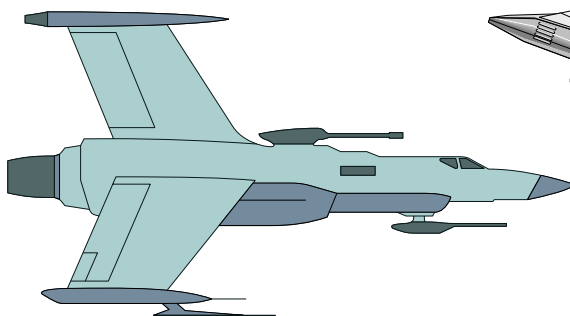
Star Fleet Smashes Smugglers

Dateline: Cygnus, Y132

A Klingon-supported smuggling ring operating near the planet Cygnus has been exposed and shut down, Federation embassy officials report. The ring had been distributing a wide variety of items, from weapons to narcotics, leading to civil disorder and a rise of narcotics-related hospital visits on the planet.

Readers will recall that Cygnus is a high-technology planet wrested from the Kzinti Hegemony by the treaty of Y102. Star Fleet has reportedly increased its patrols in the region in response to reports of smugglers.

Federation embassy officials were first tipped off to the existence of this smuggling ring when a man was found brutally murdered in a spaceport warehouse. The only witness claimed it had been done by a "Federation captain." The local Federation embassy on Cygnus dispatched several investigators to determine the validity of that claim, including newly commissioned Ensign Stulak.

Stulak, a Vulcan who had recently graduated from Star Fleet Academy's law school and had joined the ranks of the JAG (Judge Advocate General) Corps only weeks before, quickly discovered the Klingon-supported smuggling ring after evaluating a number of clues and questioning several suspects and informants. Bringing weapons and a highly addictive narcotic known only as "Crystal Rain" to Cygnus, the ring had hoped to destabilize the planet enough that it would be denied member status in the upcoming Federation Council session.

Thanks to the cooperation between the embassy, the JAG office, and the frigate *USS Ryan*, the leader of the smuggling ring was tracked down by the resourceful Ensign Stulak. Evaluating sensor readings, Stulak was able to track the suspect to a ship in orbit which was operating under forged permits. In a capture attempt that went unfortunately bloody, Marines from the *USS Ryan* stormed the Free Trader being used by the smugglers, killing the leader of the ring. Evidence indicates that this individual, an Earth-descended human renegade who had joined a pirate group to escape criminal prosecution, had spent years impersonating Federation officers as part of his smuggling operations. It appears that the murder in the warehouse was not a premeditated action, but the result of a drug deal that went wrong. The ringleader was apparently forced to flee the scene before he could follow his customary practice of eliminating evidence and witnesses.

Details on the identity of the smuggling leader have not been released, and Ensign Stulak was not available to be interviewed due to "other duties elsewhere." Federation marshals are currently trying to complete the apprehension of all major parties that were involved in the smuggling ring, and the Federation police have sent extra patrol ships to Cygnus. This has been complicated, however, by the movement of Kzinti forces into the Cygnan area.

The above wire report reflects an actual solo adventure played by Jarrett M. T. Meyer. Matthew J. Francois, the GM of the adventure, submitted this report.

Primes Resolve Roon Crisis

Dateline: Roon, January 1, Y166

A major crisis on the neutral planet Roon was resolved last November, thanks to the actions of a new Star Fleet Prime Team, the Prime Team Deployment Directorate revealed today following declassification of the event.

Roon is a neutral world in sector 3513. Previously protected under the aegis of the Prime Directive, Roon became a candidate for First Contact following the indigenous development of warp drive earlier this decade. Contact was made two years ago, and ambassador Arthur Plemmons was dispatched to open trade relations. Plemmons' son Christopher was kidnapped in mid-November by a group calling itself the Front for Roonian Purity. They demanded that negotiations cease and all Federation personnel leave the planet, or they would kill Christopher Plemmons.

Dispatched to rescue Plemmons was Prime Team 22 from the *USS Wasp*. Team 22 is led by Sol Meterson from the GIA Operations directorate. Other members are Star Fleet Lieutenant T'nedra Presoc, a Vulcan physician; Star Fleet Lieutenant Vasily Boronov, a science officer; and Star Fleet Marine Lieutenants Xena Sickels (from Alpha Centauri) and Grav G'Lov (from Tellar).

With cooperation from local officials, Team 22 discovered that Plemmons was being held in a warehouse owned by a corporation whose CEO was sympathetic to the xenophobic aims of the FRP. The team successfully penetrated the FRP hideout before accidentally triggering an alarm. Although the FRP terrorists were using lethal gunpowder-style weaponry, the team succeeded in neutralizing the terrorists and rescuing Plemmons without loss of life to themselves or the terrorists, thanks to the use of sophisticated infiltration tactics.

Three members of the team did suffer injuries. Agent Meterson and Lt. Sickels were slightly wounded by gunshots. Lt. G'lov suffered more extensive injuries when he became trapped by the filaments of a "tangler" grenade, a weapon common on Roon, pinning him and exposing him to enemy gunfire. His body armor limited his wounds and he was released from the hospital two weeks later. Treatment by Dr. Presoc was crucial in keeping G'lov stable until he could be evacuated. Plemmons was unharmed.

G'lov was awarded the Meritorious Service Award in addition to a Wound Badge. Meterson and Sickels also received Wound Badges, and all members of the team were given Star Fleet Commendations for the rescue.

As a result of Team 22's actions, the FRP has been neutralized, and negotiations between Roon and the Federation continue. "The team did a fine job, rescuing Plemmons without causing loss of life," noted *Wasp's* captain Alejandro Marrero. "I'm glad that Team 22 has been assigned to my ship, and I'm sure we'll find plenty more for them to do." Vice Admiral David Grant of Prime Central said the "operation confirms once again the viability and value of the Prime Team concept."

GM John Sickels. Players Larry Lawrence (Sol Meterson), Lisa Lawrence (T'endra Presoc), and Jeri Sickels (Xena Sickels).

GPD INPUT GUIDE

Writing for **Module Prime** and other **GPD** projects can be fun, as well as gaining honor, glory, and a few bucks. Small projects (one page) get a free copy of the product. Very small projects only get author credit. Medium-sized projects (a few pages) get $20 per page after the first page. [Yes, this is more than is paid for **Star Fleet Battles** material because **GPD** products have better sales and bigger budgets.] Payment for larger projects are negotiated on a case-by-case basis. In most cases, payment is made when the project is actually pubished. In all cases, full byline credit is given to the author.

A FEW GENERAL COMMENTS

First and foremost, this is Star Fleet, not Star Trek. While grounded in Original Series Trek, Star Fleet has gone its own way. Base your themes and concepts on items in **Star Fleet Universe** and **GURPS Prime Directive** products, not on things in the old TV show. Sexy yeoman may have distracted the bridge crew on TV, but professional military people in Star Fleet don't "writhe senuously" on their bridge station chairs! For fiction, review the SFU timeline in the **GPD** book carefully and pick the specific year when your story takes place. Everything you submit must be your own work. Do not copy things from web sites and submit them. Do not base your submission on somebody else's copyrighted work without their permission.

Steve Jackson and his staff will review each project. If he already rejected it, then you aren't going to sneak it past him through **GURPS Prime Directive**. Reviewing the submission guides on their site is a good start.

You can copy skills, advantages, disadvantages, or other items from other **GURPS** products for use in **Module Prime**, but be sure to copy them precisely and to include full information (in English, not in **GURPS** abbreviation code) where you got it. Do not rewrite something just for the heck of it, but if you need to add or revise some material to make it more usable in **GPD** then include a note explaining why you did this and how you did it.

All submissions become the property of ADB, Inc., upon receipt. Rejected submissions are released back to the original author except that if you used any of our copyrighted background, you cannot publish that background material elsewhere. If we don't have a schedule for publishing something we haven't rejected, you can withdraw it from consideration if you give us 30 days notice (during which time we might set a schedule for its use within the next year, in which case we keep it). Obviously, anything you use that is the property of Steve Jackson Games will remain their property whether we use it or not.

How long should it be? Like a bikini, it has to be big enough to cover the subject and short enough to keep the reader interested. [We can't believe SVC said that, but he's over 50 and just doesn't "get it".]

You should not spend a lot of time doing something that can only be published within the realm of **GPD** without checking with ADB, Inc. first. Imagine how upset we would *all* be if you spent six months writing up a **GPD** adventure for something mentioned in some SFB book, only to see us publish somebody else's adventure based on the same reference a week before you mail your adventure to us. But lots of writers say "I am going to do this thing, it will be really good, and I'll be done really soon" and then disappear from the face of the Earth, leaving us with nothing to print after turning down two other writers who also wanted to do the same thing.

GALACTIC NEWS NETWORK

This is a "news report" of an incident which was in fact an adventure played by a group of real players with a real GM. It's not presented as fiction but as if a reporter interviewed the survivors, witnesses, and prisoners and then wrote up an article describing the incident. (Hint: read some reports in your local paper about major traffic accidents, big fires, or whatever.)

SHOWCASE ANOTHER *GURPS* BOOK

The general format for an article showcasing an existing **GURPS** book is as follows (using a fictitous **GURPS** book that of course does not actually exist):

GURPS ANTARCTICA is a really neat sourcebook for adventures on ice planets, or polar ice caps of more temperate planets. It has the following really cool things you could use: [insert one-page review of **GA**].

Here are two or three or four pages of skills, equipment, creatures, rules, or other things from **GURPS ANTARCTICA** that you can use in your **GPD** adventures right away. [The object here is to give **GPD** players something to use immediately, but also whet their appetite to buy the whole book.]

Here are some ideas for adventures that could be run on an ice planet using **GURPS ANTARCTICA**. [There should be, barely, enough stuff in the above sample skills and technology to do this, but players can of course do a lot more cool stuff if they have the book.]

By all means, let us know you are going to do a showcase article so we don't assign it to someone else.

RANDOM INPUT ADVICE

We would really like for each **Module Prime** to include one of those adventures where "If you kiss the Klingon spy, go to Paragraph 9. If you shoot her, go to Paragraph 112" so if you have written one of those before (or think you can write one) do get in touch. The one in this issue is a little shorter than we'd like but it is a fun romp.

The best way to figure out what we want to publish is to review **MPA** and **GPD** and ask yourself "will my idea fit into this?" or "What's missing?"

We can always use monsters, creatures, domestic animals, non-player characters, adventure hooks, advice to GMs, examples of how the rules work, tactics in how to approach a given problem using a combination of skills and rules, new technological devices, Footnotes in History that expand elements of the **SFU** timeline into interesting detail, and anything else that you, a player of **GPD**, think other players would like to have.

Notes to GMs: Starting Basics for
GURPS Prime Directive

by A. William Cookson

If you are new to role playing, or coming to **GURPS** from a more structured system, one of the first things you may have to deal with is the feeling of being overwhelmed by the options the **GURPS** system gives you. Dealing with **GURPS Prime Directive** is no different. Whether as a player or a Game Master, you can easily take control of the rules and, with the use of a few simple questions, increase your enjoyment of this terrific game system.

It's a big galaxy out there and if you are the GM, you are the conduit to that galaxy for your players. That fact alone sometimes amplifies the feeling of being overwhelmed even more! But fear not, GM, all you need to do is to make some basic decisions. Not only will these decisions help you but they will also help your players and give both of you the tools to make your game sessions easy and fun.

Since the **Star Fleet Universe** covers a history of over 150 years, the first thing you need to decide is WHEN you want to set you adventures. Make sure that both you and your players are 'playing the same game'. In other words, if your players are Star Fleet officers looking to fight some Klingons and Andromedan robots, don't set your game in Y 90. Why? Because in that time period, the Federation and the Klingons were allies, and the Andromedans weren't in the galaxy yet. The time that you place your adventures will determine lots of things, including the general feel of the game, the equipment available, and the known races. So consider this decision well before you start.

Almost as important as WHEN is WHERE you set your adventures. Are you going to set it on a Federation Starship or a Klingon base, on a civilian freighter, or Jindarian asteroid? Do you plan to explore the area around the WYN cluster or stay on one planet as an archeological team? Even though interstellar travel is fairly common, deciding WHERE you want to start your game is very important.

WHERE the game is set also helps you decide WHO is available in your game. A player who wants to play a Lyran warrior isn't going to last long in a party full of Kzinti renegades.

WHO also helps you decide the NPCs that your player may encounter. By this time you should have a good idea of the answers for the rest of the questions you will need to decide. WHAT is the focus of the adventure? WHAT are you working towards or wanting to do? Here is when you can decide if this is going to be a one-time adventure, or a short arc series of adventures. Or are you planning to work on a story line that will last for years?

Finally, you should now be able to answer the question WHY? The question WHY is one that you will need to be able to answer for your players as well as for your NPCs. It helps decide the motivations for the characters in your game and gives the consistency that makes the game flow.

Anytime that you get stuck during the adventure and aren't sure what's going on, stop and review. Chances are you need to answer again one of those questions.

The GM may be the universe, and everything in it that isn't a player character, but that doesn't mean that all a player needs to do is just show up and start rolling dice! Those questions are important for players, also, since they help you really *play a character* and not just a page of statistics.

The question of WHEN will be answered for you by your GM in terms of what year you are playing, but you as a player need to answer WHO is your character. Even if all you are doing is a one-time bash fest, you will have a lot more fun if you have a basic idea of your character's background, of who he is. Don't believe me? Take your average Phaser Blazer, the unstoppable Star Fleet Marine. Put a repeating phaser in his hands and he *might* be remembered for how he does. But take that same Doom Dealer and think out a simple background in 15 seconds for him, and then add it in. Now you have a Denizen of Destruction who stands out because he uses a battle cry he was taught while stationed on Andor or makes sure that the junior recruits double wrap their shoulder strap around their arms because, "you are less likely to drop it in desert heat."

It is also important to know and understand the WHAT about any character you play. WHAT do they want? WHAT motivates them? WHAT is their regular bed time and WHAT is in their pockets? The smallest bits can be important in the right circumstances.

HOW is also an important question for knowing your character. Anyone can climb down a Jefferies Tube ladder, but HOW does your character do it that makes him an individual? Does he go one rung at a time, two at a time, or does he lock his feet around the outside and slide? Yes, that is a silly example, but the point is if you know how your character does things, then he cannot only do them but he can do them with his own style. And style can mean character points.
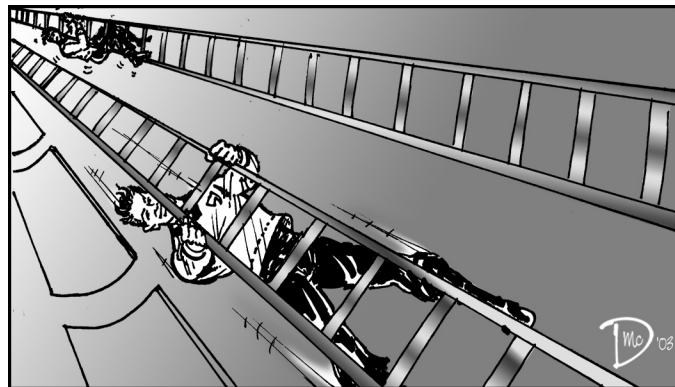
GURPS is a system that allows for a lot of possibilities. It doesn't offer lots of 'do A then B then C' modules or have character classes. **Prime Directive** and the **Star Fleet Universe** are too big of a game and environment for that. But that is a hidden strength of the system for the players and game masters, too. It allows you to decide what *you* want to do. So make those choices early that let you get the most out of **GURPS Prime Directive** and the **Star Fleet Universe**. Then you will have some amazing adventures going where few gamers have gone before!

SFU Product Showcase:
Star Fleet Battle Force

Paul's Condor fired a plasma-R at my cruiser, and of course he had the enveloper card. The phaser-1 he followed with wouldn't have been that bad, but the Legendary Weapons Officer card was just adding insult to injury. I was going to let him kill the cruiser, but he made me mad, so I used the ECM jamming card I had been saving. Paul gloated as he threw the ECCM counter-jamming card to cancel it. Why was I surprised? Well, "this isn't over!" I warned him. I considered using the two phaser-2 cards I had to reduce the plasma-R, but it wouldn't have been enough to save the old Constellation. *So, I had to use the Wild Weasel decoy card that I had been saving, cursing Paul for getting me angry. That made the plasma-R go away, at least, and the 50% reduction against direct-fire weapons meant that the officer-boosted phaser was going to cripple my cruiser, not destroy it. Of course, that was when Tom began to chuckle, and I just knew that he held the Player #3 card that would mean he would finish off the Constellation. At least he only has two ships in his kill box and the Connie's eight points aren't going to make him a threat to my overall victory, and I've got a scatter-pack in the Reserve that will teach the now-defenseless Paul to leave me alone.*

Star Fleet Battle Force is a card game based on combat between squadrons of starships from the Federation, Klingon Empire, Kzinti Hegemony, Confederation of the Gorn, Orion Pirates, Tholian Holdfast, and the Romulan Star Empire. As with most "naval" combat card games, there are basically two kinds of cards: ships and weapons.

Ship cards reflect the name of the ship (along with brilliant full-color artwork), a list of its weapons (presented as graphic icons), and various other information.

Action cards include various weapons and some other special cards that affect (or deflect) weapons. Each weapon card has a full-color picture of a starship firing the weapon in question, a damage point rating, and a graphic icon that matches the weapons on the ship.

As with most "naval" combat card games, no ship uses all of the weapon types, and few of the weapons are used by all of the ships. You have a few ships in your squadron, a few action cards in your hand, and if you can match up a weapon card with a ship that is armed with that weapon, you can fire it at the enemy (when it is your turn).

Thus far, the game system is fairly recognizable as one used in many games such as **Naval War, Enemy in Sight,** and **Modern Naval Battles.**

But **Star Fleet Battle Force** is an evolution of that common game system, not just another rehash of it. While most game systems use the weapons cards themselves to mark damage, **Star Fleet Battle Force** uses red plastic damage markers. This has many important effects on the design. (For one thing, the weapons cards go into the discard pile immediately and recycle a lot faster as the discards are reshuffled.) Since individual damage points are marked (by placing a plastic marker on one of the icons on the ship card), ships can be damaged incrementally. In an older game system where cards mark the damage, a ship is fully functional until it receives its final and fatal damage point. In **Star Fleet Battle Force**, almost every point of damage means some weapon on the ship no longer works. While systems that use cards to mark the damage are forced to use the nonsensical rule of "launch fighter strike, roll a die, if you get a '1' you sink the enemy", **Star Fleet Battle Force** can allow the die roll to produce damage points that weaken (and sometimes destroy) the ship. As individual damage points are marked, any repairs can remove "points" instead of "cards" of damage, and the chief engineer of each ship repairs one point every turn.

There are many other evolutionary elements of the game design. The various sizes of plasma torpedo launchers can each (as they do in **Star Fleet Battles**) launch any smaller size of torpedo. Similarly, a Phaser-1 on a ship can fire the cards for the Phaser-1, Phaser-2, or Phaser-3. Phasers can also be used defensively to shoot down fighters, missiles, and plasma torpedoes.

The result is a system with more depth and texture than other "naval" games while retaining the speed of play and learning of card games. In developmental tests, 12-year-olds were able to make inspired tactical decisions 30 minutes after starting.

It should be noted that we have designed **SFBF** as a non-collectible game (although there will be expansions). One copy of the game is good for six players, and you cannot buy victory by buying a lot of extra cards.

Many have asked if **Star Fleet Battle Force** is related to our previous card game **Star Fleet Missions,** which sold like crazy to science fiction fans before that "magic" thing changed the card game market forever. It isn't. While both include ships from SFB, the two game systems are totally unrelated.

GURPS Prime Directive is only one of the games that form the Star Fleet Universe. We will, in each issue of GURPS Module Prime, present a profile of one of our other games so you can see how the universe is put together. (And if you happen to find our other games interesting and buy a copy, that's good too.)

Additional Skills

Any of the skills in any of the **GURPS** books can be used in **GURPS Prime Directive**, although some of them would only be applicable to people from low-technology planets. The following are skills from the **GURPS Lite** rules set which were not used in the original **GURPS Prime Directive** book. These were compiled by Dwight Lillibridge.

Administration (Mental/Average)   **Defaults to IQ-6 or Merchant-3**

This is the skill of running a large organization. Primarily useful for earning money or qualifying for high military rank. A trained Administrator (skill 15+) would also get a +2 reaction bonus when dealing with a bureaucrat, and (on a successful roll) could predict the best way to go about dealing with a bureaucracy. Few people have high ratings in both Administration and Leadership; usually leaders have an assistant to handle administration and deal with the bureaucracy.

Animal Handling (Mental/Hard)   **Defaults to IQ-6**

This is the ability to train and work with all types of animals. To train an animal, the Animal Handler must make a success roll once per day of training. A failed roll means the animal learned nothing; a critical failure means the Handler was attacked. The time it takes to train an animal depends on the animal's intelligence and tractability.

When working with a trained animal, the Animal Handler rolls against his skill for each task he sets the animal. Modifiers: -5 if the animal is not familiar with the Handler, -5 if the circumstances are stressful to the animal, -3 or more if the task is a complex one.

This Talent can also (sometimes) be used to quiet a wild, dangerous, or untrained animal. Modifiers: -5 if the creature is wild or very frightened, -10 if it is a man eater or man killer.

Finally, this talent gives an advantage in combat against animals. If you have this skill at level 15 or better, any animal's attack and defense rolls are at -1 against you, because you can predict its behavior. If you are an expert (skill 20 or better), the animal's rolls are at -2.

The GM may impose various penalties if the animal is an unfamiliar species from another planet.

This skill is not normally used on sentient alien species since an intelligent creature will not have the simpler instinctive reactions of an "animal". However, the GM might give you some benefit in dealing with alien species.

Artist (Mental/Hard)   **Defaults to IQ-6**

This is the ability to draw and paint with both accuracy and beauty. A successful roll against this skill would let you (for instance) draw a recognizable picture of someone to help identify him; draw a map that would be easy to follow; or even paint a picture good enough to trade for a meal. (Note that, for the last case, the GM should not allow a default roll. Intelligence can let you draw an accurate picture, but not beautiful one.) Alien cultures may not be impressed by your art, or they might find it novel. The felinoid races show no interest in art for its own sake.

Bard (Mental/Average)   **Defaults to IQ-5 or Performance-2**

This is the ability to tell stories and to speak extemporaneously. Successful use of this talent would let you (for instance) give a good political speech; entertain a group around a campfire; incite (or calm) a riot; or put on a successful "court jester" act. Modifiers: +2 if you have the Voice advantage; any Charisma bonus.

If you try to perform in a language other than your native tongue, subtract 1 from your skill for every point below 12 in your skill with that language — e.g., if you are performing in Romulan, and your skill with Romulan is only 8, you have a -4 penalty on your Bard skill.

Blacksmith/ TL (Mental/Average)   **Defaults to IQ-5**

This is the ability to work iron and other non-precious metals by hand. A forge is necessary for this work, but a smith can build one, given suitable materials, in about 30 days. Modifier: -1 for every point of ST below 13.

Carpentry (Mental/Easy)   **Defaults to IQ-4 or DX-4**

This is the ability to build things out of wood. A successful roll lets you do one hour's worth of competent carpentry. A failed roll means the work was bad. Modifiers: +5 if you are being supervised or assisted by someone with skill 15 or better; -5 if you do not have good tools. Not all planets have "wood" but most have some similar material.

Dancing (Physical/Average)   **Defaults to DX-5**

This is the ability to perform dances appropriate to your own culture, and to learn new dances quickly. Modifiers: -5 if the dance is unfamiliar. Once you have successfully performed a dance three times, it is familiar. While most military people learn to dance as part of the social functions of the service, they do so at the default level. Note that certain physical handicaps make this skill effectively impossible!

Gesture (Mental/Easy)
Defaults to IQ-4 or Sign Language

This is the ability to communicate through simple, improvised hand signals. Deaf and/ or mute individuals have a +3 to use this skill. A successful Gesture roll will let you communicate one simple idea to another, or understand one simple idea communicated by another. For lengthy "conversations," use the communication rules under Language. Simple gesture is not suited for complex communication! Different cultures develop different gesture vocabularies; for Westerners dealing with Japanese, for instance, effective Gesture skills are at -4. For humans dealing with aliens of inhuman type, Gesture communication might be impossible — but let the players try! Various modifiers can be applied for distance, bad light, acute vision, etc.

Masonry (Physical/Easy)
Defaults to IQ-3

This is the ability to build things out of brick or stone. Simple tools (hammer, chisel, crowbar) are required. A mason will have some knowledge of engineering, such as might be required to erect scaffolding and move large blocks; this sort of Engineering defaults to Masonry at -3.

Occultism (Mental/Average)
Defaults to IQ-6

This is the study of the mysterious and/or supernatural. An occultist has a special knowledge of mysticism, primitive magical beliefs, ancient rituals, of a specific culture. An occultist does not have to believe in the material he studies. In worlds where magic is common, "occultism" is replaced by magicians' professional knowledge!

Photography/TL (Mental/Average)
Defaults to IQ-5

This is the ability to use a camera competently; to use a darkroom, etc., and to produce recognizable and attractive photos. A default roll is allowed to use a camera, but not to develop film or prints in a darkroom. Modifiers: -3 for an unfamiliar camera; -3 for a motion-picture camera. A tricorder (if you are familiar with it) can be used as a digital camera to record images.

Speed-Load (Physical/Easy)
No Default

This is the skill of quickly getting ammunition into a firearm (or a power cell into a phaser or other energy weapon). It is not the same as Fast-Draw although you could have a skill to Fast-Draw a magazine or speed loader. A different Speed-Load skill is needed for each weapon. For magazine-fed firearms, power-cell-charged energy weapons, or one-man "heavy weapons" (e.g., rocket launcher), this reduces loading time by one second. For crew-served weapons (e.g., missile launchers) this reduces the loading time by two seconds.

Ventriloquism (Mental/Hard)
No default

This is the ability to disguise and "throw" your voice for a short distance. A successful roll will let you throw your voice well enough to fool your audience. Modifers: +5 if you have a dummy or confederate to distract your audience (it's easier to "see" a face talk than it is to believe the voice comes from an inanimate object); -3 if the audience has reason to be suspicious.

Additional Advantages

Any of the advantages in any of the **GURPS** books can be used in **GURPS Prime Directive**, although some of them would only be applicable to very unusual aliens. The following are advantages from the **GURPS Lite** rules set which were not used in the original **GURPS Prime Directive** book. *These were compiled by Ken Peters.*

Animal Empathy
5 points

You understand animals and like them, and they like you. You can anticipate their movements, moods and reactions. You get a +2 on any reaction roll by a wild animal, and get a +4 on any reaction from a tame animal. You also get a +4 bonus on any "animal" skill roll (Animal Handling, Riding, Veterinarian, etc.). However, you may never kill an animal without a very good reason and you should prevent others from doing so. Note that killing for food is perfectly acceptable, and in a hunting situation you will get a +3 bonus to find game. Familiarity with an animal is required to get the full bonus; they may give off confusing signals and lead to misinterpretation. In dealing with alien creatures, the GM may reduce the bonus appropriately (if certain general concepts apply to the alien creature) or eliminate it. This does not apply to highly intelligent "animals" with an IQ of over 6 or those lacking Presentience.

Clerical Investment
5 points/level

You have been ordained as a minister of some religion. A cleric has a number of powers and privileges that a layman lacks, including a +1 bonus from co-religionists and those who respect his faith. He or she will be addressed by a title – Father, Sister, Reverend, Shaman – and can perform religious ceremonies such as marriage and death rites. If being a cleric confers special powers, by whatever means, then it will be worth 10 or more points – depending on the powers granted. Aliens may not understand this.

Double-Jointed
5 points

Your body is unusually flexible. You have a +3 on any Climbing roll, on any roll to escape from ropes, handcuffs or other restraints, or on other skill rolls that require unusual flexibility (such as reaching an unusual spot in a warp reactor sub-assembly, while the power is off).

High Technology
Variable

You have access to technology significantly better than the campaign average. The greater the gap, the more this advantage is worth. If available as a racial advantage then everyone in that culture can expect ready access to technology far ahead of everyone else and it will be considered unusual and even primitive to lack them.

+1 TL: 20 points
+2 TLs: 50 points
+3 TLs: 100 points

An advantage of more that three TLs is not appropriate for PCs. None of the races defined in **GURPS Prime Directive** utilize this advantage; it could be used to create a mysterious character from an unknown advanced culture.

Legal Enforcement Powers   5, 10 or 15 points

This advantage is covered on page 51-52 of **GURPS Prime Directive**. It should be noted that various military officers have Legal Enforcement Powers at no cost as part of their rank and position. The captain of a starship or commander of a Marine company (or larger unit) has such powers within his command. The senior military officer present at a location within his empire (e.g., the Federation) which has no specific law enforcement officer (e.g., a small research colony) would be able to assert such authority and to delegate it to his personnel as the situation warrants.

The Federation Marshal's Badge is shown below.
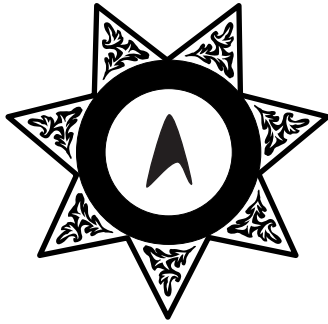
Musical Ability   1 point/level

You have a natural talent with music and musical instruments. Your level of musical ability is a bonus when you study Singing or a musical instrument. That is, when you learn a musical skill, learn it as though your IQ were equal to (IQ + level of Musical Ability). This bonus also adds to HT for the Singing skill. This advantage applies even if learning an alien musical instrument, provided you have seen and heard it being used by someone who already knows how to do that and that it is physically possible for you to manipulate the instrument.

Special for Robots

The following Advantages, compiled by Ken Peters, apply to most Robots and should also be used for the Andromedan boarding robots.

Doesn't Fatigue   15 points

The individual doesn't lose fatigue at all due to extended running, swimming, combat, or other strenuous activity. Recovery rates and HT rolls aren't affected. Fatigue is still marked off normally for Adrenaline (**GPD** page 95), as well as magic and psi use, and recovered normally. But the character never feels tired or suffers any penalties as long as his ST is greater than 0; he just can't perform any more extra effort/magic/psi until he recovers his Fatigue. However, if he spends or loses his last point of Fatigue, he falls unconscious just like anyone else.

No Extra Effort   -15 points

The character cannot spend any Fatigue for Extra Effort (Adrenaline, **GPD** page 95) for either physical or mental (e.g., psionic) feats. Fatigue use and recovery is otherwise unaffected.

Additional Disadvantages

Code of Honor   Variable

Several Codes of Honor are specific to Federation personnel in **GURPS Prime Directive.**

Code of Honor (Uphold the Prime Directive): Every representative of the Federation who travels through space and is likely to encounter new worlds is expected to uphold the Prime Directive as described on page 135 of **GURPS Prime Directive.** -1 point.

Code of Honor (Federation Enlisted): Take care of your buddies; do your duty; pull more than your share; obey orders; treat honorable enemies with respect and civilians kindly; wear the uniform with pride. -10 points.

Code of Honor (Federation Officers): Bring honor to your unit, service, and government; lead from the front and by example; fulfill your mission first, and always look out for the welfare of your troops in every respect; wear the uniform with pride. -10 points.

Code of Honor (Federation Marshals): Serve the Federation and your jurisdiction. Wear the uniform with pride. Defend the honor of your department and your world. Protect and assist your fellow officers. Don't complain. Don't embarrass your department or your buddies. Don't fully trust anyone who isn't an experienced cop. Always try to bring criminals in alive. Always use the minimum necessary force, and never use deadly force unless there is no practical alternative. Never harm or even threaten to do anything that harms innocents. -10 points.

The Code of Honor for Federation Enlisted and Officers is strongly encouraged, though (sadly) not mandatory, but characters would be penalized for acting otherwise. The Code of Honor for Marshals is mandatory, as they can face severe penalties for allowing innocents to come to harm.

Pyromania ★   -5 points

Fire! You love it, from the simple joy of a lit candle to the raging inferno of a star. And you like starting fires, too. For good roleplaying, you must never miss a chance to set a fire, or to appreciate one you encounter. Even if you know it can be dangerous (such as not venting a plasma fire when ordered to) you will not be able to help yourself. When absolutely necessary, make a Will roll to override your love of flame.

The Animals of Hydrax

by Kenneth Peters

ZORENTH

A native herbivore adapted as a riding and draft animal by the Hydrans thousands of years ago. It occupies a similar niche in Hydran society to the horse on Earth. It has a large trunklike body and six legs. The skin is rubbery and smooth, with coloration ranging from a dark purple to a light green depending on breed — exceptionally rare individuals are a dark black. Most stand about 5' at the shoulder. It is edible but rarely eaten.
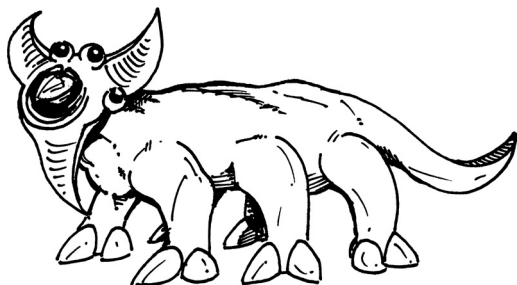

Riding: Bred for intelligence, speed and endurance. ST 20; DX 10; IQ 5; HT 12. Speed 5.5; Dodge 5; Move 5. HP 20. Size 2 (500-1,000 lbs.) *Traits:* Alertness +5; Bad Sight (Nearsighted); DR 2; Enhanced Move 3 (Ground Move 20); Fit; Six Legs. *Skills:* Running at DX+2. $2,000.

Draft: An exceptionally large breed. ST 40; DX 8; IQ 4; HT 15. Speed 5.75; Dodge 5; Move 5. HP 40. Size 3 (2,000-3,000 lbs.) *Traits:* As for riding zorenth, except Enhanced Move 1 (Ground Move 10). *Skills:* None. $1,000

JOMIX

A small carnivorous animal often raised as a pet by upper-class Hydrans. Properly raised and surgically modified jomix are easy to train and loyal pets; feral jomix are evil tempered and gluttonous (which ironically makes them popular "mascots" with many military units). Jomix appear to be little more then a fleshy ball about 1' in diameter, with six long legs radiating outwards — Hydrans find them irrestibly cute. Jomix feed by grappling their prey and opening a lamprey-like feeding organ on their lower body.

Domesticated: A cute blob of flesh and legs that has been surgically altered to remove its bad temper and killing instinct. ST 2; DX 14; IQ 4; HT 12. Speed 6.5; Dodge 6; Move 6. HP 5. Size <1 (2-5 lbs.) *Traits:* Acute Taste and Smell +6; Blindness; Discriminatory Smell; Enhanced Move 2 (Ground Move 18); Sharp Teeth; Sleepy (50% of the time);
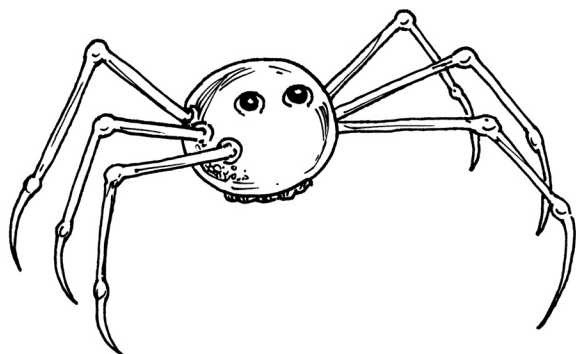
Six Legs. *Skills:* Climbing at DX; Jumping at DX. $500.

Feral: Wild jomix are are popular mascots for military units, and rarely as pets. ST 5; DX 14; IQ 3; HT 12. Speed 6.5; Dodge 6; Move 6. HP 5. Size <1 (2-5 lbs.) *Traits:* As for domesticated jomix, except add Bad Temper, Bestial, Combat Reflexes, and Gluttony. *Skills:* Brawling at DX; Climbing at DX; Jumping at DX+1; Stealth at DX+2. $25.

GRAEL BEAST

The grael beast is the most lethal predator on Hydrax. The creature can reach a height of 6 feet and a body length of 15 feet; it is easily the largest carnivore found on Hydrax. It spends the majority of its time hunting in order to satisfy

its prodigious appetite. Grael beasts have six legs. The three forelimbs end in sharp talons. The rear "feet" are used to move and allow the grael beast to leap prodigious distances from a sitting position — its most common ambush method while hunting. The hide is highly prized by many Hydrans for its texture and coloration, which ranges from a purple to pure white depending on its diet. The creatures are incredibly clever (many Hydran scientists classify it as borderline sentient), downright mean, and they are found only in the remotest areas of Hydrax.

Adult: ST 20; DX 12; IQ 6; HT 14. Speed 9.5; Dodge 9; Move 9. HP 30. Size 4 (800-1,900 lbs.) *Traits:* Alertness +4; Bestial; Clinging (crawl on walls and ceilings at 1/2 Move); Cast Iron Stomach; Combat Reflexes; Discriminatory Smell; DR 3; Increased Speed 3; Enhanced Move 2 (Ground Move 27); Extremely Curious; Three Legs; PD 1; Sharp Teeth; Super Jump 1 (x2 normal distance); Talons. *Skills:* Acrobatics at DX; Climbing at DX; Jumping at DX+2; Running at DX; Stealth at DX+4. $8,000.

BOFOHNS AND DUROHX

The bofohn and durohx are domesticated herbivores that are widely used as meat animals on Hydran worlds.

Bofohn: Meat products from bofohn are a staple of the Hydran diet, and with care and proper enzymes can be made palatable to several other races (including Humans). Although undomesticated bofohn used their considerable bulk for rams and tramples, the modern breed is incapable of defending itself. ST 80; DX 8; IQ 4; HT 17. Speed 6.25; Dodge 2; Move 6. HP 80. Size 14 (3-8 tons)
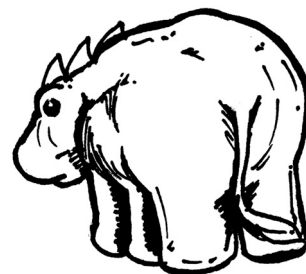
Traits: Combat Paralysis; Incurious; Reduced Dodge -4; Six Legs. *Skills:* None. $1,500.

Duroxh: A smaller animal. Meat taste varies depending on diet, but is almost universally unappealing to Hydrans without special preparatory techniques and spices. Other races tend to find specially prepared duroxh quite delicious. ST 30; DX 10; IQ 4; HT 10. Speed 5; Dodge 5; Move 5. HP 40. Size 2 (500-800 lbs.) *Traits:* Filter Lungs; Six Legs. *Skills:* None. $600.

PALASH

The palash is a small scavenging animal that bears a striking resemblence to a hairless Terran rabbit. In the presence of abundant food it can reproduce *extremely* quickly, which makes them commercially viable when raised on Hydran farms under controlled conditions (and a constant nuisance in the wild). A palash is full grown in six months and is sexually mature by four months, producing litters of up to ten after a three-month gestation. On Hydrax, wild Palash form the staple diet of most carnivores and thus their numbers are kept in check. If Hydrans consider the Bofohns their cow and the Durohx their swine, the Palash is their chicken. Other races find the taste of palash to be vile.

Adult: ST 1; DX 14; IQ 2; HT 14. Speed 7; Dodge 7; Move 7. HP 3. Size <1 (3-20 lbs.) *Traits:* Alertness +6; Bestial; Enhanced Move 1 (Ground Move 14); Six Legs; Peripheral Vision; Sharp Teeth *Skills*: None. $10.

Creature art by Dale McKee.

Loren Knight
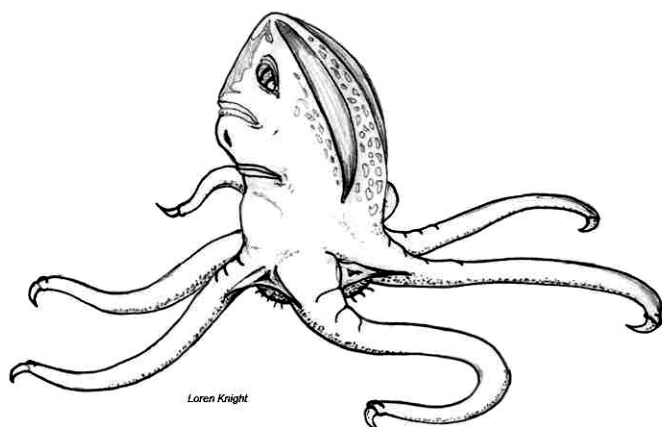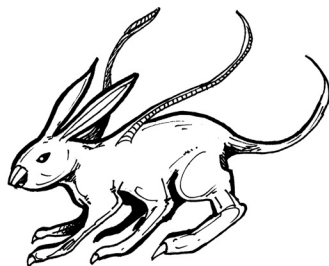
HYDRILLILAX

The Hydrillilax (referred to as "the Hydran Chimp" by Humans) is a one-meter tall squid-like animal with six tentacles that is native to the Hydrans home planet Hydrax. They are 98% genetically similar to the Hydrans and their closest relatives. These docile creatures thrive on the shore lines and feed mostly on the wide variety of plant life that grows there (above and below the ocean surface) though they will feed on any number of small animal life forms if they can catch them.

The Hydrillilax, like the Hydrans, has three sexes but the matriarchal part is a symbiotic being on the under side of the Male. Males and Females mate and the two seeds are deposited into the symbiont. Beings are produced in triples, one male (with the symbiotic matriarchal attached) and one female. In the final years of the male Hydrillilax's life the symbiont often dies and detaches from the body. Not all matings are fertile as the matriarchal does not produce eggs very often.

The Symbiont part of the Hydrillilax produces many immune system resources. These protect the males, and are passed to the females during mating. These immunity hormones are often used by Hydran physicians to treat their own species. A Hydran doctor might inject a Hydrillilax with a bacteria or virus to generate antibodies to treat the patient, much as humans do with horses and swine. Early Hydrans ate these creatures, providing disease protection when invading a new continent.

The Hydrillilax has six tentacles, each with a sharp claw on the end that helps them cling to the undersides of the Hydran land masses, pry food out of the rocks, and defend themselves. Hydrillilaxes have two mouths, one for eating and the other for breathing. There is a lining in the throat that fills with blood and heats the ocean fluid just enough to produce a breathable chlorine gas. They can dive to only 30 yards as the colder oceans below that point cannot be processed for breathing. They are not quite sentient, showing signs of some self-awareness and have been observed using crude tools and can follow semi-complex commands. Some are adopted as pets, and Hydran starships always carry a few (under control of the surgeon). They exist in large numbers in the wild.

There is no record of a Lyran ever eating a Hydrillilax. However, if the same processes were used to prepare Hydrans, they should be edible.

ST 16, DX 15, IQ 6, HT 13/18. Speed 6 (10 in liquid), PD0, DR0. Weight 80-100 pounds. Bites for 1d-1 cutting damage. Claws cause 1 point each (wild specimens only).

Flexible; Brachiator; Semi-upright; all Animal Handling rolls are at -1; all limbs are Tentacles; six Arms, all are 1 hex long, all have Extra Flexibility and Constricting Attack; Ambidexterity; Coordinated (+1 attack/turn); Drug Factory (see above); No Neck; Anaerobic; Increased Life Support (Nitrogen-methane-chlorine atmosphere at cryogenic temperatures); Amphibious.

—*Hydrilliax created by Loren Knight*

INTERSPECIES MEDICINE

by Gary Plana

Without exception, all medical skills are specialized by race or species, just as technical skills are specialized by TL. With rare exceptions, medical professionals are initially trained to treat members of their own species, and only after gaining proficiency do they receive training for other species. So for all medical skills, it is assumed that the character learns them first for his own species; exceptions to this must be cleared with the GM during character creation and may require an Unusual Background.

Once a character has received initial skill training for his own species, application of his medical skills and/or training for other species is handled in a fashion similar to "Skill Retraining For Different Technology Levels" on page 112 of the **GPD Core Rulebook** — each medical skill per species is considered a separate skill; for example, Surgery (Human) is a different skill than Surgery (Vulcan). In the remainder of this rule section, the skill "Surgery" will be used in examples. It should be clearly understood that these rules apply to ALL medical skills, not just Surgery!

Some races are very similar to each other, while some are very alien. The table below which classifies species into Groups and sub-Groups was first proposed by Doctor Zorski of New Texas and has been updated as new species have been discovered. In it, Groups are designated by Roman numerals, and subgroups within a group have letters appended after the Group number.

DEFAULT MODIFIERS

When attempting a medical skill "by default" for a different race than your own for the first time, the minuses that are applied to your skill level are as follows:
- within a sub-Group: -1. Examples: Human to Deian (both are Group I-a), Romulan to Vulcan (both are Group III-a), or Gorn to Hilidarian (both are group V-b).
- within a Group: -2. Examples: Human to Prellarian (both are Group I but in different sub-Groups), Dunkar to Klingon (both are Group II), Vulcans to Andorian (both are Group III but in different sub-Groups), or Ranel to Phelan (both are Group IV but in different sub-Groups).
- between Groups I, II, III, or IV: -5.
- between Group V and Groups I through IV: -10.
- between Groups I-V and any of Groups VI-IX: -15.
- between any of groups VI-IX: -15.

Group "X" races are the exception to this rule. Medical skills for these races CANNOT be learned "by default" and may only be learned normally per **GPD** page 72.

Examples: If a non-Tholian doctor were to have a Tholian patient brought to him, he would be unable to treat him unless he had previously spent character points to learn Surgery (Tholian). A Dunkar doctor with Surgery (Dunkar) 21 who was attempting to treat a Klingon patient would do so at Surgery (Klingon) 19. The same doctor when attempting to treat a Prounhoulite patient would do so at Surgery (Prounhoulite) 11. That doctor could not treat a Tholian patient with Surgery, as Tholians are Group X; he would first have to learn Surgery (Tholian) as a new skill.

If the patient is of a completely unknown species then the modifier is DOUBLED. Note that this doubling is only applied during unusual circumstances, such as the emergency treatment of an enemy casualty during a First Contact event. (This is sometimes referred to as the "What the devil is *this* on my operating table, Captain?" rule.)

A successful roll on a Xenology or Xenobiology skill would cut the normal penalties in half; round fractions up.

Finally, if the medical skill modifier is greater than the medical skill itself (i.e., the modified skill level is zero or negative) then the doctor does not have sufficient skill to treat the patient.

As stated on **GPD** page 112 and elsewhere, once you have a learned a skill (even "by default") you are allowed to spend character points in order to improve it, even during character creation. (Be sure to do it; your buddies will love you for it!)

FIRST AID

Because First Aid mostly treats obvious injuries and symptoms and is intended to stabilize a patient until a real doctor is available, it is not penalized as severely as surgery or internal medicine would be. Any doctor within Groups I, II, III, and IV could treat any other species within those groups at First Aid -0. This includes such things as stop bleeding, set broken bones, or restore breathing. (Think of it this way, any human Boy Scout could manage to bandage a cut on his own dog to keep it from bleeding to death until they can reach a veterinarian.) Outside of Groups I-IV, the normal medical penalties would apply to First Aid.

IMPROVING THE PATIENT'S ODDS

With access to a medical library covering the patient race (or subspace communication with a doctor familiar with the patient's species), a few hours of study, and a success roll against IQ or the relevant medical skill, the penalty can be reduced by 33% to 67%. (The GM will decide the extent of penalty reduction based on the difference in species and available knowledge.)

RACIAL HYBRIDS

These are individuals composed of mixed species, for example a half-Human/half-Vulcan. The GM has two options as to how to handle these characters.

Option #1 — Treat the patient (for purposes of penalties) as being of the most different type. Thus, a Human-Klingon hybrid would be treated as a different group by a Deian or a Tellerite.

Option #2 — the character in question is a hybrid whose composition is uncommon and/or unique. In this case, the medical skill modifier is calculated as follows: calculate the medical skill modifier for each species the patient is composed of, and determine the worst-case modifier. Then double that worst-case modifier and subtract 1; this is the applicable medical skill modifier for that doctor and patient.

For example, a Deian doctor wishes to treat a Human/

Klingon patient. The modifier for Deian-Human is -1 (both are sub-Group I-a), while the modifier for Deian-Klingon is -5 (one Group different). Thus the worst case modifier is -5, which doubled becomes -10, and -1 gives a final medical skill modifier of -11. Therefore, If this doctor had Surgery (Deian) 21, he would default to Surgery (Human/Klingon) 10.

ZORSKI'S INTERSPECIES COMPATIBILITY TABLE

Group I-a (humans): Alpha-Centaurans, Deians, Humans, Rigellians
Group I-b (near-human): Brecon, Cygnans, Prellarians, Yitlians, Zoolies

Group II (humanoids): Arcturians, Cromargs, Dunkars, Klingons, Fralli, Tellarites, Veltressai

Group III-a (copper-blooded): Romulans, Vulcans
Group III-b (copper-blooded): Andorians, Orions

Group IV-a (felinoid mammals): Carnivons, Kzintis, Lyrans†
Group IV-b (other felinoid mammals): Korlivilar†
Group IV-c (omnivores): Ranel, Slirdarians
Group IV-d (aquatic mammals): Phelan, Rovilians
Group IV-e (flying mammals): none yet known

Group V-a (avians): Paravians
Group V-b (cold-blooded reptiles): Gorn, Hilidarians, Prounhoulites
Group V-c (warm-blooded reptiles): Skoleans, Vudar

Group VI-a (crustaceans): none yet known
Group VI-b (insectoids): Seltorians
Group VI-c (invertebrates): Jindarians, Mynieni

Group VII (undifferentiated): none yet known

Group VIII-a (ammonia-breathers): Q'Naabians
Group VIII-b (chlorine-breathers): none yet known
Group VIII-c (fluorine-breathers): none yet known

Group IX-a (methane-breathers): Hydrans
Group IX-b (hydrogen-breathers): none yet known

Group X (uniques): Tholians

NOTES

Group I species are all moderately compatible in terms of blood and biochemistry. (Alpha-Centaurans are genetically human.) Group II species are dissimilar in biochemistry to Group I species, and/or have significant internal differences including extra or unique internal organs. Group III species all have copper-based blood.

Group IV races are all mammalian with moderately compatible biochemistries but have significant internal and external differences.

Group V are reptilian; Paravians are in fact descended

A Dunkar medic treats a wounded warrior.

from the original Gorn race.

Group VI, loosely described as exoskeletal, is a "catch all" group of unrelated species. Every species in that group should be considered a separate group unrelated to other species but still one group for purposes of determining how many groups apart other groups are.

Group VII races do not have individual internal organs or their equivalents, and include plantlike species.

Group VIII species do not breathe oxygen and come from subzero climate worlds, while Group IX species come from worlds with cryogenic temperatures.

Group X species are highly unique, so different from any others that they defy classification; essentially, "Group X" is a catch-all equivalent to "none of the above."

Groups VI through X are simply "general categories" and reflect totally different biologies rather than a range of variations such as Groups I through V. As such, any doctor would treat any species in Groups VI through IX as the maximum difference (-15).

Some of the subgroups listed above are currently empty; they just haven't been discovered (well, published in **GPD** products) ... yet.

† The original Zorski table listed the Korlivilar in Group IVa and the Carnivons in Group IVb (which he labeled Canid Mammals). This was based on their external physiology, and proved wrong once DNA testing was done. In fact, the Kzintis, Lyrans, and Carnivons all descended from a common racial ancestor, while the Korilivar (from the opposite end of the Alpha Sector) are only superficially felinoid; their internal structure and blood chemistry are somewhat different from the other "cat races." Medicine is not an exact science and assuming that an alien who is superficially like some other species is internally similar to that species can be very dangerous.

Why Things Work
Transporting High Explosives

by Loren Knight

Hundreds of fans of the television series have asked: *Why don't they just beam over a big bomb and blow the enemy ship to pieces?*

That is a good question, but there is also a good answer. Explosives are by their nature unstable and any disruption in the rematerialization process can cause them to explode. The explosion, however, causes much more damage to the point of origin (through feedback energy) than to the point of arrival. Depending on the size of the bomb, this might well be enough to destroy the transporter (or the starship) which transported the bomb in the first place. In addition, this sudden surge of energy in the power system can blow out several other systems on the ship.

Such disruptions are easily caused and hard to prevent. A ship's structural integrity field will cause it (they are *designed* to do so) and any crewman (or automated system) who spots a materialization in process and fires (or throws something) into the field will cause an explosive to detonate. (Firing or throwing something into a field where people are arriving would not cause any significant disruption unless the enemy Marines had actually arrived, and even then it would disrupt the Marines, not the field.)

Transporting a mine or other explosive device between two friendly ships who *don't* want it to go off requires special safety systems on both the transporting and receiving end, which are reflected in **Star Fleet Battles** by rules that reduce transporter efficiency by 75%.

The explosive charges used by Hit & Run boarding party actions are carried by these stalwart Marines in an inactive condition, and are set to explode only when they arrive. Such weapons are relatively small, able to damage one compartment of an enemy ship but not the whole starboard side of it. For Marines to carry anything bigger (say, a nuclear bomb or a 1,000 kilo high explosive bomb) would require the enemy ship to literally assist in the safe arrival of this bomb. Obviously, this isn't a practical plan.

There are two explosive devices that are employed by transporters: the transporter bomb (small nuclear space mine) and transporter artillery (conventional artillery shells scattered over a ground target by a transporter instead of a cannon). Transporter bombs are beamed into space and therefore avoid all the problems of beaming into a ship. No ship can lock-on to an arriving transporter bomb thousands of kilometers away in time to do anything to it, and once it arrives the mine's stealth coating makes it a difficult target to see or hit. Trying to send a transporter bomb into an enemy ship is impossible as the structural integrity field would cause it to explode inside *your* ship. Transporter artillery shells are beamed high enough over the target (hundreds of meters or more, letting gravity take over) that no one (not even an automated system) can lock onto them in time to react. Of course, by dropping a shield facing the enemy (needed to use a transporter) you expose your ship to enemy weapons of other types.

NEW ACADEMY TEMPLATE

Star Fleet Auxiliary   **20 points (+ specialty)**

While most "unrestricted line" officers come out of the Star Fleet Academy's standard course of study, certain specialty officers (doctors, lawyers, scientists, supply officers, and construction engineers) come out of specialized Star Fleet schools affiliated with the Academy. As a category, these are known as Auxiliary Officers, although the term is rarely used except in personnel records. In simple terms, these officers have fewer of the "military" skills and more of the skills of their specialty.

Purchase of this template is a requirement for any character who is, or has been, a Star Fleet Auxiliary officer. Minimum requirements are ST 9, IQ 12, DX 9, and HT 9.

Some of the skills items below are "Must pick within career field". If there is no skill related to a given career field, they can (with the GM's permission) either skip that entry or select any skill of that type that would have at least some utility to an officer of that career field. Star Fleet Auxiliary Academy graduates receive the following:

>**Advantages:** Same as Star Fleet Academy.
>**Disadvantages:** Same as Star Fleet Academy.
>**Skills:**

Administration at IQ-1 [1] .... improve to IQ-0
Astronomy/TL at IQ-2 [1] .... reduce to IQ-3
Beam Weapons (Phaser) at DX [1] .... reduce to DX-1
Computer Operation/TL at IQ [1] .... no change
Computer Programming/TL at IQ-3 [1/2] .... no change
Electronics/TL (your choice) at IQ-2 [1] .... Note 1
Electronics Operation/TL (Transporter) at IQ [2] .... n/c
Engineer/TL (your choice) at IQ-3 [1/2] .... Note 1
First Aid/TL at IQ [1] .... no change
Free Fall at DX-2 [1/2] .... no change
History (Federation) at IQ-2 [1] .... no change
Judo at DX-2 [1] .... reduce to DX-3
Law (Federation) at IQ-2 [1] .... no change
Leadership at IQ-2 [1/2] .... no change
Mathematics at IQ-2 [1] .... no change
Mechanic/TL (your choice) at IQ-2 [1/2] .... Note 1
Physics/TL at IQ-3 [1/2] .... no change
Pilot/TL (shuttlecraft) at DX-1 [1] .... no change
Research at IQ-2 [1/2] .... no change
Sailor/TL at IQ-1 [1] .... reduce to IQ-2
Savoir-Faire (military) at IQ [1] .... reduce to IQ-1
Strategy at IQ-3 [1/2] .... use default (IQ-6)
Survival (choice) at IQ-1 [1] .... no change
Tactics at IQ-3 [1/2] .... use default (IQ-6)
Vacc Suit at IQ-1 [1] .... no change
Xenology at IQ-2 [1] .... no change

SPECIALTY AREAS

Logistics Branch: Improve administration to IQ+1 [4]
Medical Corps: Add Physician at IQ [4], Diagnosis at IQ [4], and Surgery at IQ [8].
Scientist: Add any three hard science skills at IQ [3x4]
Construction Engineer: Add Engineer (space construction) or Engineer (colony construction) at IQ [4]; must take the other of these two skills as his selected engineer skill above.
JAG: improve Law (Federation) to IQ [4]
Note 1: Selected skill must be within career field.

How To Get There
Civilian Transportation in the Star Fleet Universe
by David Lang

The **Star Fleet Universe** is at the same time a very large and a very small place. The **GPD Core Rules** cover long range travel, but short range travel (within a single F&E hex, the capitol hexes for example) isn't really covered. There is very advanced transportation technology available and the implications of this technology is not always obvious. This article will explain transportation options that are available for use and, where possible, refer to historical methods of transportation to illustrate what the raw numbers represent.

On major planets, characters have several options to get from here to there: they can avoid going altogether and instead trivideo conference, or get anywhere on the planet or within 50kkms via transporters, or they can use shuttlecraft. The GM will need to determine the availability of transporters on each world (they do take trained people to operate them which limits their use somewhat). The standard Administrative Shuttlecraft is a very versatile craft and while it is not designed for high-speed travel in the atmosphere, it has enough power to reach orbit. A Yacht has much more room and comfort, but is the same speed as a shuttlecraft. To get to the other side of the typical Class-M world only takes about 20 minutes: seven minutes to climb from sea level to 50 miles altitude at 400 mph (a conservative sub-sonic speed), six minutes to get clearance from the local traffic control and orbit the planet at high speed, and seven minutes to descend back to sea level. As a point of comparison, in the early 21st century a person who only had to spend 20 minutes each way getting to work in a major city would be considered lucky.

As you move beyond 50kkms, the transporter ceases to be an option and you are left with trivideo conferencing or shuttlecraft. Major planets strongly discourage use of high warp within 15 light-hours from the system's sun (this is approximately a second of travel for a ship at high warp), some to the point of firing on any craft using high warp within this distance that hasn't identified itself (and since the slightest amount of damage will vaporize a large ship at high warp it's not something to risk). Even without using high warp, a Solar System is still a fairly small place. Using a shuttle's tactical warp engines (warp 2.5), a trip from Earth to Luna will take approximately 8 minutes (7 minutes to clear the earth's atmosphere and a second to get to Luna and then a minute to land). Traveling out to any point in Sol's asteroid belt could take as long as 9 minutes. Even the outer planets are not far away; traveling from earth to Pluto will take about 30 minutes by shuttle at warp 2.5. The high-warp limit of 15 light hours will take less than an hour to travel by shuttle.

Once you leave a Solar System, a shuttle starts to become much more inconvenient. While shuttles and yachts can be equipped with a 'long range' pod to provide the fuel and supplies for such a trip, traveling to other star systems by shuttle/yacht takes a *lot* more time. A trip from Sol to Alpha Centauri at warp 2.5 will take approximately 36 hours; traveling from Earth to Vulcan will take about 6 days. While these times don't seem completely unreasonable (on 21st century Earth, trips by automobile of such durations were common for things like annual business trips or vacations) one thing to remember is that you can't go outside or take a break. A shuttle or even a yacht will seem VERY small after a few days. (Remember that even a large Yacht is only about three times the size of an Admin Shuttle so it would have approx 36sq meters of floor space).

However there are many other options available for interstellar travel. Numerous companies run regularly scheduled trips between systems. The craft used for this are a mix of passenger liner and ferry designs, often based on the standard small freighter with its 30m x 200m cargo pod. (Such a ship already has no less than 16 docking ports able to handle shuttlecraft, and by simply removing some interior partitions on Decks 5 and 6, dozens of shuttles could be parked inside, leaving the other 70% of the ship to carry standard cargo.) For short duration runs, you will see craft that have large shuttle bays. People just fly their shuttles up to the ship, dock, and stay in the shuttle the entire trip (with a small lounge for people who board by transporter). For longer trips, you will have more space allocated to lounges, sleeping quarters, etc.

The various types of ships available and the transit times for the design are (in order of increasing cost):

Slow Freighter, warp 4.5, Earth-Alpha Centauri 6 hours, Earth-Vulcan 24 hours.

Fast Freighter, warp 5.5, Earth-Alpha Centauri 3 hours 20 minutes, Earth-Vulcan 13 hours 10 minutes.

Surplus EY-era warship conversion, warp 6, Earth-Alpha Centauri 2 hours 30 minutes, Earth-Vulcan 10 hours 10 minutes.

Surplus GW era warship conversion, warp 7, Earth-Alpha Centauri 1 hour 35 minutes, Earth-Vulcan 6 hours 30 minutes.

Federation Express, warp 7.25, Earth-Alpha Centauri 1 hour 25 minutes, Earth-Vulcan 5 hours 45 min.

In addition to the standard High Warp speeds listed above, some ships can also operate at Dash speed. This is very expensive as it costs the base cost of the ship in supplies over five years of operation. Because of this, only smaller starships are used for Dash Transit, and this reduces the cargo that can be carried and drives up the ticket costs. Such service is normally only available on the highest traveled routes (similar to the use of the supersonic *Concorde* aircraft in the early 21st century). It does significantly cut down on the travel time, but the craft requires about 8 hours of maintenance for every 16 hours in flight. A ship of this type makes a lot of short fast trips with long delays in between. For very short trips, the ship can potentially make several trips before requiring maintenance.

A Federation Express Courier operating at dash speed (Warp 9.5+) will make the Earth-Alpha Centauri run in about 4 minutes and the Earth-Vulcan run in about 16 minutes (not counting loading/unloading, docking, and the hour to enter and leave each solar system, surface-to-orbit, etc.), which could easily extend the travel time by several hours.

TEAM GRISSOM

Lt. Commander Grissom   150 points

Attributes: ST 12 [20], DX 14 [45], IQ 12 [20], HT 10 [0].

Information: Race: Human; Height: 6'1"; Weight: 175 lbs.; Age: 30; Sex: Male; Graduated: Star Fleet Academy.

Advantages: Fit [5]; Military Rank 4 [20]; Panimmunity/TL9 +1 [2]; Reputation (Star Fleet officer) 1 [5]; Security Clearance 3 [15]; Status 1 [0, from Military Rank]

Disadvantages: Code of Honor (Uphold the Prime Directive) [-1]; Duty (Star Fleet) Almost all the time (15 or less) [-15]; Overconfidence [-10]; Sense of Duty (Federation) [-10].

Quirks: Always eats chocolate at dinner [-1]; Collects classical music files [-1]; Enjoys solving math puzzles [-1]; Plays old brass trombone to relax [-1]; Tends to use phrases repeatedly [-1].

Skills:
Administration-12 [2]
Armoury (Phasers)/TL12-12 [2]
Armoury (Photon Torpedoes)/TL12-12 [2]
Astronomy/TL12-10 [1]
Beam Weapons (Phaser)/TL12-17 [2]
Climbing-14 [2]
Computer Operation/TL12-12 [1]
Computer Programming/TL12-9 [.5]
Diplomacy-10 [1]
Electronics (Weapons)/TL12-10 [1]
Electronics Operation (Sensors)/TL12-12 [2]
Electronics Operation (Transporter)/TL12-12 [2]
Engineer (Electrical)/TL12-10 [1]
First Aid (Human)/TL12-12 [1]
Free Fall/TL12-13 [1]
Gunner (Phasers)/TL12-16 [2]
Gunner (Photon Torpedoes)/TL12-16 [2]
History (Federation)-10 [1]
Judo-13 [2] (Parry: 8)
Law (Federation)-10 [1]
Leadership-12 [2]
Mathematics-12 [4]
Mechanic (Weapons)/TL12-11 [1]
Musical Instrument (Brass)-11 [2]
Physics/TL12-9 [.5]
Piloting (Shuttlecraft)/TL12-14 [2]
Research-11 [1]
Running (Move: 7)-8 [1]
Sailor/TL12-11 [1]
Savoir Faire (Military)-13 [2]
Stealth-14 [2]
Strategy-12 [4]
Survival (Urban)-11 [1]
Tactics-12 [4]
Vacc Suit/TL12-11 [1]
Xenology/TL12-10 [1]

Petty Officer 2nd Class Daneric-Tren   125 pts

Attributes: ST 12 [20], DX 12 [20], IQ 11 [10], HT 11 [10]

Information:
Race: Cygnan
Height: 5'10"
Weight: 165
Age: 27
Sex: Male
Graduated: Star Fleet Basic Training.

Advantages: Absolute Direction [5]; Fit [5]; Group Skill Bonus (Science) +4 [24]; Mathematical Ability [10]; Military Rank 1 [5]; Panimmunity/TL9 +1 [2]; Reputation (Star Fleet) 1 [5]; Security Clearance 2 [10]; Versatile [5].

Disadvantages: Albinism (Treatable -60%) [-4]; Code of Honor [Uphold the Prime Directive] [-1]; Compulsive Gambling [-5]; Duty [Star Fleet] [15 or less] [-15]; Fear of Open Spaces (Mild) [-10]; Gregarious [-10]; Sense of Duty (Federation) [-10].

Quirks: Constantly smiling [-1], Likes to work nights [-1].

Skills:
Astronomy/TL12-12 [.5]
Beam Weapons (Phaser)/TL12-13 [1]
Chess-11 [1]
Climbing-13 [4]
Computer Operation/TL12-11 [1]
Electronics (Security Systems)/TL12-16 [1]
Electronics (Sensors)/TL12-16 [1]
Electronics Operation (Security Systems)/TL12-10 [1]
Electronics Operation (Sensors)/TL12-12 [4]
Engineer (Atmospheric Systems)/TL12-16 [1]
Engineer (Electrical)/TL12-16 [1]
Engineer (Spacecraft)/TL12-16 [1]
First Aid (Group I-IV)/TL12-11 [1]
Free Fall/TL12-12 [2]
Gambling-12 [4]
History (Federation)-9 [1]
Judo-10 [1]
Knife-12 [1]
Law (Federation)-10 [2]
Mathematics-16 [1]
Mechanic (Atmospheric Systems)/TL12-12 [4]
Mechanic (Spacecraft)/TL12-12 [4]
Physics/TL12-12 [.5]
Running (Move 6.75)-10 [1]
Sailor/TL12-10 [1]
Savoir-Faire (Military)-11 [1]
Stealth-12 [2]
Survival (Urban)-12 [4]
Vacc Suit/TL12-10 [1]
Xenology/TL12-9 [1]

Marine Private Dellik

100 points

Attributes: ST: 10 [0]; DX: 12 [20]; IQ: 12 [20]; HT: 12 [20]

Information:
Race: Human
Height: 5'8"
Weight: 110
Age: 23
Sex: Female
Graduated: Marine Boot Camp.

Advantages: Cool [1]; Fearlessness 2 [4]; Panimmunity/TL9 +1 [2]; Reputation (Marine) 1 [5]; Security Clearance 1 [5]; Very Fit [15].

Disadvantages: Code of Honor (Uphold the Prime Directive) [-1]; (Star Fleet) Almost all the time (15 or less) [-15]; Kleptomania [-15]; Sense of Duty (Federation) [-10].

Quirks: Distrusts authority figures [-1]; Fidgets when not doing something [-1]; Returns stolen items to original owners [-1]; Secretive about past [-1]; Uncomfortable around non-humans [-1].

Skills:
Armoury (Phaser)/TL12-11 [1]
Beam Weapons (Phaser)/TL12-16 [4]
Camouflage-12 [1]
Climbing-13 [4]
Computer Operation/TL12-12 [1]
Electronics Operations (Communication)/TL12-12 [2]
Fast-Talk-14 [6]
First Aid (Group I-IV)/TL12-12 [1]
Free Fall TL12-12 [2]
Gunner (Beam Weapons)/TL12-13 [1]
History (Federation)-9 [.5]
Karate-10 [1]
Knife-13 [2]
Law (Federation)-9 [.5]
Leadership-10 [.5]
Parachuting-12 [1]
Pickpocket-12 [4]
Running (Move: 7.25)-10 [1]
Sailor/TL12-11 [1]
Savoir-Faire (Military)-12 [1]
Shortsword (Stun Baton)-11 [1]
Sleight of Hand-13 [8]
Stealth-13 [4]
Survival (Urban)-12 [2]
Survival (Woodlands)-11 [1]
Tactics-9 [.5]
Throwing-10 [1]
Vacc Suit/TL12-11 [1]

Marine 1st Lieutenant Yahnke

125 points

Attributes: ST 11 [10]; DX 10 [0]; IQ 12 [20]; HT 12 [20].

Information:
Race: Human
Height: 6'2"
Weight: 180
Age: 25
Sex: Male
Graduated: Federation Marine Academy.

Advantages: Cool [1]; Fearlessness 2 [4]; Military Rank 3 [15]; Panimmunity/TL9 +1 [2]; Reputation (Marine) 1 [5]; Security Clearance 3 [15]; Status 1 [0, from Military Rank]; Very Fit [15].

Disadvantages: Code of Honor [Uphold the Prime Directive] [-1]; Duty (Star Fleet) Almost all the time (15 or less) [-15]; Insomniac [-10]; Sense of Duty (Federation) [-10].

Quirks: Doesn't eat seafood [-1]; Inscribes personal symbolism on weapons [-1]; Listens to Andorian music before each mission [-1]; Uncomfortable working with Star Fleet (Naval) Personnel [-1].

Skills:
Administration-11 [1]
Armoury (Personal Phasers)/TL12-11 [1]
Beam Weapons (Phaser)/TL12-14 [4]
Camouflage-12 [1]
Climbing-10 [2]
Computer Operation/TL12-12 [1]
Electronics Operation (Communications)/TL12-12 [2]
First Aid (Group I-IV)/TL12-12 [1]
Free Fall/TL12-12 [8]
Gunner (Beam Weapons)/TL12-12 [2]
Gunner (Rocket Launcher)/TL12-12 [2]
History (Federation)-10 [1]
Karate-9 [2]
Knife-10 [1]
Law (Federation)-10 [1]
Leadership-13 [4]
Parachuting-10 [1]
Running (Move: 6.75)-10 [1]
Sailor/TL12-11 [1]
Savoir-Faire (Military)-12 [1]
Shortsword (Stun Baton)-9 [1]
Stealth-9 [1]
Strategy-12 [4]
Survival (Mountains)-13 [4]
Survival (Urban)-13 [4]
Tactics-12 [4]
Throwing-8 [1]
Vacc Suit/TL12-11 [1]

Marine Corporal Kilrathie   125 points

Attributes: ST 13 [30]; DX 10 [0]; IQ 12 [20]; HT 13 [30].

Information:
Race: Human
Height: 6'0"
Weight: 177
Age: 24
Sex: Male
Graduated: Marine Boot Camp.

Advantages: Cool [1]; Fearlessness 2 [4]; Panimmunity/TL9 +1 [2]; Reputation (Marines) 1 [5]; Security Clearance [5]; Very Fit [15].

Disadvantages: Code of Honor (Uphold the Prime Directive] [-1), Duty (Star Fleet) Almost all the time (15 or less) [-15]; Impulsiveness [-10]; Sense of Duty (Federation) [-10].

Quirks: Enjoys eating military combat rations [-1]; Takes great pride in his physical condition [-1]; Fanatical about weapon cleanliness and maintenance [-1].

Skills:
Armoury (Phasers)/TL12-12 [2]
Beam Weapons (Phaser)/TL12-14 [4]
Boxing-9 [1]
Camouflage-11 [.5]
Climbing-10 [2]
Computer Operation/TL12-12 [1]
Cooking-11 [.5]
Electronics Operation (Communications)/TL12-12 [2]
Electronics Operation (Weapons)/TL12-11 [1]
First Aid (Group I-IV)/TL12-12 [1]
Free Fall/TL12-12 [8]
Garrote-13 [8]
Gunner (Phasers)/TL12-12 [2]
History (Federation)-9 [.5]
Intimidation-11 [1]
Karate-8 [1]
Knife-11 [2]
Law (Federation)-9 [.5]
Leadership-10 [.5]
Parachuting-11 [2]
Running (Move: 7.125)-11 [1]
Sailor/TL12-11 [1]
Savoir-Faire (Military)-12 [1]
Shortsword (Stun Baton)-9 [1]
Stealth-10 [2]
Survival (Arctic)-11 [1]
Survival (Desert)-11 [1]
Tactics-9 [.5]
Throwing-9 [2]
Vacc Suit/TL12-11 [1]

Sample characters designed by Matthew J. Francois.

Ensign Stulak   125 points

Attributes: ST: 10 [-10, Racial]; DX: 11 [10]; IQ: 12 [0, Racial]; HT: 9 [-10].

Information: Race: Vulcan; Height: 6'3"; Weight: 125 lbs.; Age: 37; Sex: Male. Graduated: Star Fleet Academy.

Advantages: Acute Hearing +1 [2]; Autotrance [5]; Eidetic Memory 1 [30]; Extended Lifespan 1 [5]; Fit [5]; Lightning Calculator [5]; Military Rank 3 [15]; Nictating Membrane 1 [10]; Panimmunity/TL9 +1 [2]; Psionic Power 2 [10]; Reduced Sleep [10]; Regeneration (Limitation: Only in Autotrance, -30%) [18]; Reputation +1 (Star Fleet Officer) [5]; Security Clearance 3 [15]; Status 1 [0, from Military Rank]; Unfazable [15].

Disadvantages: Code of Honor (Logical Behavior) [-10]; Code of Honor (Uphold the Prime Directive) [-1]; Duty (Star Fleet) Almost all the time (15 or Less) [-15]; Honesty [-10]; Intolerance (Emotional or Irrational Behavior) [-10]; No Sense of Humor [-10]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Federation) [-10]; Skinny [-5]; Truthfulness [-5]; Workaholic [-5].

Quirks: Collects rocks from planets he visits [-1]; Insatiable curiosity towards unknown plants [-1]; Tries to defer decisions to others [-1]; Plays only a hand-carved flute [-1]; Wakes up early every day [-1].

Skills:
Administration-12 [1]
Astronomy/TL12-11 [1]
Beam Weapons (Phaser)/TL12-13 [1]
Biochemistry/TL12-12 [4]
Botany/TL12-15 [5]
Chemistry/TL12-12 [2]
Chess-14 [2]
Computer Operation/TL12-15 [3]
Computer Programming/TL12-10 [.5]
Diplomacy-11 [1]
Electronics [Sensors]/TL12-11 [1]
Electronics Operation (Sensors)/TL12-15 [4]
Electronics Operation (Transporter)/TL12-12 [1]
Engineer (Robotics)/TL12-10 [.5]
First Aid (Group I-IV) / TL12-12 [.5]
Free Fall/TL12-12 [4]
Geology/TL12-10 [.5]
History (Federation)-10 [.5]
Judo-10 [2]
Law (Federation)-10 [.5]
Leadership-11 [.5]
Mathematics-12 [2]
Mechanic (Robotics)/TL12-12 [1]
Mind Meld-12 [4]
Musical Instrument (Woodwind)-11 [1]
Nerve Pinch-11 [2]
Physics/TL12-12 [2]
Piloting (Shuttlecraft)/TL12-10 [1]
Research-13 [2]
Sailor/TL12-11 [.5]
Savoir-Faire (Military)/TL12-12 [.5]
Strategy-10 [.5]
Survival (Mountains)-11 [.5]
Tactics-10 [.5]
Vacc Suit/TL12-11 [.5]
Xenology/TL12-10 [.5]

GURPS PRIME DIRECTIVE WEAPONS DATASHEET

DISRUPTOR	SS	ACC	1/2D	MAX	WT	ST	RoF	LC	CHARGES	TL
Holdout	6	1	20	50	0.25	NA	1	0	10/A	10
Pistol	8	5	300	600	2	NA	3	0	100/D	10
Rifle	12	8	600	1,200	6	NA	5	0	200/D	10

PHASER	SS	ACC	1/2D	MAX	WT	ST	RoF	LC	CHARGES	TL
Phaser I	6	2	50	100	0.5	NA	1	2	100/B	10
Phaser II	8	5	200	500	1	NA	3	1	100/C	10
Phaser Rifle	12	8	500	1000	4	NA	5	0	100/2C	10
Pulse Phaser	12	10	800	1200	4	NA	5	0	100/D	11
Repeating	10	12	600	800	8	NA	8	0	500/D	11

FIREARM	SS	ACC	1/2D	MAX	WT	ST	RoF	LC	CHARGES	Rcl	TL
Bolt Rifle	14	11	1000	3700	10	12	0.5	2	6	-3	7
Assault Rifle	12	11	500	2500	8	9	12	1	20	-1	7
Machine Gun	17	6	800	3900	11	-4	12	1	40+	-4	7
Submachine Gun	10	7	160	1900	6.5	-1	10	1	32	-1	7
Pistol	10	3	150	1800	2.5	-1	3	3	15	-1	7

DAMAGE VERSUS SETTINGS — SETTING AVAILABILITY

Setting	TYPE	DAMAGE	CHG/SH	I	II	Rif	Pul	Rp
Stun-1	Stun	1*	1	√	√	√	√	-
Stun-2	Stun	2*	2	-	√	√	√	-
Stun-3	Stun	3*	3	-	-	√	√	-
Kill-1	Imp	2d	2	√	√	√	√	-
Kill-2	Imp	4d+1	4	-	√	√	√	-
Kill-3	Imp	6d+2	6	-	-	√	√	√
Kill-4	Imp	8d+3	8	-	-	-	√	√
Kill-5	Imp	10d+4	10	-	-	-	√	√
Disint-1	Expl	2dx10	10	-	√	√	√	√
Disint-2	Expl	4dx10	20	-	-	√	√	√
Disint-3	Expl	6dx10	30	-	-	-	√	√
Disrupt	Expl	2dx10	1	-	-	-	-	-
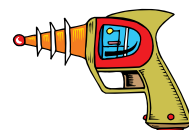
AMMO	TYPE	DAMAGE	WEAPON	AMMO	TYPE	DAMAGE	WEAPON
.01 Needle	imp	1d+2	Pistol	.44 Mag	cr	3d	Pistol
.22 LR	cr	1d+1	Either	.45 ACP	cr	2d	Pistol
.30-06	cr	7d+1	Rifle	.45-70 BP	cr	5d	Rifle
.30-30 Win	cr	5d	Rifle	.50 MG	cr	13d	Rifle
.303 Brit	cr	6d+1	Rifle	5.56x45mm N	cr	5d	Rifle
.308 Win	cr	7d	Rifle	7.62x39mm R	cr	5d+1	Rifle
.32 ACP	cr	2d-1	Pistol	7.62x51mm N	cr	7d	Rifle
.357 Mag	cr	3d-1	Pistol	9x19mm P	cr	2d+2	Pistol
.38 Sp	cr	2d-1	Pistol				

The Andromedan File

The **GURPS Prime Directive** core rules include only a bare-bones set of rules for Andromedans, which is enough to allow their robots to appear as non-player characters (basically, as enemies and targets). Their racial advantages and disadvantages are outlined enough for that use, but are not detailed. Here is the full text of the advantages and disadvantages needed in order to fully appreciate just how *awful* Andromedans are. Note that these rules are written in a basic sense, rather than specifically for the Andromedans, so that GMs could use some of them (in combination with other advantages and disadvantages) to create alien species.

TL: 14. In truth, nobody really knows what TL the Andromedans are. They are from another galaxy and while some of their technology appears to be less advanced than that of the Galactic Powers, other items are so weird that Star Fleet cannot tell how they operate, only what they do.

Data compiled by Sean Bayan Schoonmaker.

Andromedan Tractor-Repulsor Beam

This weapon is used by the Andromedan heavy weapons robot; a much larger version is fired by Andromedan ships. It is a deadly weapon; one shot will kill or incapacitate a Marine in heavy combat armor. This deadliness is offset by the fact that only one Andromedan robot in a team of five or six has this weapon, and that robot is the biggest and noisiest of the lot. Stats include:

Type: Special*	Damage: 3d (100)
SS: 15	Acc: 18
1/2D: 2500	Max: 75
RoF: 3	Shots: 100/E.

Each Andromedan heavy weapons robot has the equivalent of a type-E power cell.

*Special Damage Rule: In addition to the armor divisor of 100, the TR beam ignores the PD of the target's armor. This means the weapon effectively ignores anything short of powered combat armor. But then, it is the Andromedan equivalent of a medium anti-tank rocket launcher.

This weapon was modeled by Alex Chobot on the tripod gravbeamer from **GURPS Ultra-Tech 2**. That weapon is, like the TR beam, an oscillating tractor-repulsor effect using electro-gravitic waves.

Andromedan Advantages

Body of Metal   9 points/level
Your body is composed of metal. You get PD 1 for every three levels (maximum PD 6) and DR 1 per level. Damage from your punches and kicks is raised by +2, but your move is reduced by 20%. Sonic and vibratory attacks are automatically "armor-piercing" against you; this means that only 3/4 of your DR (round up) is effective. You are considered "ferrous" with respect to magnetism.

Special enhancement: Your body is nonferrous. +10%
Special enhancement: Your body's metal is amorphous rather than crystalline, and suffers no extra effect from sonic or vibratory attacks. +30%

Special limitation: You cannot switch out of Body of Metal form. This is not especially crippling, although you look peculiar. -20%, plus the potential of Ugly or Hideous Appearance; however, a metal body might also be sleek and attractive.

See special Andromedan armor rules, **GPD** page 35.

Eidetic Memory   30/60 points
You remember everything you see or hear. This talent comes in two levels. Andromedans, who "cannot learn", reduce this cost by -70% for "no skill bonus".

At the first level, you remember the general sense of everything you concentrate on. Thus, all the points you put into "regular" mental skills count double (there is no bonus for psi skills). You get a +1 on magic spells. Also: whenever you need to remember a detail of something you have been told, the GM rolls against your IQ. A successful roll means he must give you the information! Cost: 30 points.

The second level is true "photographic memory." You remember everything that has ever happened to you! All points put into "regular" mental skills count *quadruple*. You get a +2 bonus on magic spells. Furthermore, any time you (as the *player*) forget a detail your character has seen or heard, the GM or other players must remind you — truthfully! Cost: 60 points.

Radar Sense   50 points, +1 point/hex radius
You perceive a complete radar "picture" of everything going on around you, with a resolution that rivals the best ultra-tech "imaging-radar." You can sense shapes and objects, but not colors. Normally, the denser an object is, the easier it is to see; you must make a Vision roll to make out details of less-dense objects. On the other hand, radar can look right through water, clouds, leaves, and so on. GMs may give bonuses to certain skills, as listed under Sonar Vision. Radar Sense may be true radar, or it may be some more unusual sense (probably magic or psionic); *Sonar Vision* is a separate advantage.

Special enhancement: You can "see" *inside* any object within your radius. +40%
Special enhancement: You can see colors. +20%
Low-res radar: Alternatively, your radar can have a very low resolution. In this case, each point buys a *mile* of radius, but all you can detect are large (human-sized or larger), dense objects. On an IQ roll, you get a general idea of the relative size of the object, and whether it is moving, but nothing more precise than that. Notably, you cannot "image" with this sort of radar, and it cannot be used to aim attacks.

Special enhancement: You have both an "imaging" and a "low-res" mode. +50%

Radio Hearing   10 points
This ability allows you to listen in on radio traffic of all kinds — AM, FM, police band, shortwave, CB, marine band, subspace, and many others. Make an IQ roll to "tune" to a particular frequency (one try per turn).

Radio Speech   25 points

This is a racial advantage. The species *talks* by radio! This advantage includes the Radio Hearing advantage (above). Individuals can talk amidst even the loudest noises, but static from lightning storms and unshielded electronics drown out their speech. Individuals trying to tune into Radio Speech conversations with a radio must make an Electronics Operation (Communications) roll.

Shock   Close Combat, DX, 20 points

Members of the race can generate a powerful electrical charge that can fry electrical equipment, or stun and burn living creatures. The individual must contact the target with its bare skin, or a metal implement held in a bare hand. The target must be hit on bare skin, or on ungrounded metal in contact with its skin.

Against a living target, a hit does Fatigue damage; a critical hit does actual injury. In either case, the target must make a Will roll to avoid being Stunned (see **GPD** page 95). Against a machine, for every 2 points by which the DX roll is made, there is a cumulative 1-in-6 chance that the machine will short-circuit. On a critical success, it catches fire! *Damage:* 1d. *Range:* Close combat only.

### Vacuum Support   40 points

You can survive in the hostile environment of space. This maintains your internal pressure and temperature, and allows you to "breathe vacuum." It does not confer protection from attacks or damage of any kind unless the attack makes use of a vacuum, You can also survive underwater, or anywhere else that there is no air to breathe. This includes the Pressure Support advantage (**GPD** page 60).

Andromedan Disadvantages

Cannot Learn   -30 points

A character with this disadvantage cannot improve his IQ or DX by spending character points, nor can he spend character points to improve his skills. He is stuck with whatever abilities he started out with. This disadvantage is *usually* only appropriate for robots, golems, and mindless undead (skeletons, zombies, etc.), but may, at the GM's option, be used to reflect a severe learning disorder.
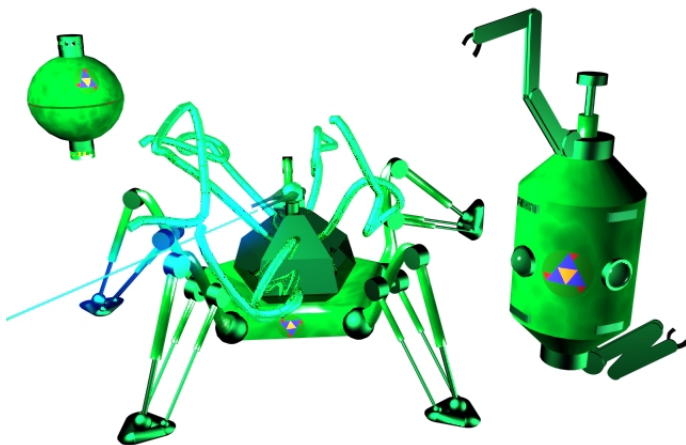
Fanaticism   -15 points

You believe very strongly in one country, religion, etc. It is more important to you than anything. You might not die for it (depending on your degree of personal bravery), but you will put it ahead of everything else. If your country/religion/whatever requires obedience to a certain code of behavior, you will follow that code rigidly. If it requires obedience to a leader, you will follow that leader with total loyalty. You must roleplay your fanaticism.

Note that fanatics do not have to be either mindless or evil. A glaring priest of Set, brandishing his bloody dagger, is a fanatic. So is a kamikaze pilot, exchanging himself for an aircraft carrier. So is a patriot who says, "Give me liberty or give me death!" Fanaticism is a state of mind; it is what you are fanatic about that makes the difference.

Hive Mentality   -20 points

This can only be taken as a racial disadvantage.

Members of the race place no importance on personal fame and wealth, and little on comfort or even survival. They will willingly sacrifice themselves for the good of the race. Includes two levels of Weak Will.

Incurious   -5 points

You hardly ever notice things outside of the business at hand. Roll vs. IQ to avoid ignoring something strange (unless that something is an element of the assigned mission). You react at -1 to new things.

Megalomania   -10 points

You believe that you are a superman, or that you have been chosen for some great task, or that you are destined to conquer. You must start by taking the Fanatic disadvantage — but you are fanatic for yourself! You must choose some great goal — usually either conquest or the completion of some fantastic task. You may let nothing stand between you and this goal. You may attract followers who are also Fanatics; nobody else will enjoy hearing you talk about your brilliance and your great plans. Young or naive characters, and Fanatics looking for a new cause, will react to you at +2. Others will have a -2. This is a better disadvantage for NPCs than it is for player characters.

In the case of Andromedans, this is reflected by their programming to conquer and enslave all galactic life.

Appearance: Monstrous   -25 points

The character's Appearance is beyond Hideous. This is not just ugliness; the character is clearly inhuman. This not only causes a -5 reaction penalty, but causes most humans to react to the character as a monster rather than another sentient being.

This disadvantage is present in Andromedans because even the Orion Pirates would only rarely, when great rewards were offered, deal with the Andromedans.

GURPS is a very big game system, and there are a lot of ways that Andros could be portrayed, as machines, creatures, super heroes, vehicles, or in other ways. This is only one of them; we will present others in future products.

From The Quartermaster

As promised in **GURPS Prime Directive**, here is a selection of common items of technology available in the **Star Fleet Universe**, compiled by Alex Chobot.

Several of the breathing devices include a standard communicator. This is equivalent to the one on page 116 of **GURPS Prime Directive**. Equipment obtained from civilian sources will probably have lesser capabilities.

While costs are given, military people on official missions will be issued the needed equipment. Government property which is legitimately lost in combat results in a simple form being filed with the supply clerk; abandoning, selling, or breaking government property without a good and valid reason is subject to a Line of Duty Investigation, followed by having the cost deducted from your pay!

Technology Improvements

Most items remain available at all TLs after introduction, but they become less expensive in some areas. An Early Years phaser may be almost worthless to a Federation soldier in the X-Ships era but to a TL7 nonaligned planet it would command far more then it was worth when it was new! (As a collectible antique, it is priceless!)

Cost: As a general rule, for any item introduced at TL8 or later, halve cost at the TL after introduction, and halve it again at the next TL.

Size: Unless specified otherwise, all devices except weapons, vacc suits, power cells, and body armor, weigh half as much one TL after being introduced, and 1/4 as much after two or more TLs.

Power: If using power cells, duration assumes *steady* use (e.g. a year means turning a radio on and leaving it on for a year); casual use will be about ten times as long. (In the **GURPS** rules set, power cells are better than and different from batteries, but are used in the same way. In **SFU**, the terms are used more or less interchangably. In **GPD**, we try to use only Power Cells to avoid confusion.)

Air Mask (TL10+)

The air mask is used on worlds that have an unbreathable but otherwise harmless atmosphere (nitrogen, reducing, carbon dioxide and so on). The mask covers the entire face (human, and most humanoid, eyes get oxygen directly from the air). It always includes a standard communicator for the TL, which uses an A cell. It requires air tanks or a filter (see below). It takes three seconds to put the mask on, one second to take it off. Weight is 1/2 pound and cost is $25. For another $12.50, the mask includes a mini-tank with ten minutes' worth of air.

TL8: The original stats are two pounds and $100 dollars. The mini-tank is $50. See **Ultra-Tech** page 24.

Air Tanks (TL7+)

A two-hour tank weighs ten pounds and costs $100 (full). A 24-hour tank weighs 73 pounds and costs $400. Don't reduce weight or cost at higher TLs. Air refills are $5 per hour if you don't have your own air compressor. Tanks take ten seconds to hook up and two seconds to jettison.

Note that an hour of oxy-helium breathing mix weighs only 1.5 pounds; the rest is the tank weight. (Ordinary compressed air would weigh 4.2 pounds.) Different people use air at different rates, so duration is approximate. For game purposes, assume that all adults breathe the same amount of air, and that children under 12 use half as much. All times given here assume an external pressure of 1 atmosphere or less. At 2 atmospheres, an air tank lasts only half as long, and so on. Prices are those charged by an honest dealer when air is plentiful; they will be considerably higher if air is scarce! See **Ultra-Tech** page 24.

Autograpnel (TL10+)

This uses Guns (Grenade Launcher) skill to fire a grappling hook up to 50 yards. A motor winch on the gun lifts up to 400 pounds at up to five yards per turn. The reel contains 50 yards of biphase rope with a breaking strain of 2,000 pounds (4,000 at TL12+). One C cell is good for 200 ascents or descents. Cost is $100 and weight is 1.5 pounds.

TL8: Cost is $400 and weight is six pounds. Breaking strain is 1,000 pounds. See **Ultra-Tech** page 83.

Combat Armor (TL8+)

Combat armor is a multi-piece suit of articulated armor plates covering the entire body. It is fully sealed "space armor." With the helmet visor closed the suit is completely airtight, providing complete protection against contaminated atmospheres, pressure loss, or chemical and biological threats. Combat armor includes a life support pack (described under vacc suits), and tanks for two hours worth of air. The entire range of vacc suit accessories can be used with combat armor. It takes 60 seconds to don the entire outfit, and 40 seconds to remove, or half as long on a successful DX roll.

Light Combat Armor: LCA has PD 4, DR 20. The armor gains DR 5 per TL after TL8. $1,850, 36.5 pounds.

Medium Combat Armor: MCA has PD6, DR 30. The armor gains DR 8 per TL after TL8. $2,350, 36 pounds.

Heavy Combat Armor: HCA has PD 6, DR 45. The armor gains DR 10 per TL after TL8. $3,100, 66.5 pounds. See **Space** page 85.

Diagnostic Table (TL11+)

This is a 7' x 3' x 3' padded, computerized table with a full range of biomed scanners. The patient lies on the table and the results of the scan are projected onto an overhead screen. It gives a +5 to Diagnosis (+1 per TL over 9). Not a portable unit, the table must be installed in a sickbay on a ship or vehicle, or in a hospital. Cost is $3,000, weight is 62.5 pounds and volume is three cubic yards.

TL9: Cost is $12,000, weight is 250 pounds. See **Ultra-Tech** page 94.

Emergency Medkit (TL10+)

This is a belt pouch containing the basic requirements of TL8 first aid: five plastiskin patches (see below), plus the usual bandages, antiseptic cream, etc., which enable it to act as a TL7 kit when the plastiskin is used up. It also contains five Revive capsules, a pneumospray hypo and

two doses of Hypercoagulin, with room for ten doses of whatever other drugs the user wants to add at extra cost. It adds +1 to First Aid. Cost is $75 and weight is 1/4 pound.

TL8: Cost is $300 and weight is one pound. See *Ultra-Tech* page 94. See *Ultra-Tech* pages 97-100 for assorted drugs that could be added.

Envirobag   (TL10+)

This is an insulated and heated sleeping bag designed for extremes of temperature. Using a C cell, it works the same as a Heat Suit (see below). It can be sealed and hooked up to air tanks. It folds to the size of a paperback book. The bag is $20 and weighs 1.5 pounds; the temperature control unit costs $6 and weighs 1/4 pound.

TL8: The bag is $75 and weighs six pounds; the temperature control unit costs $50 and weighs one pound. See *Ultra-Tech* page 23.

Enviro-Bubble   (TL10+)

This inflatable bubble, with self-sealing flap, can be erected and inflated in four seconds [make a Fast-Draw (Enviro-Bubble) roll to halve the time] and provides 15 minutes of air. It also floats, and is flexible enough to move in, but at a Move of 1. It is usually worn on the belt for quick activation. It can be hooked up to air tanks or a temperature control unit. Cost for the bubble and inflator is $200; weight is 1.25 pounds.

TL8: Cost for the bubble and inflator is $800; weight is five pounds. See *Ultra-Tech* page 23.

Federation Blade Weapons   (TL10+)

Federation Marine Dress Saber

Federation Marines wear a dress saber as part of their full dress uniform, and most of them know how to use it. Many Marines thus have the Hand Weapons (Fencing) skill as the Hand Weapon (your choice) option on the Federation Marine Academy character template skill choice (see *GPD* Page 44). While it may seem odd to maintain a tradition of using an archaic weapon in an age of phasers and disruptors, Marine officers argue that training with a saber promotes fitness and discipline. Fencing practice is also very practical in often-cramped starship quarters, and when done with practice blades can serve as a valuable way of letting off steam or settling disputes between Marines before they become too serious.

Federation Combat Knife

This is a large combat knife, suitable for use as a tool or a silent weapon. It can be thrown. Note that clothlike Military Uniform armor (*GPD* page 116) is only PD 1 and DR 2 against impaling attacks, explaining the continued popularity of the knife as a weapon for close fighting.

Type	Damage	Reach	Cost	Weight	Min St.
Saber	cut, sw+3	1	$300	2	7
	Imp, thr+4	1			
Combat	cut, sw	C,1	$80	1	-
Knife	imp, thr+3	C			

Weight is in pounds. Note that the knife (and any saber intended for combat use) are not made of steel, but of a special high-tech durasteel alloy that is considerably sharper and harder than normal steel. In *GURPS* terms, they are built with the Superfine weapon quality option, adding +3 to damage, but raising price considerably. The Saber has a max thrust damage of 1d+2. The Combat Knife has a max damage of 1d+2 and is throwable for max damage 1d+2. See *Ultra-Tech* page 62.

TL12: Saber cost is $300, combat knife cost is $80.

Federation M100A Repeating Phaser Rifle   (TL12)

The first M100 Repeating Phaser Rifles issued to the Federation Marines caused some controversy, as they lacked a "stun" setting. The weapon designers intended the weapon to only be used in heavy combat situations, when stun was unlikely to be used, and the stun setting was left off "for reasons of cost." But some politicians objected to the "offensive" nature of the weapon, and the Star Fleet Marines Training & Doctrine Command pointed out that even heavily-engaged Marines *might* need a stun setting in certain tactical situations, and that maximum flexibility would be a major asset. Accordingly, the design (redesignated M100A) was changed to include a "stun-3" setting, and all existing Repeaters (those in Star Fleet or Marine hands, anyway) were modified to include it. The cost increase was about 5%. The Repeater's rate of fire in stun-3 mode is 5 (equivalent to a normal phaser rifle). Other stats, including cost, are unchanged from the original Repeater listed in *GPD*.—*John Sickels*

Field Pack   (TL10+)

A field pack provides the basics for survival in the wild on various missions. It contains two vapor canteens, one envirobag, one two-man pressure tent, and five days of concentrated rations. Other materials can be added as needed. The backpack will hold up to 40 pounds of equipment. Weight 26.5 pounds, $696.50.

Filtration Canteen   (TL10+)

This canteen will purify and hold a quart of water. It removes almost all impurities, microbes and poisons but there is always the possibility of a contaminant for which the filter was not designed (GM's option)! It takes 30 minutes to purify a quart of water. Filters must be changed every 100 quarts; a color change signals this. An "exhausted" filter still has a few quarts of capacity, but only the GM knows how many. Cost is $45, weight is one pound (empty) or three pounds (full). Replacement filters cost $6 per set.

TL8: Cost is $125, filters are $25. See *Ultra-Tech* page 23.

Flashlight   (TL7+)

The flash throws a 50-foot beam for six continuous months on a C cell. It costs $20 and weighs one pound. A belt or helmet model that leaves the hands free costs $10 more. $100 buys a heavy-duty light that can be used as a baton without being damaged. A mini-flashlight (15-foot

beam) is also available, running off an A cell for one month, for $8, with a weight of 1/4 pound. See **Ultra-Tech** page 15. For use as a baton, use the Shortsword skill; it does crushing damage with swing or thrust, and requires minimum strength 7.

Hand Thruster (TL10+)

A hand thruster propels the user with bursts of compressed nitrogen. Each burst accelerates or decelerates a normal-mass human by one yard/second in the direction opposite to that in which the thruster is pointed. A successful roll against Free Fall or Vacc Suit skill is necessary to correctly point the thruster in the desired direction. The unit's cylinder is good for 30 one-second bursts. Cost is $12.50 and weight is two pounds, including the cylinder; extra cylinders cost $2.50, weigh one pound and take three seconds to replace.

TL8: Cost is $50 and weight is four pounds loaded, cylinders cost $10. See **Ultra-Tech** page 114.

Heat Suit (TL10+)

This is an insulated bodysuit with transparent face mask and a temperature control system. It uses one C cell. It protects against freezing by increasing the effective temperature as set by the wearer; 48 hours for +10 degrees, 24 hours for +20 degrees, 12 hours for +30 degrees, and so on. Its high-tech insulation also adds 10 to wearer's effective HT for all rolls to resist freezing, even if the heater is off. The suit has PD 0 and DR 1. Cost is $37.50 and weight is five pounds. If the increased energy option is used, all times listed should be doubled.

TL8: Cost is $150. See **Ultra-Tech** page 25.

Hypercoagulin (TL10+)

When injected into a patient with a bleeding wound, this causes instant coagulation and a cessation of bleeding within 1d+4 seconds. It restores 1 point of HT, and prevents any further damage from loss of blood. The drug should be injected as close to the wound as possible. An injection prior to sustaining a wound will have no effect unless a wound is received within five minutes after the injection.

Overdoses of this drug can kill; for every additional dose within a 24-hour period, roll against HT, minus the total number of doses taken. A failed roll means the patient's blood becomes so thick his heart stops. Full medical facilities (a full blood replacement and possibly a heart transplant) will be required to save his life. Hypercoagulin comes only in injectable form; it costs $7.50/dose. Hypercoagulin is a useful assassination tool in societies at TL7 and below. Death is by heart attack, and the only wound is a tiny pinhole. The drug is undetectable ("...a poison unknown to science...") below TL8.

TL8: Costs $25/dose. See **Ultra-Tech** page 97.

Inertial Compass (TL10+)

This hand or belt unit indicates the direction and distance traveled from any preset point on a planetary surface. It can be set for the location at which the user is physically present, or for any other coordinates (requiring a Navigation roll if coordinates of the location aren't known). Distances measured are accurate within 1 yard/1,000 miles. It must be calibrated for the planet (taking one hour with a personal computer and a Navigation or Electronics Operation roll). The compass uses an A cell. Cost is $62.50 and weight is 1/4 pound.

TL8: Cost is $250 and weight is one pound. See **Ultra-Tech** page 22.

Medical Pouch (TL8+)

A doctor's bag, with room for twice the material in an Emergency Medkit (see above), plus standard bandages, sedatives, stimulants, etc. (purchased separately). Has room for whatever other drugs the physician wants to add. Includes a full set of physician's and surgeon's tools for the TL. Cost and weight don't drop at higher tech levels; the contents just get better. This kit is the minimum equipment required to use Surgery, Diagnosis, or Physician skills without penalty. Gives +2 to First Aid skill. A TL8+ physician performs as TL 6 without this much gear. Weight 15 pounds, cost $700.

Monocrys (TL8+)

The usual armor worn by civilians seeking discreet protection, monocrys is similar to Kevlar but is woven from a two-phase, single-crystal metallic fiber. Monocrys provides full protection against crushing and cutting attacks. It is less effective against impaling attacks such as needles or laser bolts, which penetrate the weave. Protection against impaling attacks is always PD 1, DR 2. Against crushing and cutting attacks, DR depends on thickness:

Light: PD 2, DR 8. $400, 3 pounds for a vest;
$1,000, 7 pounds for a full suit.
Medium: PD 2, DR 16. $600, 5 pounds for a vest;
$1,500, 12 pounds for a full suit.
Heavy: PD 2, DR 24. $800, 7 pounds for a vest;
$2,000, 16 pounds for a full suit.

However, because monocrys is flexible, any "6" rolled for damage indicates one hit that affects the wearer through the armor. Vests take ten seconds to put on and five to take off; full suits require 20 seconds to put on and 10 to take off. See **Ultra-Tech** page 74.

Multiview Goggles (TL10+)

Vision-enhancing goggles that provide the following options:

Anti-Glare: darken automatically to cut glare and very bright light. Allows direct viewing of the sun and other stars without risk of blindness. Also protects the eyes against damage from beam weapons fire.

Infrared: reduces darkness penalties for combat, vision, etc., to -1 (because of the slight distortion when seeing via infrared). Allows vision in total darkness if there is at least 10° temperature difference between objects. At any temperature, allows weapons fire in darkness at only −1 if the target produces heat – which most living things and active machines do! Gives +2 to vision rolls to spot beings if used in daylight. Can be blinded by a powerful

heat source.

Light-Intensifier: Picks up and intensifies available light, effectively granting the user the Night Vision advantage (see **GPD** page 59) and eliminating the darkness penalties for anything but complete darkness. Will burn out if hit by an energy weapon.

Multiview Goggles work for 6 months on an A cell, cost $300, and weigh 1 lb.

TL8: Cost is $1,200, weight is 1 pound, and duration is 3 months on a B cell. *See **Ultra-Tech** page 20. Compiled by C.J. Beiting*

Pneumospray Hypo (TL10+)

This hand-held, pneumatic-hypodermic instrument, about the size of a penlight, injects drugs using a charge of compressed air. The hypo must be touching the patient to inject its drug. Its charge can easily penetrate clothing with DR of 1 or less. It takes two turns to remove an empty vial (or pneumocharge) and replace it with a ready new one. Air cartridges are good for 100 injections. Cost is $31.25 and weight is 1/4 pound. Replacement air cartridges cost $10.

TL8: Cost is $125. See **Ultra-Tech** page 94.

Plastiskin (TL10+)

This is an antiseptic plastic patch that holds wounded flesh together, taking the place of normal skin. (It even takes on the color of one's skin, so that it's only evident on close examination.) When the flesh beneath heals sufficiently, the plastiskin patch falls off. Plastiskin is found in any TL8 first aid kit. Without it, TL8 first aid counts as TL7. Plastiskin can be used to cover tattoos, scars and marks, or for disguises. It costs $2.50 per six-inch square patch.

TL8: The cost for a six-inch square patch is $10. See **Ultra-Tech** page 94.

Pressure Tent (TL10+)

This is a completely airtight tent, strong enough to be inflated to one atmosphere in a vacuum. The user(s) must have an air supply with them! Opening it completely evacuates all the air in the tent; entering or leaving through the one-man lock takes one minute. Cost is $125 and weight 4 pounds for a one-man tent; $375 and 8 pounds for a two-man tent; $1,250 and 40 pounds for an eight-man tent.

TL8: Cost is $500 and weight 15 pounds for a one-man tent; $1,500 and 30 pounds for a two-man tent; $5,000 and 150 pounds for an eight-man tent. See **Ultra-Tech** page 23.

Respirator (TL11+)

A respirator makes thin or low-oxygen atmospheres breathable by concentrating the oxygen. It is often combined with goggles to protect the eyes from the effects of thin air. It takes three seconds to put on and one to take off, and works for one month on a B-cell (a warning light blinks when power is 90% gone). A standard communicator of the TL is built in. Weight is 3/4 pounds and cost is $75. If the increased energy option is used, time is two months, not one month.

TL9: Weight is 3 pounds and cost is $300. See **Ultra-Tech** page 26.

Revive (TL10+)

These are small, easily breakable capsules. When held under the nose of a stunned of unconscious character and snapped open, the vapor inside will usually revive him completely (roll against HT+5 to regain consciousness, come out of stun, etc). No HT is regained, but the patient is awake. Revive capsules are widely available to the general public and can be purchased freely in drug stores in all but the most repressive societies. Cost is $1.25/dose.

TL8: Cost is $5/dose. See **Ultra-Tech** page 98.

Rope (biphase) (TL8+)

A 3/8" diameter biphase rope supports 1,000 pounds. Ten yards of rope weighs 1/2 pound and costs $5. A 3/4" diameter rope supports 4,000 pounds; cost is $30 and weight is two pounds for ten yards. Strength doubles at TL10 and again at TL12. See **Ultra-Tech** page 15.

Star Fleet Uniforms (TL10+)

Star Fleet everyday uniforms are more than just colorful clothing — they are tools in their own right, with a number of features meant to protect the wearer and keep him comfortable. They are made from a special form of tailored light Monocrys fabric armor, which provides the wearer with some protection from fire and other kinds of damage. They are specially designed to repel water, dirt and grime, and they dry in 1/5 the normal time. The uniform material is designed to change its porosity in differing temperature and humidity conditions to help keep its wearer comfortable (providing a +1 to HT rolls to resist the effects of temperature). It is also treated to provide some resistance to chemical and biological agents (providing a +1 to HT rolls to resist chemicals). Finally, they act to break up the wearer's infrared signature (providing a -1 on all rolls to spot the wearer using infrared or thermographs). Star Fleet Uniforms provide PD 2 and DR 8 (PD1 Dr2 vs. impaling damage), weigh 6 pounds, and cost $325.

Note that the military uniform listed on **GPD** page 116 is a thick combat battledress, and is not everyday wear.

TL8: Cost is $1,300. See **Ultra-Tech 2** page 73.
[Note: these are Medium Monocrys, with tailored flexible armor option, adding the light option and CBW coating, with the effects of buzzwear (+100% cost) and memswear (+200% cost) from **Transhuman Space** (page 146) added. This explains why television characters just wore their everyday uniforms into harm's way.]

Stun Baton (TL9+)

This weapon is used to subdue people without great physical harm. It uses the character's Shortsword skill, and deals sw-2 of crushing damage to the target. In addition, the target must make a check against HT-2 to avoid falling unconscious for 20-HT minutes, with a minimum time of 1 minute. If the HT roll was a critical failure, the stun affect last three times as long. Weight is 3 pounds; cost is $100. Uses one B cell which provides power for two hours use.

Televiewers (TL10+)

Lightweight electronic binoculars that provide an extremely sharp image. Magnification can be adjusted from 5x to 50x. Included is an electronic range finder accurate up to 5,000 yards. They also incorporate infrared and light intensifier abilities (see Multiview Goggles, above). The binoculars get six months continuous operation on a B cell. Cost is $237.50 and weight is a half pound.

TL8: Cost is $1,550, weight is two pounds and the B cell lasts for three months. The range finder gives +2 to Gunner or Forward Observer skill if used with artillery of TL 6 or below, which does not normally have such accurate distance measurements. See *Ultra-Tech* page 20.

Thruster Pack (TL10+)

This strap-on seat is for short jaunts in free fall, say passing from ship to ship and so on. It consists of a "seat" unit with a thruster in the back, a pair of arms with reverse thrusters and a control arm that curves in front of the user. Maneuver jets are located at strategic points along the entire pack. It takes 20 seconds and a Vacc Suit roll (which can be tried again every five seconds if missed) to strap into the thruster pack. It can accelerate or decelerate a normal-mass human by up to three yards/second on each turn. The large cylinder allows 100 seconds of full acceleration, or the equivalent. Successful Free Fall+3 rolls allow the user to control his speed and direction. Cost is $500 and weight is 19 pounds, including one cylinder. Extra cylinders cost $7.50, weigh ten pounds, and take five seconds to replace.

TL8: Cost is $2,000 and weight is 45 pounds, including one cylinder. Extra cylinders cost $30 and weigh ten pounds. See *Ultra-Tech* page 114.

Translator (TL10)

Wand-shaped device, pre-programmed to translate any one spoken language to another with a skill (typically) of 14. Extra languages can be programmed at extra cost when the unit is built; most units are at least two-way. Uses an A cell (lasts for about a year). Weight 1 pound; $1,000 to translate A to B only; $1,200 to translate A to B and B to A; an additional $1,000 for each language database added, with a full two-way translation between any two languages. Can also radio-link with a computer that knows more languages. See *Space* page 64.

Universal Translator (TL12)

A small wand-shaped computer dedicated to translating new languages. It analyzes a new language and compares it with a library database of known examples. Unless the language is completely unlike any known before the translation matrix will provide a skill of 5 after 10 minutes of exposure to the language, adding +1 for every 30 minutes, up to a maximum of 11. This has to be fairly varied speech — a single word looped over and over is not good enough (not even a couple of dozen words). Non-verbal languages are handled if appropriate sensors are hooked up. Runs for two years on a B cell. Weight, 1 pound. Cost depends on the maximum difficulty of the languages

that can be translated: $3,000 for Easy only, $4,250 for Average, $5,500 for Hard, and $13,000 for Very Hard languages. See *GURPS Space*, pages 67 and 65. Most alien languages are hard; the rest are very hard.

Vapor Canteen (TL10+)

This canteen actually draws moisture from the atmosphere, as long as there is any water vapor at all. It extracts and holds one quart of water. Time required varies with the amount of water vapor in the air — with an Earth-standard humidity of 50 percent, it takes four hours to extract a quart of water. The canteen extracts 100 quarts on a B cell. Cost is $112; empty weight is 1/2 pound; filled it weighs 2.5 pounds. Larger versions are available for use at base camps. $750 buys a one-cubic-yard version that weighs 75 pounds, runs a month on an E-cell and makes a quart per five minutes in 50% humidity.

The large-size vapor system is standard for expeditions and military or police outposts; it frees them from the necessity of establishing a post near a water source. Sabotaging the vapor system is a favorite ploy of kiddie adventure stories. The plot is so hackneyed that real adventurers laugh at it, and may not be prepared if it happens.

TL8: The small canteen is $450, two pounds empty, four pounds full. The large version is $3,000 and weighs 300 pounds. See *Ultra-Tech* page 23.

Zero-G Worksuit (TL11+)

The worksuit more closely resembles a miniature spaceship than a vacc suit. It is a rigid pressurized cylinder with a transparent helmet dome; the whole thing is slightly larger than a man. It has no legs, but is propelled by an integral thruster pack mounted in the base. The suit's thrusters accelerate or decelerate it at up to 3 yards per second^2 per turn, with enough fuel for 300 seconds of acceleration. A Free Fall+3 roll is required to change direction. In addition to its normal suit sleeves, it has three ST 20 waldoes — remote-controlled-arms — for heavy duty work; they can be used as arms at DX-3 or skill-3. Any two waldoes may be used at once. One waldo also mounts an integral laser torch (4d cutting damage per second to doors, bulkheads and the like, as a weapon it is SS 12, Acc 1, RoF 4, Damage 1d cut, 1/2D 3, Max 15). A waldo's grip can be power-locked onto something (with its ST of 20). Usually the one not in use is locked onto a structure (e.g., a ship's hull) to hold the suit steady while the other two are used for work.

A worksuit includes life support for two weeks. A small (eight-inch diameter) airlock in its side is used to transfer small items (such as tools or food/air supplies, etc.) without breaking suit integrity. It may have standard vacc suit options (see above); but it always has a communicator (see *GPD* page 116), at no extra cost. The suit has PD 5, DR 25 (15 for the helmet). It takes 20 seconds to climb in and ready it for use (five seconds to get inside and seal the suit), or ten seconds to get out. The suit is powered by a D cell, giving a week of steady use; it has sockets for a second cell, for safety. Weight 150 pounds, cost $3,750.

TL9: Cost is $15,000. See *Ultra-Tech* page 26.

Tool Kits (TL8+)

Tool kits exist at all TLs; this section covers those for TL8+. Normal tool kits do not drop in price or weight as TL increases, nor do they gain in effectiveness. As gadgets get more complex, so do the tools required to fix them. Any attempt to repair equipment of a higher TL than the kit has a -2 per TL difference penalty.

Anyone attempting repairs without one of these kits does so at -5 to skill. Each type of kit must be purchased separately, though a user may "make do" with one of the others at a -3 penalty.

All tool kits contain several power cells, but the cells found in salvaged kits are likely (GM's decision) to be partially or completely used already. See *Ultra-Tech* page 16.

Portable Shop (TL8+)

An elaborate version of the basic tool kit (see below), it is equivalent to a repair shop on a small starship. It has everything necessary for emergency repairs, plus a range of spare parts that can be tooled to specific requirements. It adds +2 to the user's skill. It will have 2d AA, A, and B cells, 1d C cells, 1d-2 D cells, and 1 E cell. A Mechanic, Engineer, or Armoury shop costs $4,000, weighs 3,000 pounds and has a volume of five cubic yards. Portable electronics shops cost $7,000, weigh 1,500 pounds and have a volume of 4 cubic yards.

Basic Tool Kit (TL8+)

The standard tool kit for engineers, mechanics, armorers and electronics technicians, allowing major and minor repairs to be made at no penalty to skill. Any kit includes a few devices requiring small power cells, and is therefore a good source of extra cells in a pinch — roll 1d+2 for the number of AA cells, 1d for the number of A cells, 1d-2 for B cells. Mechanic or Engineer tool kits cost $800, weigh 300 pounds and have a volume of 1/2 cubic yard as cargo. Armoury or Electronics kits cost $1,200, weigh 100 pounds and have a volume of 1/4 cubic yard.

Portable Tool Kit (TL8+)

A smaller version of the basic tool kit, it fits into a case or backpack and weighs 20 pounds for Mechanics or Engineer kits, or 10 pounds for Armoury or Electronics kits. Major repairs can be made at -2 to skill, and minor repairs are at no penalty. It contains 1d+2 A cells, 1d A cells and 1d-3 B cells. Cost is $600 for Mechanic or Engineer kits, $900 for Armoury or Electronics kits.

Mini-Toolkit (TL8+)

This is a small, belt-sized tool kit. Routine repairs can be made with one of these at only -2 to skill. Major repairs are at -4 when using a mini-toolkit. Roll 1d for the number of AA and A cells in the kit, 1d-3 for B cells. Cost is $400 and weight is 2 pounds.

Vacc Suits (TL8+)

A variety of different pressure suits are available. Every suit needs air tanks (see above) to provide oxygen, Without an air tank, any suit contains enough air for five minutes. All suits include a back-mounted life-support pack (LSP), which provides heat, cooling and energy for the suit's systems. It uses a C cell, which is good for one week. The life-support pack has DR 3. After it takes ten hits there is a 50% chance of it malfunctioning on each further hit. When it takes 20 hits, it no longer works; the user's survival depends on the environment.

Every suit has a front pocket with ten emergency patches. Any damage that penetrates the suit must be patched immediately. This requires three seconds and a Vacc Suit roll. If the first attempt fails, each further attempt is at a cumulative -1. Every three seconds means a loss of 10% of the suit's air.

Vacc suits, survival suits and similar equipment are not reduced in weight (cost does go down, however) at higher TLs. See *Ultra-Tech* page 25.

Standard Vacc Suit (TL10+)

This is the standard flexible, insulated pressure suit. It is required in vacuum but may also be worn in poisonous (non-corrosive) or Very Thin atmosphere. It covers the whole body, includes a rigid helmet, and has exterior pockets, Velcro patches, straps, hooks, etc. for equipment, and at least two lifeline hooks. It includes a short-range communicator, which uses an A cell. Styles vary widely; spacers often paint suits in garish colors or designs.

Suit gloves reduce DX and manual skills by -1. The clear helmet allows undistorted vision (but cuts Hearing rolls by -2 in air). Touching helmets in vacuum allows private suit-to-suit communications. A head-up display projected on the helmet tells the wearer how much air and power are left. A tube leading to a one-quart reservoir provides water.

A vacc suit takes one minute to put on or take off; if the suit is worn without the helmet, the helmet only takes five seconds to put on. A successful roll against Vacc Suit halves these times. Default skill cannot be used to decrease suit-up times. A vacc suit has PD 0, DR 1, while the helmet has PD 2, DR 3. Cost is $250 and weight is ten pounds. TL8: Cost is $1,000.

Heavy-Duty Vacc Suit (TL10+)

This is like a normal vacc suit but tougher - the entire suit has PD 2, DR 3. Cost is $375 and weight is 20 pounds. TL8: Cost is $1,500.

Armored Vacc Suit (TL10+)

This is a rigid suit that covers the whole body, and is capable of withstanding up to 100 atmospheres of pressure. The life-support pack is built into the suit, not mounted outside; the suit's DR protects it. The suit requires an air tank (or several) but always includes a short-range communicator, using an A cell. The suit takes two minutes to put on or take off. All DX or DX-based skills (including Free

Fall, but not Driving or Pilot) are at -2. The usual Vacc Suit accessories are available. The suit has PD 4, DR 30. It weighs 80 pounds and costs $1,000.

TL8: Cost is $4,000.

Vacc Suit Accessories

All kinds of accessories are available, and may also be added to airtight body armor. Common items include a HUD (Heads Up Display, $125); a helmet light ($7.50, six months on a B cell); a water and concentrated food system with rations for one day ($125 for the system, refills are at usual water and concentrate prices); a waste-relief system (cost is $125 and worth every penny if the suit is worn for more than a few hours); a helmet visor recorder or better communicators; built-in computer or tricorder; reflective coating (gives PD 6, DR 2 against lasers and fire; PD 3, DR 0 against other beam weapons; provides PF 2 against radiation); extra patches ($2.50 per patch).

TL8: Accessories priced above are four times more expensive at TL8, twice as much at TL9. **Ultra-Tech** includes rules for powered exoskeletons that will be presented in a later **Prime Directive** product.

Magnetized Plates (TL9+) can be put on the soles of any boots at an additional $25 and 1/8 pound. They let the wearer walk along bulkheads or on ship hulls in microgravity or Zero G (if the hull is made of magnetic material). Move is normal with Vacc Suit skill and at 1/2 without.

TL7: Costs $100 and weighs 1/2 pound.

Radiation Protection (TL7+) can be added to any suit. Cost is $50 for PF 2, $2500/+20 pounds for PF 5 or $500/+40 pounds (armored suits only) for PF 10.

TL7: Costs are $200, $1,000, and $2,000 respectively.

Wet Suit   (TL10+)

A wet suit is a one-piece, ultralight underwater suit. It covers the user's entire body, with goggles and a face mask for attaching air tanks. It insulates the wearer against cold (+5 to HT rolls against cold) and incorporates ballast sufficient to keep the diver at any depth he wishes. Fins add 25% to swimming speed (or +1 to swimming Move, whichever is greater). The suit has PD 0 and DR 1. HUDs, vision gear, radios, etc. may be added to the suit at extra cost. It takes two minutes to put on or remove the suit. Cost is $50 and weight is five pounds.

TL8: Cost is $200. See **Ultra-Tech** page 22.

Military Wet Suit   (TL10+)
This incorporates a thin layer of monocrys, with PD2, DR 8 (PD 1, DR 4 vs. impaling) over the whole body except the face. The face mask and goggles are transparent armorplast (PD 4, DR 10). Goggles may be fitted with HUDs, vision gear, etc. Cost is $175 and weight is nine pounds.

TL8: Cost is $700.

HYDRAN MELEE WEAPONS

The Hydrans use many different melee weapons. Those shown here are designed to be an extension of the wielder by sliding over the tip of a tentacle, making it difficult to disarm the Hydran or steal his weapon. In all cases, a ring or other feature is inside the tube for the tip of the tentacle to grasp. Use the chart on page 90 of **GPD**.

Kiettaar (Smasher Ball)
Used by police who want to disable an opponent without causing too much injury. The simplest version is a metal or silicate ball on the end of a gripper tube. It does cr+1 damage. Weight 3 pounds. Cost $20. Some versions have spikes, electrical discharge devices, or other features and cost more. A non-Hydran would basically treat it like a rock if he tried to use it in combat.
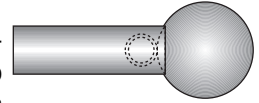
Puulta (Taser)
Used by police, and sometimes Marines, to incapacitate a foe. These produce a phaser stun effect when they contact the victim's skin, or clothing which can conduct energy. Many Marines carry these as a final "holdout" weapon. Weight 6 ounces. Cost $50. Does Stun+4 in contact. Can function from within a few inches of the target, doing Stun+2. Holdout weapon (+4). As the trigger is inside the tube, this cannot be used by non-Hydrans.

Yuthla (Sword Blade)
These come in various sizes. The most common are:
Knife: Blade is eight inches long. Weight 1 pound. Cost $20. Does cutting or impaling damage.
Sword: Blade is 20-30 inches long. Weight 3 pounds (20 inches, 4 pounds for 30 inches). Cost $100 in metal or ceramic; exotic materials such as monocrys cost up to $1000. Does cutting or impaling damage.
In either case, a non-Hydran could hold the handle from the outside and try to use it, but this would be clumsy and would cost a -2 penalty to the relevant skill.
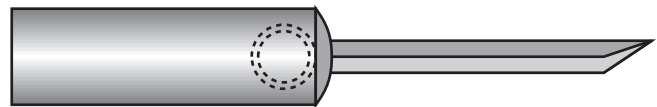
Duniat (Assassin's Dirk)
Similar to the knife-length Yuthla, this has a thin straight stabbing blade with an X cross-section. Weight 8 ounces; cost $40. Does impaling damage. Advanced versions ($100) can inject poison, or ($200) stun the opponent with a phaser-stun charge, or ($1000) fire a fusion charge which, if fired after penetrating the target's armor or clothing, causes horrendous damage.
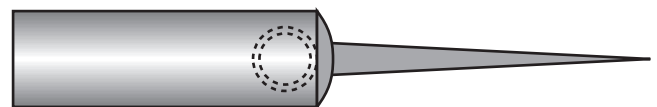
Hydran Melee Weapons were done by Matthew Francois.

The Federation Star Fleet's *Burke*-class frigate was its smallest standard warship. Consisting only of a small saucer with two small warp engines below it, the frigate had about half of the capability and firepower of the *Constitution*-class heavy cruisers with which readers are probably more familiar. The point of frigates was that they were cheap, and could be produced by smaller shipyards (available at more planets) than the heavy cruiser. At any given time, Star Fleet had about three times as many frigates as it did heavy cruisers. They were used for small jobs that didn't require a more expensive cruiser, and during fleet battles they protected the larger warships. By the end of the General War, frigates across the galaxy had been sent to secondary missions (such as convoy escorts) and replaced in combat by war destroyers, which were about a third larger than frigates.

The deck plans in this issue of **Module Prime** are intended to show players how starships work internally. While half the size of a cruiser, the frigate was a fully-functional warship and could do everything a cruiser could do, just not as much of it at the same time.

Standard crew is 18 officers and 140 enlisted. This includes 30 Marines and four shuttle pilots.

DECK 1: BRIDGE DECK (Page 72)

This deck is completely occupied by the bridge and its associated systems. The bridge is primarily accessed through a turbolift car, but there are two floor hatches for emergencies (these access the vertical service shafts on Deck 2) and two stairwells for use when the turbolift is not available or when personnel are only going one deck down and don't want to use the turbolift. During shift changes or when the ship is called to action, it is not practical for sixten people to arrive from all over the ship in three-five turbolift cars; most actually arrive via the stairwells. The stairwells actually descend all the way to Deck 5.

The Captain (or whoever has "the con") occupies the center seat in the bridge. This seat (1) swivels 360° to allow the captain to look directly at any of his bridge crew or their instrument panels.

The two seats in front of the captain are the Helm (2-left) and Navigator (3-right). Their stations are identical and either of these officers could do either job (or both). When cruising with no expectation of combat, it is not unusual for only one of these seats to be occupied. By switching the mode of their panels, either of them could assume the job of weapons officer should that be necessary.

In front of the captain and to his right is the tactical station, with two seats (4-5). Normally, one of these is oc-cupied by the weapons officer and the other by an enlisted weapons technician.

Behind the captain to his right is the science station, which has two seats (6-7). (Normally, only one is occupied, the other being in effect an extra seat for someone called to the bridge for some reason. During scientific missions or tasks, this second station (which usually references the library) can be used by a second scientist. In some cases, this seat is used by an assistant navigator. In combat, this place is often taken by an officer assigned tasks related to tactical intelligence. Both stations have full access to the ship's external sensors.

Behind the Captain and to his left is the engineering station (8-9), responsible for power, environment, and damage control. Normally, one of the two seats is occupied by an engineering officer and the other by an enlisted technician. In front of the captain and to the left is the communications officer (10) and the Marine unit's executive officer (11-responsible for internal security and boarding actions).

There are small rest rooms (used only when someone who cannot be spared from duty really needs to use it) and a storage locker containing enough food for three days, and a small number of hand weapons for self defense.

The service corridor around the bridge provides extra protection from external damage, and provides access to the various electronic systems and panels (which can also be accessed, less conveniently, from inside the bridge). In wartime, it is not uncommon to find extra rations, spare parts, bedding, and extra weapons stored in this corridor.

The bridge, being a critical system, is provided with two complete and independent environmental systems, beyond being serviced by the ship's overall environmental system. These allow the bridge to be sealed off from the rest of the ship and remain functional for seven-eight days.

DECK 2: PHOTON DECK (Page 59)

At the front of the elliptical second deck are the ship's two photon torpedo launchers and their associated systems. This is where the anti-matter to activate the torpedoes is stored in armored containers. On ships without photon torpedoes (variants such as commando ships, police flagships, etc.) other systems occupy this space. Scouts and police flagships have special sensors here, for example.

Directly behind the photon compartment is the Photon Torpedo Control Room, which contains the gunner and technician needed to operate, recharge, and fire these weapons. (While this can be done from other locations, this gunnery crew, being closest to the weapon, can do so

more efficiently.) Note that the hatches to all weapons compartments, weapons control rooms, and control spaces are armored bulkhead doors.

To the right of the Photon Torpedo Control Room is the Captain's Office. This can be fitted out in various ways as the captain sees fit. All of these offices include the Captain's actual "business desk" but everything else varies. In this case, the captain has elected to have a small table with chairs for meals or meetings with key officers. Other captains use the extra space for a bed (so they can sleep close to the bridge), or for a desk for their yeoman.

To the left of the Photon Torpedo Control Room is the briefing room, intended for meetings of the Captain and his department heads. It can also be used for business and diplomatic functions. This briefing room is used by the duty shift for meals and as a gathering place for the shift about to come on duty.

The forward stairwell on this deck goes all the way down to deck 7, the very bottom of the ship. At the rear of this area are offices for the executive officer and other department heads. In the center part of the deck are the rest rooms ("heads"), turbolift shafts, vertical service shafts, stairwells, and some storage space. On some ships, one set of rest rooms is replaced by storage or small offices.

DECK 3: OFFICER'S COUNTRY (Page 58-59)

Most of the ship's officers are quartered on this deck. There are eighteen single rooms, each with a bedroom, living room, and bathroom. During peacetime, this is enough to accommodate the officers of a normal crew. Warships during wartime tend to accumulate a few extra personnel when they can, to provide additional skills or crew rotations. (During peacetime, the second and third shifts in the crew rotation are much smaller than the primary daytime shift; during wartime these two shifts are often the same size as the main shift.) Additional officers can be accommodated by the ancient naval tradition of having the junior officers double up, either using bunk beds or turning the living area into a second bedroom.

On either side of this deck are the components of the ship's phasers, including a standard phaser-1 and a defensive phaser-3 on each side. Also on this deck is the primary phaser fire control room, designed to be manned by a crew of six-eleven people. (With more automated controls, the Federation often provides fewer technicians to support or supervise the four gunners.)

The ship's primary air recycling and storage areas are on this deck, providing atmosphere for the entire ship. Also on this deck is a rest room ("head"), the wardroom (officer's lounge and dining facility), and a recreation area used by the entire crew. The ship's turbolift system services this deck (with four stations) as does the stairwell and vertical service shaft system. It should be noted that there is an unseen horizontal connector between the two vertical service shafts on each deck as part of the "ceiling" where the environmental systems feed each compartment.

The airlock at the rear of this deck is one of the primary means of visitors and personnel entering the ship when it is docked at a base. The recreation and lounge areas serve as muster points during an emergency evacuation; personnel gather there to await their turn to leave via the airlock.

There is a storage compartment on this deck for an emergency solar sail which could, in the event of a total power failure, provide power through solar cells and even a (very slow) method of propulsion.

DECK 4: MAIN DECK (Page 60-61)

In naval architecture, the term "main deck" is used for the highest deck that covers the entire length of the ship, as is the case here. This is where most of the crew resides, bunked in 90 staterooms with two enlisted personnel in each room. Each such stateroom has two sleeping areas with shared rest room. In some cases, both personnel sleep in one side (either in bunk beds or double or twin beds) and use the other half as a living area. Married or committed personnel often bunk in this way. Some senior enlisted personnel have a room to themselves. During wartime, extra (junior, of course) personnel are accommodated by using bunk beds in each sleeping area. (These quarters are shown without such details as chairs, fold-down desks, locker-closets, etc., as arrangements vary.)

The deck is accessed by the turbolift system (with ten stations), the three stairwells from above, and three additional stairwells that originate on this deck and go down to Deck Five. There are docking ports (1) on either side and the front of this deck, allowing the ship to dock with other ships, or with bases or some types of shuttles.

There is a large crew mess hall (6) in the forward sector of this deck, where most people eat (in three shifts). The kitchen is on Deck Six (relatively little of the food is replicated due to the energy costs) and sends food to the mess hall by way of the dumb waiters forward of the stairwell. Rest rooms are provided on the starboard (right) side of the mess hall. The two conference rooms are often used as dining areas for seniorNCOs or junior officers.

Forward of the mess hall is a small dining area (14) used for special dinners or other functions (and some staff meetings). When not otherwise scheduled, any crew members can reserve these dining rooms for intimate dinners, parties, or meetings of the various off-duty hobby clubs that keep the crew entertained during long voyages. (Should such a club do a presentation of interest to many of the crew, this would be done in the mess hall. Most ships have various drama and musical clubs to provide entertainment.) The lounge (2) at the rear of this deck is usually reserved for the ship's senior and chief petty officers, most of whom are bunked in the nearby staterooms.

In the left rear sector is the sick bay (8-13), including examining, treatment, and operating rooms as well as the chief surgeon's office and other medical facilities.

In the right (starboard) rear sector is the ship's main computer (7) and its numerous backup systems. The computer would not need to be this large except that Star Fleet insists that everything be done through Microsoft Power Point™ 312.0 slides.

Around the rim of this deck are the liquid storage tanks. For combat survivability, some atmosphere tanks are on

this deck, while some of the storage tanks on Deck Three contain liquids.

The ship's Auxiliary Control Room (3) is forward of the mess hall. This compartment can assume control of the ship from the bridge during a combat emergency. During normal cruising, this compartment is manned by only a few personnel (usually conducting drills or training); during combat it is fully manned and may be assigned certain functions such as internal defense against boarders.

There are two briefing rooms (14) adjacent to Auxiliary Control. These are used as scheduled by various duty section supervisors to prepare for their upcoming shifts. These can also be used to brief landing parties and as extra dining areas. These can also be used for various meetings, presentations, diplomatic functions, etc. Adjacent to each briefing room is one of the ship's two transporters (5), used to bring personnel onto the ship or send them to other ships. During the movement of large numbers of personnel, the adjacent mess hall is used as a staging area to handle arriving and departing personnel.

DECK 5: ENGINEERING DECK (Page 62-63)

This deck is where "the works" are located, the things that make the ship function but which are rarely seen on trivideo programs. Here are found engine control, cargo spaces, batteries, the kitchen, workshops, and the ship's thrusters. Access is provided by the turbolift system and all six of the stairwells.

At the front of this deck are the sensors and scanners (1) used for navigation, scientific research, and targeting the weapons. Also located here is the probe launcher (2), used for scientific and tactical data gathering and for "burial in space" for those who do not survive their mission.

To either side of these systems are the various laboratories, which are used to examine specimens collected from various planets. These labs can support the medical facility in some cases, and vice-versa.

Aft of the labs on the right (starboard) side is the chapel-theater (4), which can accommodate about half of the crew at any given time. On the opposite side is the brig (6-9), including the small arms locker (10) and holding cells. Even in wartime, the brig is not often used as a jail, and is more often used to store valuable or important supplies and equipment. During crowded conditions when no prisoners are being held, some of the surplus crew or passengers might actually bunk here.

Aft of the theater is the main turbolift maintenance and staging area (12). Aft of the brig is the replicator and kitchen area (11). Behind both are the main cargo transporters and the emergency evacuation transporters (13).

At the center of this deck are the vertical shafts, the turbolift access shafts, and the three main stairwells (two of which go no further down). Aft of this center area are the batteries (15), power control systems, and workshops. The Emergency Bridge (3) is to starboard (right) of center while the Auxiliary Power Reactor (16-added to the original design by a refit when the General War began) occupies a former storage room on the port (left) side.

The main engineering control room for the impulse and warp engines is at the very rear of this deck (17). The chief engineer's office (18) is on the starboard side, while the engineering department's computers are on the port side.

On either side are the ship's cargo bays, used for supplies and spare parts. Large elevators provide access to and from the lower decks. At the midpoint of each side is the cargo handling hatch, literally large enough for trucks to drive through. The ship has its own forklifts for cargo handling. The water recycling systems and attitude control thrusters (used when docking) are also on this deck, on the outside edges.

Forward on each side of this deck are the gymnasium (starboard) and hydroponics garden (port side). Large restrooms are provided on this deck as the cargo areas can be used to handle considerable numbers of passengers during an emergency or other mission.

The ship's warp engines attach under Deck Five on either side. Hatches on the floor of the cargo bay provide access to the engines (when the engines are shut down) for inspections, repairs, and maintenance. Adjacent to each hatch is a fuel feed line that allows fuel (stored in the engine nacelles for use by the warp engines) to be fed to the impulse drive and the APR/AWR.

DECK 6: CARGO DECK (Page 68)

This deck is much smaller than the next higher deck, as it comprises only the "bulge" between the warp engines on the underside of the saucer disk. This deck can be accessed by the main stairwell and a single turbolift station.

On each side of this deck is a cargo compartment, with an elevator up to the main cargo bays on Deck Five and an a separate elevator down to the shuttle bay on Deck Seven. The ship's stockpile of nuclear mines (used to discourage pursuit, block passes through asteroid fields, or for other uses) are stored on this deck so that they can be moved down to the shuttle deck (to be dropped from the hatch) or up to Deck Five (where the cargo transporters can deploy them).

The Waste Recycling and Materials Recycling systems are on this deck. At the forward edge of this deck is the mount (and control room) for the forward Phaser-1. The center and rear portion of this deck provide the "high ceiling" for the shuttle bay on Deck Seven. The shuttle bay control room on this deck looks over the bay through large armored windows.

DECK 7: SHUTTLE BAY (Page 69)

This is the lowest deck. It is accessed by a single turbolift station, a single stairwell, the two cargo elevators, and the usual ladders. This deck is dominated by the Shuttle Bay, but also includes some cargo storage, the ship's drone (missile) launcher, a small docking port, the ship's laundry, and the balance of the materials recycling systems.

The shuttle bay has space for two shuttles; a third is kept stored in an inactive (and partially disassembled) status as a spare. The shuttles land directly on the turntable, making it easier for them to launch, but they can in fact land or launch backwards (with some difficulty). The ship's tractors (used to help shuttles land, stop incoming mis-

siles, or when docking) are on either side of the bay doors. By using emitters built into the hull, these tractors can function in any direction.

The ladder going down in the center of this deck leads to the sensor and navigational deflector array mounted on the bottom of the saucer.

VARIANT DESIGNS (Page 70-71)

One aspect of the Star Fleet Universe is that a single "basic hull type" is used for many special mission "variants". Some details of these variants are listed here.

COMMANDO FRIGATE: This variant is used to carry a Marine Battalion for special missions, raiding or assaulting enemy planets or bases. The photons and probe launcher are deleted (replaced with extra accommodations), some of the staterooms hold 4-8 Marines instead of two naval personnel, there is an extra personnel trans

ESCORT CARRIER: The smallest of the Federation warships to operate fighters, the photons are replaced by extra quarters, the forward phaser-1 on deck six is replaced with extra cargo, and the expanded shuttle bay (same as the Police Flagship) holds six fighters plus a third administrative shuttle.

FRIGATE ESCORT: This variant is used to escort carriers, providing protection for the carrier and for the fighters (which were particularly vulnerable during launching or landing operations). In all of these, the phaser-3s are replaced by Gatling Phasers, while the photons are replaced with either drone racks or phaser-1s. (In theory, the escorts with drones went to the Klingon front while those with phasers went to the Romulan front. As a practical matter, either type could and did serve anywhere.)

FRIGATE LEADER: This was not a command ship as the name might imply, but a combat variant in which the photons were replaced by small plasma torpedo launchers purchased from the Gorns.

FRIGATE SCOUT: In the *Star Fleet Universe*, scouts (which came in all sizes up to heavy cruisers) had two missions. One was to detect enemy fleets at long range and help friendly squadrons intercept them. The second mission was, during direct combat, to support the squadron with jamming, counter-jamming, and tactical intelligence abilities. In this variant, the photons are replaced by special sensors and scanners.

MINESWEEPER: This variant, which could both lay and destroy mines, moved the main tractor beam to the photon position and replaced the original tractor with racks holding nuclear mines.

POLICE FLAGSHIP: This variant has special sensors in place of the photon torpedoes, no APR refit, various minor internal changes, and an extended lower bulge (Decks Six and Seven) including repair facilities to assist in the repair of disabled ships, an expanded shuttle bay (with six shuttles of various types), and storage for spare parts and emergency supplies.

TRANSPORT VARIANTS: There were three of these, all of which were basically the same ship fitted out in different ways. All of them lose the photons for extra crew quarters, and the forward phaser-1 (on Deck Six) for extra cargo. All of them had a smaller crew and replaced 30 of the staterooms on Deck Four with additional bulk cargo storage areas. None of these had APRs but some of them were fitted with the drone rack. These included the Priority Transport (which carried cargo), the VIP transport (which fitted out the 30 staterooms for VIPs rather than cargo), and the Forward Resupply ship (which carried replacement fighters in partially disassembled condition to carriers on the front line).

CREW ROSTER

Officers (18)
    Captain (Commander)
    Executive (First) Officer (Lieutenant Commander)
    Chief Engineer (Lieutenant Commander)
    Ship's Doctor (Senior Lieutenant)
    Science Officer (Senior Lieutenant)
    Chief Weapons Officer (Senior Lieutenant)
    Chief Navigator (Senior Lieutenant)
    Chief Nurse (Junior Lieutenant)
    3 Weapons Officers (Junior Lieutenant, Ensign)
    2 Navigators (Junior Lieutenant, Ensign)
    2 Engineer Officers (Lieutenant, Ensign)
    Comunications Officer (Lieutenant)
    Logistics Officer (Lieutenant)
    Junior Science Officer (Lieutenant or Ensign)

Crew (131)
    Master Chief Petty Officer
    Engineer Chief Petty Officers
    Medical Chief Petty Officer
    Weapons Chief Petty Officer
    Systems Chief Petty Officer
    20 Petty Officers
    106 Crewmen

Marines (31)
    Marine Commander (Captain)
    Marine Deputy Commander (Lieutenant)
    First Sergeant (E8)
    2 Platoon Sergeants (E7)
    Armorer (E6)
    6 Team Sergeants (E5)
    6 Marine Weaponeers (E4)
    6 Marine Scouts (E3)
    6 Marine Riflemen (E2)

Wartime Augmentation
    Tactical Intelligence Officer
    Extra medical, engineer, marine, weapons officers.
    40 additional crewmen including petty officers.
    20 additional Marines including NCOs.
    50 additional Marines for special missions; these are provided only by headquarters if the assignment warrants and the troops are available.
    Carrier variant might be assigned additional shuttle reloading crews to improve turnaround.
    A prime team might be assigned by HQ.
    A diplomatic team might be assigned by HQ.

FEDERATION *BURKE*-CLASS FRIGATE

Front View: *Burke* Class Frigate

Star Fleet Command:
Shipyard/Naval Architecture Division:
Archive Database Printout

Photon Torpedo Launchers (2)

Upper Shield Grid

Main Bridge

Phasers Type-1 and Type-3, P/S

Attitude Control Thrusters (4 places on saucer)

Warp Engine Support Pylon

Port Warp Engine Nacelle

Attitude Control Thrusters (4 places on saucer)

Forward Docking Port Hatch

Probe Launcher

Scanner Arrays P/S

Lower Shield Grid

Lower Docking Port Hatch

Main Sensor/Deflector Dish

Forward Type-1 Phaser

Drone Launch Port (FFG refit)

Warp Engine Support Pylon

Starboard Warp Engine Nacelle

Yards
0   5   10
Meters
0   5   10

Back View: *Burke* Class Frigate

Star Fleet Command:
Shipyard/Naval Architecture Division:
Archive Database Printout

Warp Engine Support Pylon

Starboard Warp Engine Nacelle

Attitude Control Thrusters (4 places on saucer)

Bridge Elevator

Upper Shield Grid

Main Bridge

Phasers Type-1 and Type-3, P/S

Attitude Control Thrusters (4 places on saucer)

Impulse Engines (3/units)

Shuttle Navigation Beacon and Tractor Beam.

Lower Shield Grid

Main Sensor/Deflector Dish

Shuttle Bay Hatch

Main Tractor Emitter (Retracted)

Warp Engine Support Pylon

Port Warp Engine Nacelle

Yards
0   5   10
Meters
0   5   10

Star Fleet Command:
Shipyard/Naval Architecture Division:
Archive Database Printout

Restroom P/S

Main
Viewscreen

Emergency
Supply Storage

Hatch to Vertical Shaft P/S

Stairwells P/S

Turboelevator

Bridge Emergency
Life Support P/S

Service Corridor
Bridge Control Stations

DECK 1

DECK 3

Air Recycling
and Backup
Life Support

Restrooms

D

Emergency Solar Sail
(emergency power and propulsion)

VS

Commo
Equip

D

VS

Main Phaser Fire Control
(stations for LS/RS gunners,
technicians, and phaser
command crew). Stations for
forward phaser on Deck 6.

D

Yards

| 0 | 5 | 10 |

| 0 | 5 | 10 |

Meters

Additional quarters replace photons on carrier and marine variants.

Captain's Office
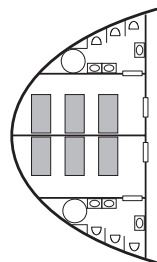
Restrooms P/S

Photon Torpedo Launchers (2) (room contains one special sensor on Police Flagship)

VS

VS

Administrative Offices (3 rooms)

Photon Fire Control Stations for gunners, technicians, command staff. (Sensor control on Police Flagship, Scout)

Briefing Room (Sometimes Office, or other use.)

Stairwell

DECK 2

Phaser 1, Phaser 3 P/S
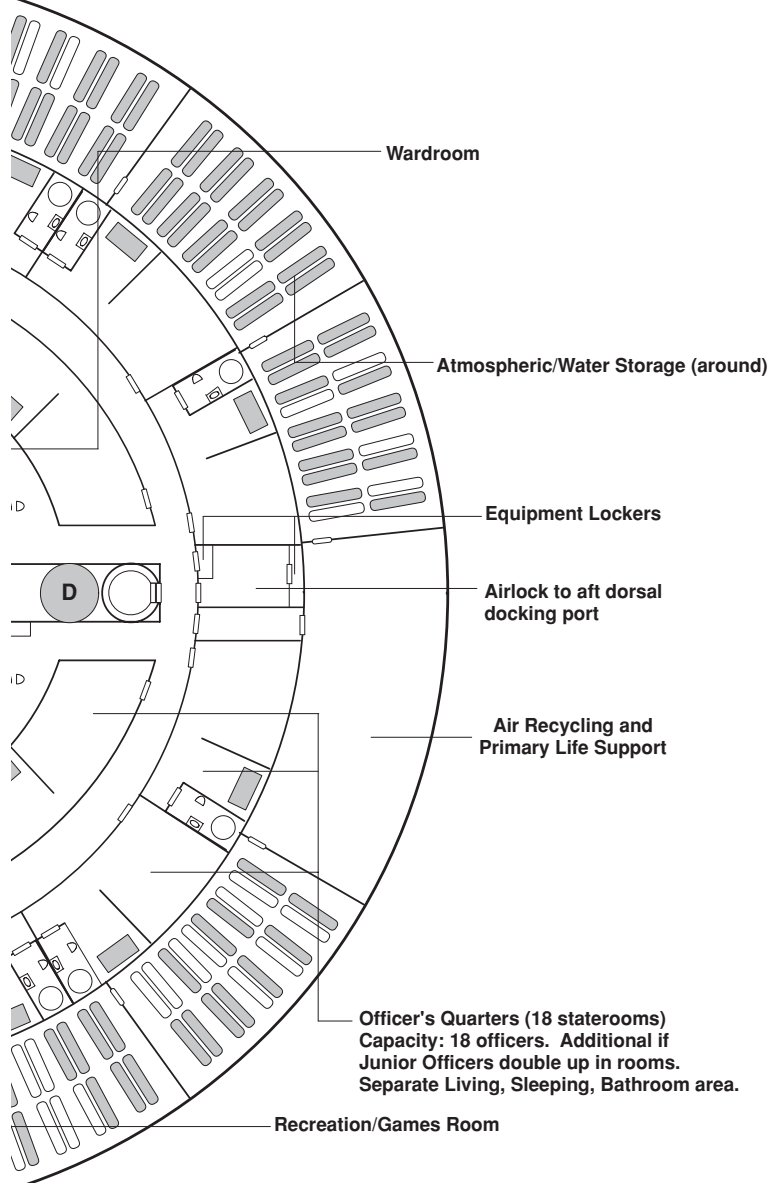
Wardroom

Atmospheric/Water Storage (around)

Equipment Lockers

Airlock to aft dorsal docking port

D

Air Recycling and Primary Life Support

Officer's Quarters (18 staterooms) Capacity: 18 officers. Additional if Junior Officers double up in rooms. Separate Living, Sleeping, Bathroom area.

Recreation/Games Room

Doorway, typical.

Doorway, armored security.

Maintenance hatch, common areas.

Maintenance hatch, hazardous areas.

Control console with chairs.

Bed/examination/operating table.

Crew quarters bathroom unit.

Table and Chairs

Stairwell (spiral).

Turbolift shaft up and down.

D Turbolift shaft down only.

Turbolift car and shaft.

VS Vertical equipment shaft with hatch.

Atmospheric Gas storage.

1

5

4

14

14

3

1

6

U

7

VS

VS

8

STOR

12

9

10

11

9

10

13

4

5

U

1

Yards
0   5   10

0   5   10
Meters

Water/Atmospheric Storage Areas (around)
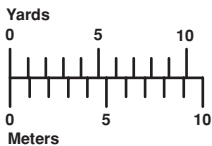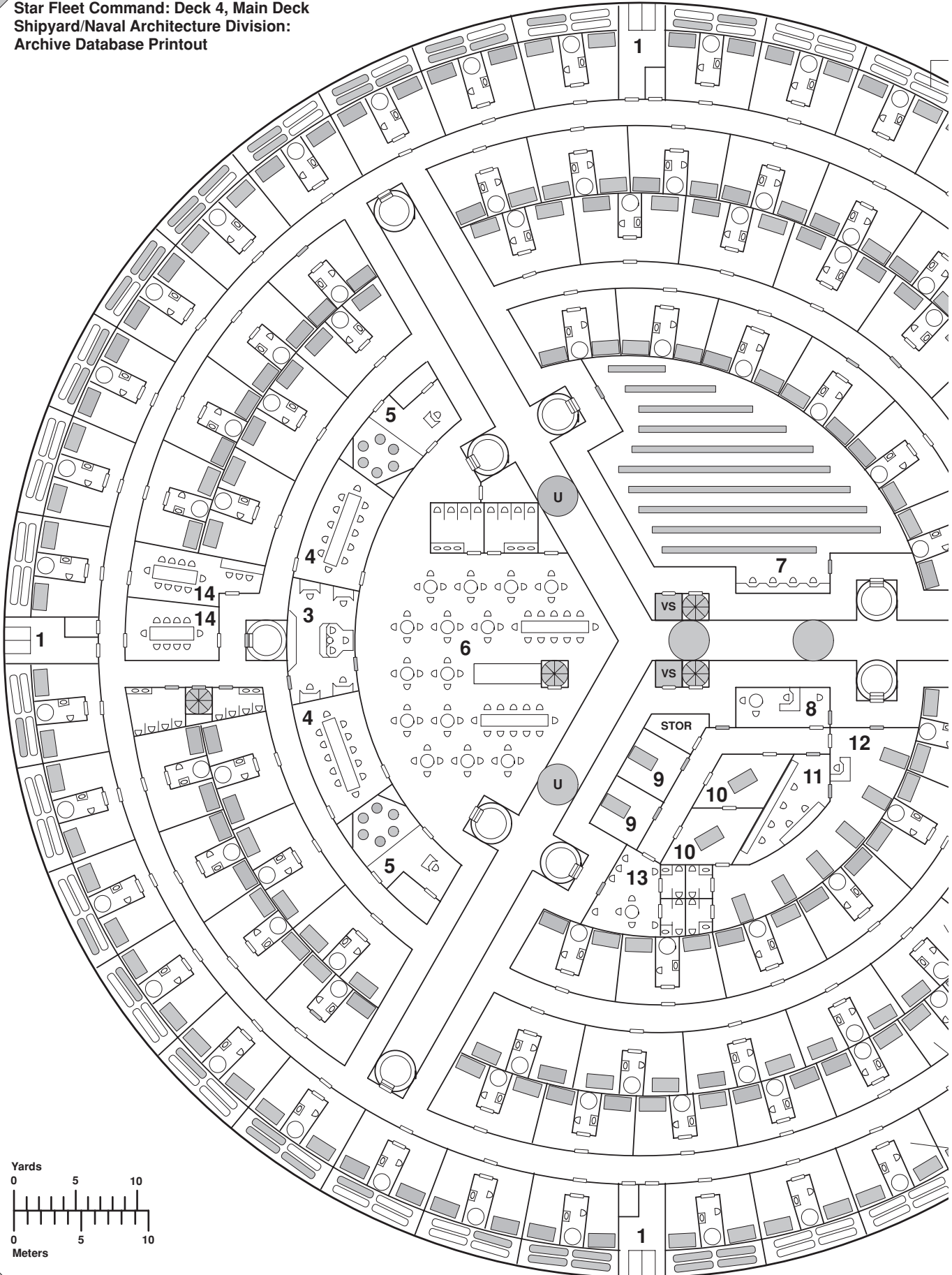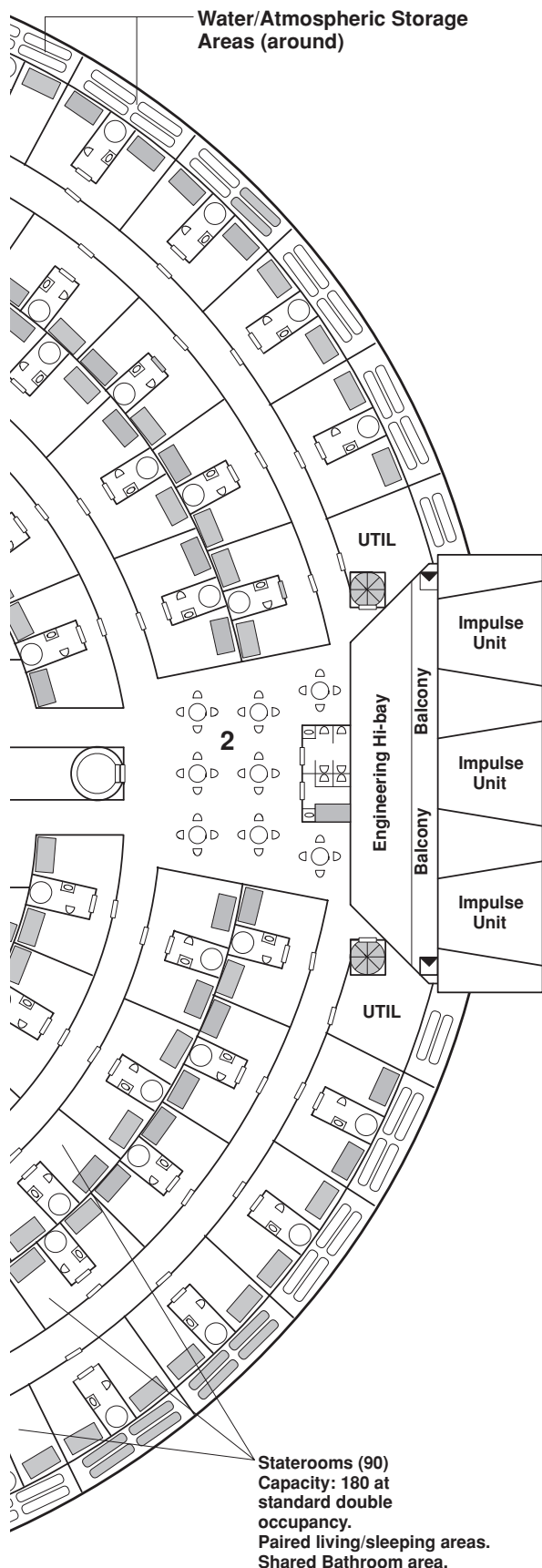
1 Docking ports/airlocks and equipment/ spacesuit lockers (3 places).
2 Petty Officers Lounge/restrooms.
3 Auxiliary Control Room.
4 Briefing Room (2 places).
5 Transporter Room (standard 6 person) and equipment lockers (2 places).
6 Messhall, adjoining restrooms, Storage Rooms (2), Food conveyer to kitchen on deck 6 and main stairwell.
7 Ship's Computers/electronic equipment room and monitoring stations.
8 Chief Surgeon's Office.
9 Examining Rooms (2). Walls here are movable partitions.
10 Operating Rooms (2). Walls here are movable partitions.
11 Medical Lab, Sickbay also uses space in the Biology and Chemistry labs on deck 5 when needed.
12 Medical Ward/ICU, restrooms.
13 Waiting/entry room, restrooms.
14 Private Dining Rooms with movable center partition/restrooms.

⧄	Doorway, typical.
⧄	Doorway, armored security.
⧄	Maintenance hatch, common areas.
▭	Bed/examination/operating table.
	Crew quarters bathroom unit.
	Table and Chairs
	Control console with chair.
⊠	Stairwell (spiral).
◯	Turbolift shaft up and down.
Ⓤ	Turbolift shaft up only.
	Turbolift car and shaft.
VS	Vertical equipment shaft with hatch.
▭	Computer/electronics bank.
▼	Ladder down.
▭▭	Atmospheric Gas storage.

UTIL

Impulse Unit

Balcony

Engineering Hi-bay

2

Balcony

Impulse Unit

Impulse Unit

UTIL

Staterooms (90) Capacity: 180 at standard double occupancy. Paired living/sleeping areas. Shared Bathroom area.

Cargo Hatch

DOCK

Water Storage

Water Recycling

Water Storage

Attitude
Control
Thruster

Cargo

5

Cargo Transporter

Gymnasium
(barracks on
Police Flagship)

Cargo

Cargo

Cargo

5

Geology
Lab

Physics Lab

20

12

14

Fabri
a
Repli

19

3

Astronomy
Lab

4

13

1

2

VS   Horizontal Shaft   VS

U

D

U

U

1

Biology Lab

Chemistry Lab

Dumb Waiters

VS

7

7

7

7

7

7

8

6

11

13

Botany
Lab

9

10

14

Spare
Parts
Storage

Ma
S

Hydroponics
Garden and
Recreation Area
(barracks on
Police Flagship)

Cargo

Cargo Transporter

Cargo

Cargo

Cargo

Attitude
Control
Thruster

Water Storage

Water Recycling

Water Storage

DOCK

Cargo Forklift

Cargo Hatch

Yards
0   5   10

0   5   10
Meters

1 Scanner equipment mountings. (2 places)
2 Probe Launcher, track with 5 probes loaded.
3 Emergency Bridge.
4 Chapel/auditorium (capacity: 80,
 equal to 1/2 the standard crew).
5 Showers/locker rooms/restrooms for Gymnasium.
6 Security Office.
7 Holding cells (6 places).
8 Interrogation room.
9 Security Entry Foyer.
10 Small Arms Locker.
11 Food Replicators/kitchen with conveyer up to
 messhall on Deck 4.
12 Turbo Elevator repair shop.
13 Emergency Transporter (20 person) and
 equipment lockers (2 places).
14 Cargo Elevator to Deck 6 P/S.
15 Battery room (2 places).
16 Power Converters/Circuit breakers (2 places).
17 Main Engineering with adjacent restrooms.
18 Chief Engineer's Office with adjoining storage.
19 Science Office
20 Crew Recreation Room

Attitude
Control
Thruster

Cargo

Cargo

Machine
Shops

Fabrication
and
Replicators

18

Impulse
Unit

15   **16**

17

Impulse
Unit

15   **16**

Impulse
Unit

Auxiliary Power
Reactor
(FFG Refit)

Maintanence
Shops

Engineering
Computers
and Electronics

Cargo   Cargo

Storage prior to FFG refit.
Upgraded to Auxiliary
Warp Reactor after AWR refit.
(Police Flagship always
has storage, does not
get APR or AWR)

Attitude
Control
Thruster

Fuel Line from nacelle fuel
tanks to Impulse Drive P/S

Warp Engine Inspection Hatch P/S

| Doorway, typical.

| Doorway, security.

| Maintenance hatch, common areas.

| Maintenance hatch, hazardous areas.

⊔ Cargo forklift.

⌐▷ Control console with chair.

✖ Stairwell (spiral).

U Turbolift shaft up only.
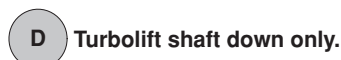
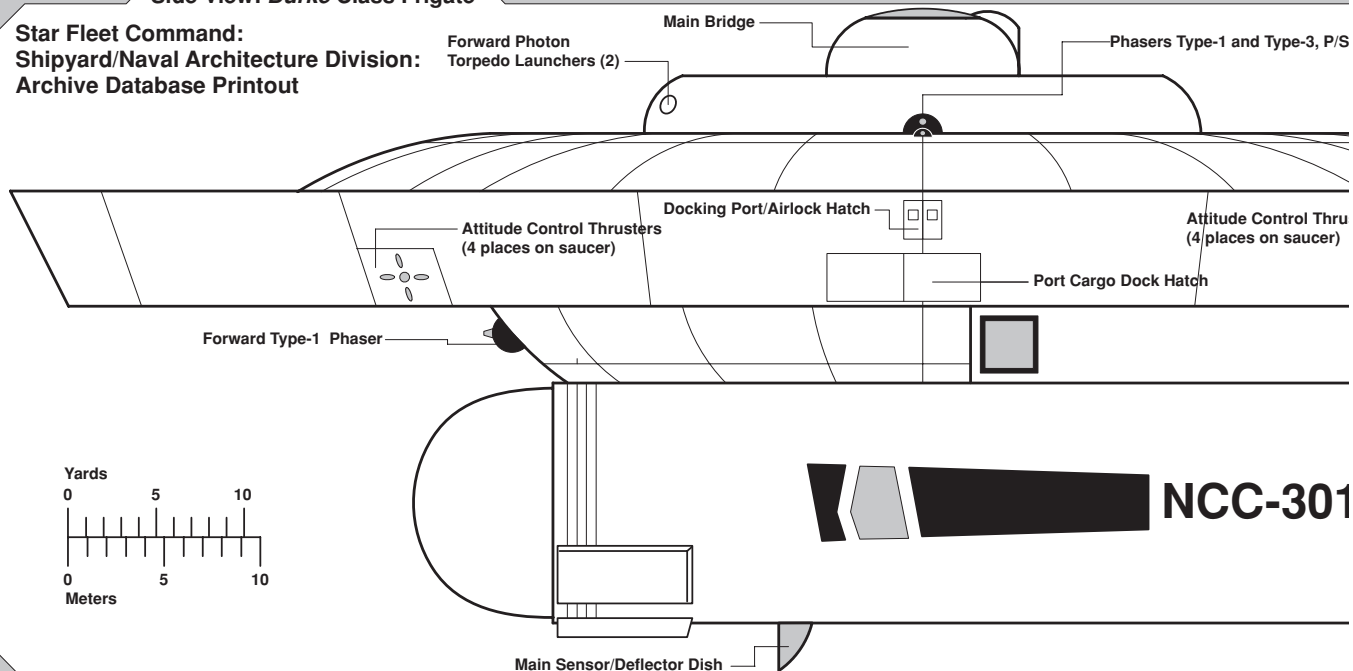D Turbolift shaft down only.
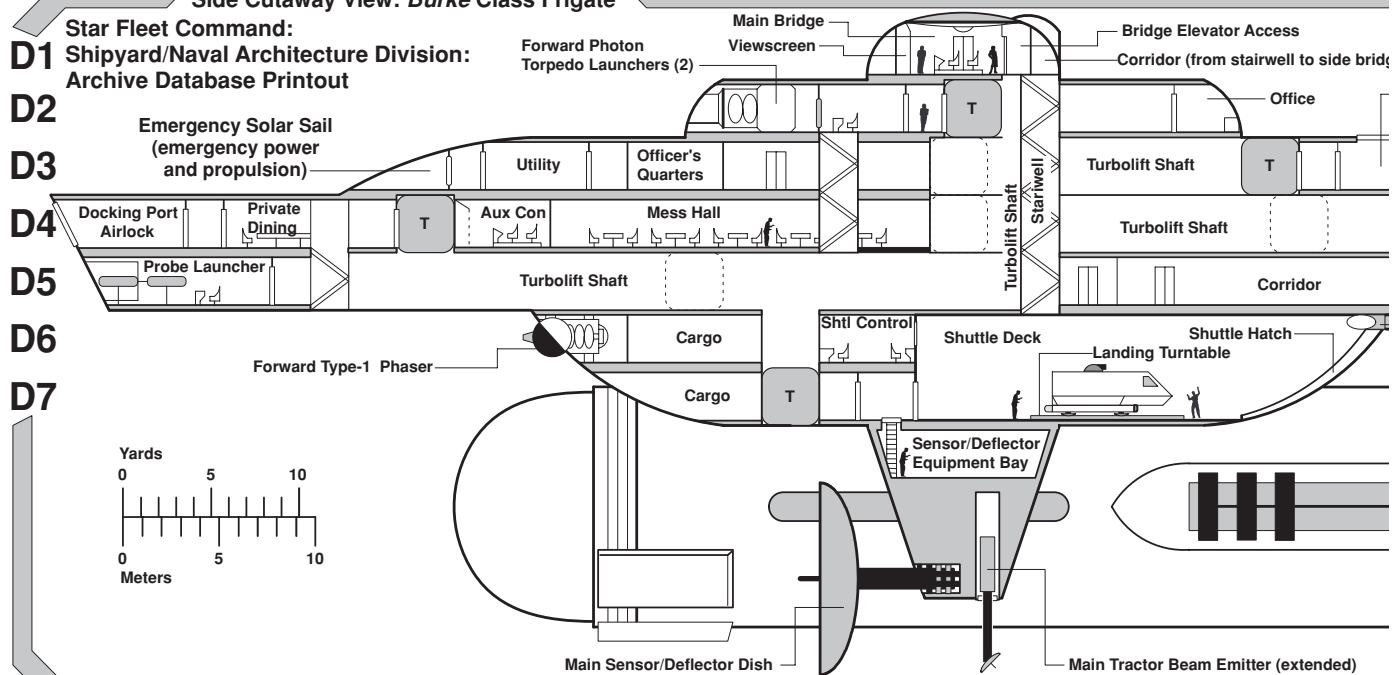
Turbolift car and shaft.

▲ Ladder up.

▼ Ladder down.

⬭—⬭ Probe casings.

**Star Fleet Command:
Shipyard/Naval Architecture Division:
Archive Database Printout**

Main Bridge

**Forward Photon
Torpedo Launchers (2)**

Phasers Type-1 and Type-3, P/S

Docking Port/Airlock Hatch

**Attitude Control Thrusters
(4 places on saucer)**

**Attitude Control Thru
(4 places on saucer)**

Port Cargo Dock Hatch

Forward Type-1 Phaser

NCC-301

Yards
0   5   10

0   5   10
Meters

Main Sensor/Deflector Dish

Side Cutaway View: *Burke* Class Frigate

**Star Fleet Command:
Shipyard/Naval Architecture Division:
Archive Database Printout**

D1

Main Bridge

Viewscreen

**Forward Photon
Torpedo Launchers (2)**

Bridge Elevator Access

Corridor (from stairwell to side bridg

D2

Office

**Emergency Solar Sail
(emergency power
and propulsion)**

D3

Utility

**Officer's
Quarters**

T

Turbolift Shaft

T

D4

**Docking Port
Airlock**

**Private
Dining**

T

Aux Con

Mess Hall

Turbolift Shaft

Stairwell

Turbolift Shaft

D5

Probe Launcher

Turbolift Shaft

Corridor

D6

Shtl Control

Shuttle Deck

Shuttle Hatch

Forward Type-1 Phaser

Cargo

Landing Turntable

D7

Cargo

T

**Sensor/Deflector
Equipment Bay**

Yards
0   5   10

0   5   10
Meters

Main Sensor/Deflector Dish

Main Tractor Beam Emitter (extended)

Free Trader (to scale) for comparison.

-3, P/S

Impulse Engine Housing

...ol Thrusters
...ucer)

Warp Engine Support Pylon

Port Warp Engine Nacelle

801

...e bridge entrance)

Upper Docking Port/Airlock

| T | **Turbolift Car** |

Air Recycling/Life Support

Main Engineering

Lateral Turbolift Shaft

Impulse Engines (3 units)

T

Lounge

Head

Administrative Shuttlecraft

Fuel line from engine nacelle.

Landing
Beacon &
Tractor

Auxiliary Power Reactor (storage prior to FFG Refit, AWR Refit upgrades it to Auxiliary Warp Reactor)

Warp Engine Inspection Access Corridor

Starboard Warp Nacelle

Warp Engine Support Pylon

...d)

Star Fleet Command:
Shipyard/Naval Architecture Division:
Archive Database Printout

Yards

0   5   10

0   5   10

Meters

U.S.S. BURKE

NCC-301

Pha

Photon Torpedo Launchers (2)

Phasers Type-1 and Type-3, P/S

Starboard Warp Nacelle

Impulse Engine Cooling Units (2)

Impulse Engine Housing

Dorsal Docking Port/Airlock

Maneuvering Thrusters
(Four Places, Top and
Bottom)

Main Bridge

Port Warp Nacelle

Running Lights P/S, F/A

FEDERATION *BURKE*-CLASS FRIGATE

**Cargo elevator
to Deck 7**

Cargo elevator to Deck 5

**Transporter Bomb
(explosive) Storage**

Cargo

Shuttle Hi-Bay

**Shuttle Bay Beacon
and Tractor Beam.**

VS

**Forward
Phaser-1**

Shuttle Bay Hatch

**Spare
Shuttle
Storage**

**Secondary Phaser
Fire Control (stations
for forward phaser
gunner, technician).
Other phaser controls
on Deck 3.**

**Materials Recycling
Waste Recovery**

**Shuttlebay
Control
Room**

**Cargo elevator
to Deck 7**

Cargo elevator to Deck 5

Yards

0   5   10

0   5   10
Meters

**DECK 6
CARGO DECK**

Drone Launcher (FFG Refit)

Rotary Type-G Drone Rack with 4 type-1 drones (FFG refit)

Cargo Elevator to Deck 6

Drone Launch Port (FFG refit)

Anti-Drone Ammunition (8 rounds)

Restroom P/S

4 Reload Drones Standard
Y175 refit adds 4 additional
reload drones (8 total reloads)

Administrative Shuttlecraft (2)

Cargo Forklift

Cargo

Shuttle Bay

VS

Cargo

U

Ladder down to
Sensor/Deflector
Equipment

Airlock

Shuttle Bay Hatch

UTIL

Air Lock/Docking Port

Spare
Shuttle
Storage

Landing Target/Turntable

Materials Recycling
and Laundry Room

Cargo Elevator
to Deck 6

DECK 7
SHUTTLE DECK

Cargo elevator to Deck 5

Cargo elevators to Deck 7

Cargo

Transporter Bomb
(explosive) Storage

Shuttle Bay Control Room

VS

Forward Type-1 Phaser

Secondary Phaser Fire Control

Restrooms

Spare
Shuttle
Storage

Cargo elevators
to Deck 7

Materials Recycling
Waste Recovery

DECK 6

DECK 7

Drone Launch Port, launches out bottom of
Reload drones organized in the same fashion as F

Cargo

Cargo Elevators
to Deck 6

Cargo
Shuttle Equip.

Cargo Forklift

M

VS

Cargo

Airlock

HTS

Ladder down to
Sensor/Deflector
Equipment

GA

UTIL

Air Lock/Docking Port

Spare
Shuttle
Storage

Yards
0   5   10

0   5   10
Meters

Materials Recycling
and Laundry Room

Cargo Elevators
to Deck 6

Deck 5 P/S

Cargo

room

Shuttle Hi-Bay

Shuttle Bay Hatch

**Shuttle Bay Tractor
Beam Emitter
(On ceiling of bay).
Landing Beacon.**

Repair
Systems

FEDERATION POLICE FLAGSHIP

ottom of hull (FLG+ refit)
on as FFG)

Type-G Drone Rack and Launcher (FLG+ Refit)

MSS   Admin

Admin

**Shuttle Bay contains:
3 Administrative,
1 Heavy Transport
1 Ground Assault
1 Minesweeping**

GAS   Admin

Shuttle Bay Hatch

**Carrier Variant has six F-18
fighters and two admin
shuttles instead of the
shuttles shown here.**

Landing Target/Turntable

Repair Systems

Restrooms P/S

**Bridge Emergency
Life Support P/S**

Access Hatch P/S

Spiral Stairwell P/S

Turbolift

Star Fleet Command:
Shipyard/Naval Architecture Division:
Archive Database Printout

Bridge: *Burke* Class Frigate
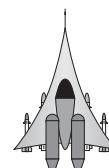
Burke Class Frigate Bridge Stations:
1. Commanding Officer
2. Helm
3. Navigation
4. Defense Systems
5. Weapons Systems
6. Science Station
7. Library/Navigation Subsystems
8. Environmental/Life Support
9. Engineering
10. Communications
11. Internal Security

H = Hatch to Vertical Shaft P/S

**Holographic
View Screen**

**Bridge Emergency
Supply Storage**

Control Bank (typ.)

Restroom P/S
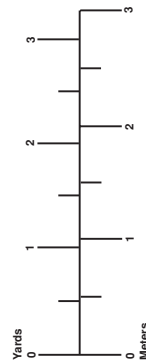
Yards
Meters

THE TEMPLE ON TERILEK PRIME

by Michael J. Campbell

This adventure is broken into several paragraphs. Do not read the paragraphs in the order they are presented, but follow the instructions in your current paragraph as to what paragraph to read next.

The text is written for one player character of around 125 character points. If more than one PC is used (or a group of players each have a character) then a Game Master will be needed and the GM should alter the numbers of opponents to keep the game in balance. See the notes at the end for using multiple PCs.

START

The cruiser *Tasmania* has left the planet of Terilek Prime to deliver emergency medical aid to Zeta Epislon III. It left behind a survey team to investigate a small ancient temple. There was only enough time to set up camp before the sun slipped below the horizon. (While the camp is nearly a kilometer from the temple, it is located at the only source of potable water in the area.)

Your small team includes seven people, the six members of Team Grissom (who consider the mission to be something of a vacation after their adventure recounted in **GPD**, see pages 32-34) and you, a junior archaeologist.

Lt. Commander Grissom and Marine Corporal Kilrathie wanted to try out an Earth tradition and set up a camp fire to roast marshmallows. And so it is that you stand on the surface of Terilek Prime, in the dark with smoke in your nose ... on guard duty. **Go to #1.**

#1. You pace along the perimeter of the encampment; charged with the responsibility of protecting the lives of your sleeping shipmates. There is no real reason to be concerned. The planet has no sentient life forms and no predators larger than a big dog.

That was the big question about the temple the surface survey had uncovered. Who built it? And Why?

Then you notice lights flickering in the distant sky. They are above the horizon and moving quickly, like a shuttle-craft. The lights are getting closer, and nearly overhead.

Make a roll against IQ with a -2 penalty.
If successful, **Go to #60.**
If you failed, **Go to #12.**

#2. You scan around with tricorder but find nothing of interest. You proceed through the doorway. **Go to #16.**

#3. You heard something! You take cover behind a tree. **Go to #48.**

#4. You try to bring the tricorder up to access the controls but it's difficult to do while you are up a tree.

Make a DX roll. If you are a large or heavy character, give yourself a penalty of 1 or 2 as the tree is sagging under your weight and likely to break any second.
If you fail, you fall, **Go to #61.**
If you succeed, you make some preliminary scans, **Go to #25.**

#5. You wait for a few minutes, but it feels like a few hours in the cool night air. **Go to #59.**

#6. You stay at the camp site until dawn, when the others organize to examine the temple.

You tell Grissom what you saw and he orders you to get some sleep. **Go to #72.**

#7. You run the tricorder around the walls and floor but find nothing of interest. **Go to #43.**

#8. You are crouching and attack the two Orion paramilitary crewmen on guard at the shuttle.

One Orion will take cover behind the shuttle (-4 penalty) and begin suppressive fire at you so that the other can maneuver toward you. The one that is maneuvering will sprint without firing until he reaches a range of 5 yards and will then attack you with his phaser pistol. If you stun him, then the other Orion will charge at you. It is dark and so there is a -2 penalty to all attacks.

Each Orion is carrying a dagger on his belt and Phaser-I holdout weapon in his hand.
If you are killed, **Go to #70.**
If you are knocked out, **Go to #21.**
If you defeat both Orions, **Go to #65.**

#9. You dust yourself off, and drag your body back up to the level of passageway, and move on. **Go to #31.**

#10. The small room, a closet really, is dark and dusty. Sitting on a pallet that covers most of the floor is a green Orion slave girl wearing little more than rags. You see nothing else in the closet. The slave girl indicates that she wants you to unlock her handcuffs.
If you do, **Go to #54.**
If you leave the girl there, **Go to #15.**

#11. You shine your flashlight into what seems to be a single room inside the temple and look at the ornate carvings. It seems like the pictographs are indicating something, so you try to run your tricorder past the ancient hieroglyphs.

Make an IQ based roll using your Cryptanalysis skill with a -1 penalty.

If you succeed, **Go to #40.**

If you fail, **Go to #62.**

#12. You couldn't see too well against the star-filled sky, but it was definitely a shuttle. Who could it be, and why are they here? Nobody is scheduled to arrive for 37 hours. **Go to #38.**

#13. You wake Daneric-Tren (who had been scheduled for the next shift) and tell him what you saw, and that you're going to investigate. He agrees that you should go look around, and that you shouldn't wake up Lt Commander Grissom. (This is, actually, the wrong decision, but somehow it seemed like a logical idea at the time. If you do wake up the commander, then play the adventure with multiple characters; see page 70.) You head off through the forest, leaving the firelight and your comrades behind. You shine the flashlight around and occasionally take tricorder readings. After a while you find a path that seems to have been worn by animals.

Suddenly you hear something.

If you choose to head back to the camp to avoid any possible trouble, **Go to #6.**

If you choose to hide, **Go to #49.**

If you choose to make a stand and fight, **Go to #61.**

#14. You move along the passageway and find that there is a section of weak timber under the floor. The timbers break and you fall through, landing about 2 yards down in a pit trap. Take falling damage on a fall of 2 yards.

If you are knocked out, **Go to #45.**

If you die, **Go to #70.**

Otherwise, **Go to #9.**

#15. Continuing down the passageway, you come to a locked door. Use your *Lockpicking* skill.

If you succeed, **Go to #31.**

If you fail, **Go to #46.**

#16. You enter the room and see a small wooden table with several data cubes placed on it. Across from you is a Klingon in an imperial uniform, with his back to you. He is no renegade, but an enemy soldier here inside the Federation. This makes no sense. How did he get here? And why would he? Is he a spy? Or an arms dealer? Or perhaps even a scientist? You vaguely remember that a century ago, this sector was claimed by the Klingons but the Federation absorbed it after the Y102 border declaration.

The Klingon turns to look at you, and he isn't happy to see you. You notice that his insignia is of the Galactic Research Unit — *Klingon military intelligence!* You wonder for a moment how you happened to remember that particular bit of your training.

You realize that he'll probably be able to run faster than you, so you'll need to fight this Klingon and win to be able to do anything else.

The Klingon has a short sword at his left hip (not that it matters, but he brought it to clear brush on the trail), and a disruptor pistol on his right hip. He has Average stats for a Klingon except that as part of the GRU, he has an IQ of 13. He has a skill level of 14 in Beam Weapons (Disruptor). He has a Fencing skill of 14.

If your phaser is in your hand, you have an advantage. If not, you'll have to draw it to use it.

If you win, **Go to #50.**

If you are knocked out, **Go to #45.**

If you die, **Go to #70.**

#17. You put the tricorder at your finger tips and make a quick scan.

Make an IQ roll using your Camouflage skill with a bonus of +2.

If you succeed, **Go to #53.**

If not, **Go to #37.**

#18. One of the Orion guards leaves the area, perhaps to answer the call of nature.

If you choose to attack now, **Go to #8** but there is only one Orion to face.

If you choose to wait, **Go to #52.**

#19. You are captured by the Orions and bundled off to their shuttle as their prisoner. Your spend two years as a slave laborer in an electronics shop. Several escape attempts fail, but the Orions finally get tired of you and ransom you back to Star Fleet. Upon arrival at Starbase 12, you are given 30 days leave and two year's back pay. Star Fleet advises you to seek a civilian job. **THE END**.

#20. You can't seem to find a way in. You could blow a hole in the stone door with your phaser pistol, even though this would violate about twelve Star Fleet regulations and protocols on preserving ancient culture and artifacts. Or you could head back to the camp to tell the others about what you've seen.

If you choose to report back, **Go to #51.**

If you choose to blow a hole in the door, **Go to #27.**

#21. The Orion knows he can not leave you here, as you will then "come" to and report him. So, he gives you the "coup de grace" and kills you. **Go to #70.**

#22. You open the ancient stone door and move into the room inside. **Go to #36.**

#23. You enter a room with a dusty floor, lit by lamps that have been stuck against the wall (probably by the Orions). There is a door at the far end of the stairs. You can scan the room but you won't find anything.
>   If you give up and go back to camp, **Go to #51.**
>   If you press on through the doorway, **Go to #57.**

#24. You sneak along the edge of the clearing for a while and find yourself near the far side of the shuttle and much closer to the temple. You realize that by now there are only two members of the Orion paramilitary group left at the temple entrance.
>   You could fight them, in which case, **Go to #59,** but with a starting range of 20 yards.
>   Or you could continue around the temple looking for another entrance. In which case, **Go to #44.**

#25. With the native creature past you by a safe distance, you are free to head towards the temple. **Go to #29.**

#26. The creature is protecting its territory and once you are no longer a threat it leaves you alone.
>   By the time you come to, the stars have markedly moved in their position, indicating several hours have passed. You decide to head back to the encampment and return to your guard duties. **Go to #6.**

#27. You disintegrate the ancient stone door and enter the room on the far side. **Go to #23.** This had better be worth the trouble you are in for destroying an ancient stone door!

#28. You move through the room and up the stairs and head out, making your way back to camp.
>   If you've got the data cubes, **Go to #55.**
>   If not, **Go to #51.**

#29. You head deeper into the forest making your way towards the ancient and out-of-place temple. Soon you reach another path.
>   If you choose to scan the path with a tricorder, **Go to #17.**
>   If you choose just to move on, **Go to #37.**

#30. The Orion slave girl says that she knows where the Klingon officer's shuttlecraft is hidden, but it is four miles away. If you decide to leave with her and go to the shuttle, **Go to #63.**
>   If you take her back to Lt Cdr Grissom, **Go to #51.**
>   If you stun the slave girl, **Go to #33.**

#31. You walk through the door-frame and enter the next room, which is about 13 yards long and 5 yards wide. There is a large stone sarcophagus (one yard high, two yards wide, one yard across) in the center of the room, and some kind of metallic statue on an altar against the far wall. Two Orions are standing near the sarcophagus, about 7 yards from you, facing each other and eating what smells and looks like durian fruit wrapped in salami. Their Phaser Pistols lay near them on top of the sarcophagus. They see you, and there's going to be a phaser fight.
>   If you do fight, the Orions will have no weapons on the first round as they will use their first action to pick up their phasers, rolling against DX to do so (since they are startled and cannot just "pick things up" without a roll). Once they succeed, they will take cover behind the sarcophagus, giving them the protection of a -4 penalty. Everybody has a -1 penalty on all ranged attacks due to the dim light.
>   If you Flee, **Go to #56.**
>   If you win, **Go to #69.**
>   If you are knocked out, **Go to #19.**
>   If you are killed, **Go to #70.**

#32. You scan with the tricorder and find that the statue on the alter at the far end of the room is made of uranium. The builders of this burial chamber must have believed that the radioactive material had some kind of effect during the deceased's journey to the afterlife. While the radiation is not seriously dangerous (the statue is *old)*, there is nothing else worth noting in this room. **Go to #47.**

#33. You follow the passage way back to the intersection.
>   If you decide to leave the temple, turn left and **Go to #28.**
>   If you choose to go straight, **Go to #64.**
>   If you choose to turn right, **Go to #66.**

#34. You follow the passageway for a few yards. If you scan with your tricorder, **Go to #7.** If you follow the passageway to the distant doorway, **Go to #43.**

#35. You turn around to see the Orion standing four yards away. The two of you engage in a firefight.
>   If you win, **Go to #41.**
>   If you die, **Go to #70.**
>   If you are, knocked out, **Go to #19.**

#36. You walk down the dark stair case that twists around and then enters a large room with a dusty floor. You look around the room, which is lit by lamps the Orions must have stuck to the walls. Near the foot of the stair case is a doorway.
>   If you think you should use your communicator to contact your team, then you are actually showing some common sense for the first time since you left your camp without waking up Lt. Commander Grissom. **Go to #67.**
>   If you think you should go through the door and explore, **Go to #57.**

#37. *Make an IQ roll.*
>   If you succeed, **Go to #3.**
>   If not, **Go to #48.**

#38. You think about the shuttle you've just seen.

It could be nothing. It could prospecting for gold or other precious minerals, or hiding pirate loot.

Or it could have something to do with the temple.

You could go and investigate, but that would mean leaving your post. You have a tricorder, a flashlight, a phaser. and a communicator, so you feel that couldn't get yourself into too much trouble.

If you choose to investigate the shuttle, **Go to #13.**

If you choose to stay at your post, **Go to #6.**

#39. With the native creature chased off, you are free to travel toward the temple. **Go to #29.**

#40. The inscribed images on the wall were easy to interpret. You pull the small stone sliver that doesn't quite fit, and the altar in the center of the room rumbles as it swings to the side. It reveals a set of stairs leading down below ground. You could go back to the base camp and inform Lt Commander Grissom of what you've seen, or you could go down the stairs to see what's below.

If you choose to explore more, **Go to #36.**

If you choose to report back, **Go to #51.**

#41. You have defeated the patrolling Orion. Now you are free to fight the last of the Orion guards, or you can go back to base camp and report in.

If you return to base, **Go to #51.**

If you proceed to fight your way into the temple, **Go to #8**, but there is only one Orion remaining.

#42. You scan the walls, ceiling, and floor quickly with the tricorder and notice Orion markings on the floor. The tricorder indicates that there is a pit just below the thin timber planks that have been covered in dust to look like the stone floor that lies everywhere else you've been. You step over the planks and move further down the passageway. **Go to #31.**

#43. You walk into the room and look around. You see scuff marks on the dusty floor near a clear section in the corner, as if some boxes had sat there and were now removed. **Go to #33.**

#44. You continue to move around the outskirts of the clearing and notice a large ditch and climb down into it. You find an entrance with ornate stone carvings around it. You could try to find a way to enter or go back and fight your way in.

Make an IQ roll with a -3 penalty to see if you can find a mechanism to open the door.

If you succeed, **Go to #22.**

If not, **Go to #20.**

#45. The Klingon knows that his secret (whatever it is) has been ruined, as whether you live or die, the inevitable search will find evidence that someone was here. But only if you are alive will you be able to tell people just who was here. Roll one die.

1-4: Klingons are known for their magnanimous mercy, he simply kills you. **Go to #70.**

5-6: The Klingon, for whatever reason, decides not to kill you. He tells his Orion friends to take you with them. **Go to #19.**

#46. If you phaser down the door, **Go to #31** but the Orions are alert and holding their weapons. If you turn around and go the other way, you will pass a small door on the right. If you open it, **Go to #10.** If you pass it and keep going, **Go to #57.**

#47. You walk back down the passage way and hurdle the pit trap. Then you come up to the intersection.

If you want to leave the temple, **Go to #28.**

If you want to explore some more and turn right, **Go to #64.**

If you want to explore some more and turn left, **Go to #66.**

#48. An Orion in paramilitary uniform walks down the path, holding his phaser and looking around. You could try to spend three rounds aiming before he notices you, but his phaser pistol is already drawn. If you take time to aim, **Go to #71** with a +3 to hit bonus on your first attack.

You could try to evade and leave the area. If so *Roll against your DX* or stealth skill with a +2 bonus (on account of the fact that it's dark).

If successful, you return to camp, **Go to #6.**

If you fail, **Go to #71** without any bonus.

Or you could choose to just jump into a shooting match, in which case **Go to #71** without any bonus.

#49. You scramble up a nearby tree and watch.

The noise grows a little louder. Then you see it. It seems to be some kind of native wild boar.

If you try to scan it with the tricorder, **Go to #4.**

If you just wish to wait for it to pass, **Go to #25.**

#50. The Klingon slumps to the ground, vanquished. You're feeling pretty good, since defeating a member of that warrior race is something of an accomplishment.

You grab the data cubes — they can be analyzed back at the camp or on the *Tasmania* — turn and leave the room. You follow the passage back to the central intersection.

If you choose to head out, turn right and **Go to #28.**

If you choose to go straight and explore some more, **Go to #34.**

If you choose to turn left and explore some more, **Go to #33.**

#51. You sneak back to the camp and wake up Lt. Commander Grissom. After telling about what you've seen, he notes your initiative, but rebukes you that it was dangerous to go off alone and says you should have awakened him and let him make a command decision about what to do. Mildly angry at your recklessness, he commands you to stay at your post guarding the camp while he organizes the survey team into an investigation squad. **Go to #72.**

#52. You waited too long and the Orion that left has crept up behind you. *Make an IQ roll to hear him coming.*

If you fail, **Go to #19.**

If you make the roll, **Go to #35.**

#53. Your tricorder scan shows that this track has been made via the frequent trampling of humanoid feet and cutting tools. **Go to #37.**

#54. The Orion Slave Girl tells you that she knows where the Klingon is, but not what he is doing. She also says there are some Orions in a nearby room. You tell her how to get out of the building.

If you want to leave, **Go to #28.**

If you go look for the Klingon, **Go to #16.**

If you go looking for Orions, **Go to #31.**

#55. You race back to the camp with the data cubes and show them to Lieutenant Commander Grissom. He realizes that he'll need to organize the survey team into a response force and orders you to stand guard by the data cubes. Around dawn, Lt Cdr Grissom and the team bring back two Orion prisoners and begin interviewing them.

Grissom tells you to get some sleep and that you have showed strong initiative. He'll put you in for a commendation. You catch some shut-eye, and dream of telling the story in the bar for years to come. **THE END.**

#56. You run from the room, hurdle the trap and sprint straight through the intersection. **Go to #50.**

#57. The passage way proceeds about three yards before you meet an intersection.

There is a left passageway, a right passageway, or you could continue to go forward.

Decide now if you are carrying your phaser in your hand or if it is still clipped to your belt.

If you choose to turn left, **Go to #64.**

If you choose to turn right, **Go to #34.**

If you choose to go straight ahead, **Go to #33.**

#58. You hide the stunned Orion under some bushes (in case there is more than one Orion on patrol) and head up the slight hill towards the temple. **Go to #68.**

#59. After a while there are only two Orions guarding the temple. You think this might be your chance, but you might be able to get better odds latter.

If you choose to wait, **Go to #18.**

If you choose to make your attack, **Go to #8.**

If you aim for three rounds, **Go to #8** with a +3 bonus to the first attack roll.

TERILEK BOAR

ST 12, DX 14, IQ 5, HT 14. Speed 8, Thick Hide is PD1, DR1. Weight 50-60 pounds, size 1 hex.

Has six-inch long tusks which it can use to do impaling damage (if it can find enough room to charge, about 10 yards) otherwise they do cutting damage when slashed from side-to-side. Also has heavy hooves which do crushing damage to front and side hexes. Acute Hearing +2, Acute Smell +4, Area Knowledge (its territory), Discriminatory Smell, Single-Minded; Bad Smell, Berserk, Night Blindness, No Depth Perception, Slow Eater.

Almost every world has an ecological niche filled by something like this, a big mean plant-eater likely to charge for no reason. There is never more than one in any given area as they are *very* territorial, except during the mating season. They will attack anything their size or larger entering their territory — this could be a "Berserk trigger" (and is automatic in this adventure). They rarely eat intruders (despite what the survivors say) but instead use their tusks to dig roots and insect life from the ground. Their eyes are on either side of their head and cannot see the same object. As a result, their vision is impaired, but their senses of hearing and smell are enhanced in compensation. The Terilek boar is edible if cooked thoroughly, and with barbeque sauce is quite tasty to humans, Klingons, and Andorians.—*Gary Plana*

#60. As the shuttle flies overhead, you realize that it is indeed an Orion shuttle. Why would they be here? What could interest them on this rock? **Go to #38.**

#61. You suddenly find yourself fighting a wild boar.
Conduct combat using data on page 69.
If you win the fight, **Go to #39.**
If you are killed, **Go to #70.**
If you are knocked out, **Go to #26.**
If you manage to escape from the boar, **Go to #6.**

#62. There doesn't seem to be a way to decode the hieroglyphics, so you could try to find another way into the temple or return to the camp site.
If you return to the camp, **Go to #51.**
If you choose to find another way, **Go to #44.**

#63. You are never entirely sure what happened, but you wake up several hours later, lost in the forest, with no Orion slave girl or shuttle in sight. You wander back to camp and report. The Orions and Klingons have left, and whatever was in the temple that interested them so much is no longer there. **THE END.**

#64. You walk down the passageway. You could scan around, or travel further down the dimly lit tunnel towards the distant doorway.
If you choose to scan, **Go to #2.**
If you choose to go through the doorway, **Go to #16.**

#65. You walk up to the entrance of the temple and look into its dark mouth.
If you shine your flashlight about and take a look, **Go to #11.**
If you sneak back to the camp and alert Lt. Commander Grissom and the others, **Go to #51.**

#66. You walk along the dimly lit passageway.
If you scan the passageway with your tricorder, **Go to #42.**
If not, continue down the passage and **Go to #14.**

#67. You flip open your communicator and open a channel, but nothing happens. You think for a minute. You aren't deep enough underground to block a standard communicator, so something else is blocking your transmission. Your tricorder doesn't turn up anything obvious.
If you give up and go back to camp, **Go to #51.**
If you press on through the doorway, **Go to #57.**

#68. You move up to the edge of the clearing near the temple and look around. There are several Orions walking back and forth between the Shuttle and the front entrance to the temple. Some of them are carrying boxes and there is a Klingon watching them.
If you wait here to see what happens, **Go to #5.**
If you go back to base and tell others, **Go to #51.**
If you move around the outskirts of the clearing looking for another entrance to the temple, **Go to #24.**

If you use your communicator to contact Lt Commander Grissom, use the notes at the end for multiple PCs. By the time he arrives with two tactically-qualified crewmen (or marine guards), it will be time to **Go to #5.**

#69. You move around to the far side of the sarcophagus to make sure the Orions are indeed stunned; they are.
If you leave, **Go to #47.**
If you check things out with tricorder, **Go to #32.**

#70. You have died. Since you failed in your mission, several bad things will happen involving your friends, the Orions, and the wild boar. But this no longer concerns you. **THE END.**

#71. You are now in a phaser fight with the Orion on patrol. The Orion is a typical pirate with a slightly increased ST (+1), a Beam weapons (phaser) skill of 14, and a brawling skill of 13. The Orion is carrying a holdout Phaser-I in his hand. The starting range is 20 yards. If you use your flashlight to illuminate the Orion, he will move toward you (closing the range) while trying to fire. If you don't use your flashlight, then the Orion will go prone and begin firing back at you. If you win, **Go to #58.**
If you are killed, **Go to #70.**
If you are knocked out, **Go to #21.**

#72. By the time the survey team returns, it's late afternoon. They tell you about shuttle prints in the mud but found nothing of any unusual interest. A report will be filed with the Federation police for this sector, but the survey team will make no other efforts. **THE END.**

NOTE FOR MULTIPLE PCs: Given that an unscheduled and unidentified shuttle has just landed, it should be fairly obvious that this is one of those times that waking up the notoriously cranky Lt. Commander Grissom is the right decision. In this case (or if you wake him up later), Grissom will no doubt organize a team to investigate. When he does, Lt. Commander Grissom will insist on keeping the team together at all times as he moves to the temple. The following changes are recommended.

In any case involving combat, everybody fights (if the GM determines they have a line of fire). When moving, tell the GM who is in the lead.

The death of any individual does not stop the team from proceeding. Any individual given a major wound will drop out of the team. If everyone is stunned, killed, or wounded at the same time, all alive will be prisoners.

#8. Four Orions remain on guard.
#14. Only the lead team member falls into the pit.
#16. Two Klingons are present.
#24. Four Orions remain on guard.
#31. Four Orions are present. One is holding his phaser having heard some noise in the corridor.
#41. Three Orions remain on guard.
#48. Two Orions are on patrol, not one.
#59. Four Orions remain on guard.
#68. Ten Orions are around the temple entrance.

ADVENTURE SEEDS

These two items (King and Country, Trouble on Cygnus) are "adventure seeds" by Matthew Francois intended to give GMs an idea from which they might design their own adventure. Let us know how your group fares on your adventure for our newswire reports. If one of these turns out to be popular, it may get a full write-up as an adventure playground.

For King and Country

"Fellow Hydrans, rise up! The time has come to show the accursed Klingons the true might of the Hydran Kingdom, to restore the glory of the Hydran throne, and the throw off the yoke of Klingon oppression! While the operations you are about to embark on will remain secret for several years, they will be critical in the restoration of our way of life when the time comes."

With a speech that included those lines, the military commanders of the Hydran Kingdom, trapped for many years in the Old Colonies, began dispatching teams of covert agents into Klingon-occupied territory. After the infiltration (many were sent in Y133-Y135), the teams were to attack and destroy the various defense satellites and orbital bases that held the Hydran planets hostage.

The characters can play either the Hydran infiltrators, or a team of Klingon agents opposing them. A Hydran team could be composed of Hydrans traveling on a small stealthy ship. They could also be ethnic members of Klingon subject races recruited by Hydran HH3 Intelligence.

Whatever you choose, however, all is not well on this particular arm of the infiltration. A problem has arisen, and the glory of the Kingdom demands that it be dealt with. The problem (pick one!) is:

• A team of Hydran agents, sneaking through occupied space in a small craft, have stumbled upon a disabled Klingon frigate, which promptly hailed them for help. Unable to simply run from the frigate, which would have reported their ship to authorities that would in turn track them to whatever planet they were infiltrating, the Hydran agents have no choice but to board, capture, and destroy the frigate. Most of the frigate's crew were evacuated to the oxy-nitrogen planet below, leaving only a single naval officer and a handful of ESS security guards on board.

• Having landed on their specified planet, the team of agents is confronted by the local police. It seems that their Klingon governor has been generous for several months, and the local government fears a collapse into poverty and anarchy if the mission goes forward. The Klingon's generosity, of course, is a ruse designed to trick the police into revealing the newly-landed agents. The agents must convince the police of the treachery … without revealing their presence.

• One of the members of the Hydran agent team is actually a Klingon double-agent (either have multiple NPCs, and one of them is the agent, or have a player secretly working for the bad guys). The agents begin their mission without the knowledge that one of their number is working for and communicating with the enemy.

Trouble on Cygnus

A set of initially unconnected events on Cygnus have suddenly turned into a situation of critical importance. For the past few months, a drug that is incredibly addictive has been on a steady rise through all layers of the Cygnan population. Several days ago, a Federation raid on a set of black-market warehouses left one Cygnan dead and a human accomplice in custody. Information garnered by the prisoner indicates that the source of the drug is a single criminal gang using materials imported from off planet.

"Crystal Rain," the local moniker for the drug, is highly addictive. By simply inhaling a few airborne crystals of the substance, an Cygnan's mental and physical systems can become addicted to it. Ingesting the drug in any quantity, however, provokes a boost in reflexes and higher-order thought processes. The body does not build up a resistance to the drug, as seen in many other narcotics. If the drug is not taken, however, the body goes through violent withdrawal symptoms, which have a 35% fatality rate. If the victim survives, they are still at risk of permanent physical and/or mental disability.

The characters enter the scenario with the task of finding source of the drug ring, and determining what their overall goal in this scheme is. Depending on the characters' goals, they may wish to stop any sort of plan against the Federation, the Cygnans, or another party… or they may want to join up and help the plan to it's goal!

Select one of these three sources for the origins of the drug ring (or leave disinformation-clues about all three and let the team figure out which one is right):

• A Kzinti Cabal team, looking to destabilize Federation presence on and around Cygnus, has set up the drug manufacturing plant and the distribution system. Keeping their identities secret, the team has allowed the drug to spread into Cygnan culture, and is in the process of setting the final stage of their plan: to make it appear as if the Federation has been manufacturing Crystal Rain the entire time. There are hundreds of legitimate Kzinti businessmen on Cygnus, buying and selling all kinds of things.

• A group of Orion Pirates has set up the drug ring to make money and allies in the region. They had planned on simply using the operation to earn a tidy profit and train newly-recruited starship crews, but rising tensions between the Federation and Kzinti Hegemony have led to the Orions purposely destabilizing the region so that they can profit from smuggling and deliveries to wartime areas.

• The drug ring was originally the operation of a local gang on Cygnus, who had hoped to use their earnings to throw out the "imperialist" Federation. However, they began to consider exporting the drug, which angered the local Orion Pirate cartel, since the gang refused to give the Orions a cut of the profits. The Orions tipped off the Federation to the black-market warehouses in the hopes of exposing those who have defied them.

• Set the whole adventure on Roon (see **GPD**) and look for the group of local criminals that the Orions set up in business to turn a local weed into a drug for Rigellians. The first set of Orion partners was arrested by Grissom's team; these are their replacements.

HYDRAN RACIAL PROFILE

OVERVIEW

Where does one begin when trying to explain an entire race, their history, biology, culture, economy, and everything else? It would be difficult, if not impossible, to understand any one section without some knowledge of all of the other sections. This overview is intended to provide readers with an overall framework into which each detailed chapter, in its turn, will fit.

Hydrans live on smaller gas giants, living on continents that float on a sea of liquid methane. They have three sexes; the "male" and "female" both make genetic deposits inside the non-sentient "matriarchal" who bears and raises the children. This creates no end of differences from humans. Females have no sense of nurturing since they do not bear or rear their children. Most Hydrans never know their parents, and in most cases their parents do not even know each other. (The higher social classes generally have recorded family trees and family members will help each other in business. Some religious sects record family relationships, and some of those "mate for life". Guilds keep such records to avoid genetic problems.) Hydrans are subject to a wide range of diseases and medical conditions, and their TL12 society deals with these issues as appropriate.

There are several major planets inside the Hydran Kingdom, and hundreds of minor colony worlds. The capital planet and original home of the race is Hydrax.

The Hydran national psyche is defined by the period of time in which the Klingons and Lyrans conquered and occupied most of the Kingdom. During that period, the government was effectively destroyed and the guilds who controlled the unoccupied remote colonies had full power. They restored the government only for their own convenience, a status that remains in effect. The Hydran military philosophy is based on attrition units, on absorbing the attacks of the enemy and then retaliating, and on keeping an unreachable reserve in the remote colonies. Individual Hydrans are fatalistic and often prone to despair. High value is placed on honesty, loyalty, and integrity, and punishment for individual corruption and treason is swift and severe.

Virtually all Hydrans are members of guilds. These organizations are a combination of corporation, labor union, feudal house, political party, and religious denomination. Hydrans who work for the government are, in effect, members of the government employee guild, and loyal to the government. Most career Hydran military personnel are members of the *de facto* military guild, but many sons and daughters of civilian guild families do a tour in the military and remain loyal to their original guild.

Social classes exist, including the elites, upper class,
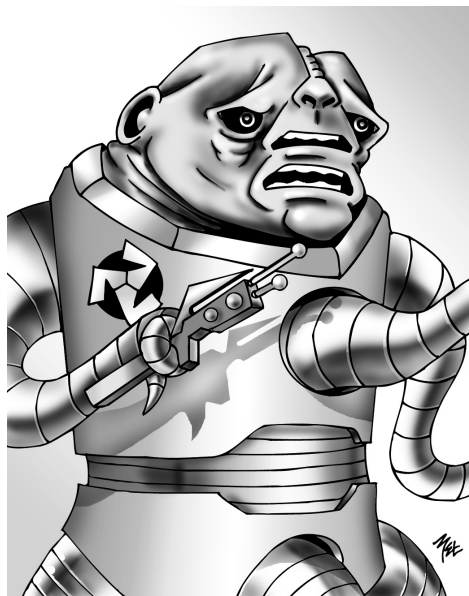
middle class, lower class, and the poverty-stricken peasant class. Upward mobility is possible with hard work and a bit of talent.

The Hydran Kingdom is a monarchy, with a King and a (huge) royal family. Any of the princes (sons and cousins of the current King or the previous Kings) could inherit the throne, taking the name Hydraxan on accession. Internal struggles, coups, civil wars (all inside the palace) are common in Hydran history. There is a civil bureaucracy, plus military and police organizations, but most of what Federation citizens expect from their government is provided to a Hydran by his guild. There is no "nobility" in the sense that the Federation understands it, although the most powerful guild leaders hold a similar position.

The Hydrans have a system of laws agreed to by the guilds to keep commerce operating efficiently. Courts are run by the government. A uniform standard of weights and measures (and a national currency) is also used, and easily translates into metric units for foreign trade.

There are non-Hydran Exile Races in the Kingdom, most of these being Klingon subject races who were left behind after the Kingdom freed itself from Klingon and Lyran occupation in Y135. These exist on oxy-nitrogen worlds and the Hydrans welcome their presence as it allows them to more easily exploit the resources of such worlds. Many of these non-Hydran workers are members of Hydran guilds, but most are members of their own guilds. They are never allowed in the Royal Navy or Marines, but often operate commercial starships, serve in the Yeomanry, and are employed by the Hydran intelligence services. Of

course, many of them are also employed by the Klingon, Lyran, and various Orion Cartel intelligence services.

The Hydrans have no adjacent allies and were conquered (except for some remote colonies) twice by the Klingon-Lyran Coalition (Y87 and Y171). In peacetime, the Hydrans exchange ambassadors and conduct trade with the Klingons and Lyrans, and have sent ambassadors to distant races such as the Federation and Kzintis.

Hydrans have the usual assortment of myths and legends. Hydrans have hundreds of gods, which hold various relative positions of power. Each guild, starship, factory, planet, city, and family has its own patron god, and most Hydrans worship several such gods. Some gods are the patrons of certain holidays, events, or other things, such as Helfix, the patron god of childbirth, and Hydrans ask for help from the appropriate god for almost everything. Higher gods have temples and priests, while lower gods may have a part-time priesthood. As with most races, religion provides a social code of polite and honest behavior toward others. For the most part, profanity is frowned upon and pornography is considered a private (if guilty) pleasure.

Hydrans have an array of arts, music, entertainment, sports, hobbies, and leisure activities. The equivalent of stamp collecting exists, using guild shipping labels.

The Hydran economy is a free market, or perhaps anarchy would be a better description. Guilds buy and sell services and commodities to each other, to individuals, and to the government. Workers are paid in services (food, housing, clothing, entertainment) and to some extent in cash that can be used to purchase luxury items, entertainment, travel, advanced education, or whatever. The standard of living is nearly that of the Federation and considerably above that of the Klingon empire. Hydrans can own virtually anything they can afford to buy (excepting real estate, all of which is held by the guilds or government, and firearms). The usual black and gray markets exist for items which are illegal (or discouraged) and some guilds are partly or entirely criminal organizations.

Some Hydrans turn to a life of crime and live outside of the guild structure but most criminals are part of at least a small local guild. Import-export controls are something of a joke, as foreign merchants can always find a guild willing to do business with them. The government-controlled police try to control the frontier, but space is vast and no race can completely seal its borders.

As the Hydrans believe in commerce above all, and the government exists primarily to regulate commerce (through the police) and defend the Kingdom (through the military). There is an active merchant marine, and the police were first created so that guilds would know if another guild was intruding on their trade areas.

The military consists of the Royal High Command and five fleets (in peacetime, additional fleets are created as needed in wartime). The First Fleet guards the Klingon border, the Second Fleet guards the Lyran border, the Home Fleet protects the capital, the Expeditionary Fleet is the strategic reserve, and the Old Colonies Squadron (not called a fleet for political reasons) protects the remote colonies. The First, Second, and Old Colonies forces control the bases in their territories. The bases in the core areas are controlled by the Home Defense Command, which is separate from the fleets (but has the status of a fleet and controls the main shipyards). There is no "Army" in the sense that the Federation or Klingons understand it; major ground forces are raised as needed through an elaborate reserve training organization known as the Yeomanry. Marines serve as boarding parties on ships. There is a national military academy to train officers, most of whom are the children of the military guild or higher-level guild members. Technical schools run by the military provide training for enlisted members while some technicians are recruited from the technical schools run by guilds. The military has ranks, uniforms, and military decorations much as any military does. Military service is voluntary in peacetime; in wartime the guilds are required to provide additional manpower as the Kingdom requires. Military law is, as in all races, an extension of civil law with additional requirements due to the nature of military duties.

There is no "order of knighthood" in the Kingdom although all higher officers have a social status equivalent to knights in feudal societies.

The Hydran government operates an intelligence service which includes both military and non-military elements.

The police exist primarily to regulate commerce between the guilds, and often function more as independent witnesses than as true policemen. Regular police duties are more often handled by each guild's own internal police and security force, which has control over any guild territory and facility. In cases where a given area or facility is under the joint control of two or more guilds, they will have agreed who has police control. Guilds and the national police all operate their own prisons. Most crimes are fairly consistent from race to race (murder, burglary, assault); foreigners would come into contact with commercial law that regulates trade. At major ports, there are "facilitators" available for hire who have a working knowledge of local (guild) and national laws applicable in the area. Some guilds would abuse their own laws to arrest a foreigner who was too serious a competitor, while others would observe the law. Private ownership of firearms is prohibited except for security agencies; private citizens can go to guild firing ranges to practice with firearms for sports or as part of their military reserve (Yeomanry) training. The Orion pirates operate extensively in Hydran territory as they can always find a guild willing to do business with them.

The Hydrans use base-3 arithmetic. Nine (3x3) occupies the social position of the "dozen" in Federation culture while 81 (9x9) is the equivalent of 100. Hydran citizens have the equivalent of cell phones and the internet for personal communication. While this system is open to anyone, the lowest social levels don't really know anybody outside of their work groups to contact anyway. The Hydran equivalent of libraries are run by each guild, although certain public records are maintained by the government.

Hydrans use fusion and hellbore technology in addition to phasers. Seeking weapons are not common for the Hydrans since the atmosphere of their planets made such things ineffective until warp power was available.

PLANETARY SURVEY: HYDRAX

Basic Information

Status: Home and capital planet of the Hydrans
Mass: 4.69×10^{22} Metric Tonnes
Diameter: 25,709 km
Surface Area: 2,140,400,000 sq km (98% ocean)
Surface Gravity: 1.13g
Surface Temperature: -140°c
Surface Pressure: 3.16 Atmospheres
Atmosphere Composition: 67% Nitrogen
    24% Chlorine
    6% Methane
    1% Argon
    2% Trace
Day: 17.4 Hours
Year: 86 Years
Population: 627.5 Billion

Hydrax (planet), major planet in the Beta Capi C System, 4th planet from the primary. The average distance of Hydrax from Beta Capi C is 2.96 billion kilometers, or just slightly greater than Uranus. Hydrax has an inner rocky-ferrous core surrounded by a vast ocean of methane-ammonia with some core material dissolved in suspension.

From the core, this ocean extends upward until it meets a dense atmosphere of nitrogen, chlorine, and methane. Surface winds are over 100 kilometers per hour. The lower cloud layer moves at 300 kph while the upper cloud later moves at more than 2,000 kph.

Hydrax has 6 rings, 3 substantial moons, and 6 minor moons. The moons have a tidal effect, but as the continents float on the ocean there is no real impact.

The mass of Hydrax is roughly four times greater than that of Earth, and its volume eight times greater. The force of gravity at the surface of Hydrax is 1.13 times the force of gravity on Earth. Because of its size, mass, and composition, scientists have tentatively placed it at the bottom end of the Jovian scale.

The capital city is Hydraxanar on the large floating island-continent of Moellmer.

Hydrax takes 86 Earth years to complete at single revolution around its sun. Hydrax spins along its axis once every 7.4 earth hours. As with Earth, its north and south magnetic poles coincide loosely with the ends of the axis. Hydrax's axis is tilted at a 56° angle to its Primary, serving in combination with its multiple primaries and high rotational speeds to create severe seasons and weather, with seasonal and daily variations on the order of hundreds of degrees C. (The planet's mean surface temperature is approximately 140° below zero Celsius.)

While the information given here applies primarily to Hydrax, the Hydrans have found over a hundred gas giants with similar structures and have founded colonies on many of them. These range from small scientific outposts to industrial worlds with a population over a billion.
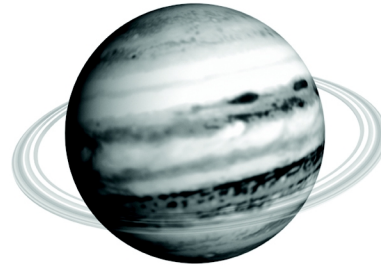
Composition and Structure

The core of Hydrax consists primarily of iron and silicon, with methane, chlorine, and nitrogen in its dense atmosphere. The Beta Capi system apparently formed in a third or possibly fourth generation nebula, explaining the high incidence of higher-series elements in the planets. As the planet formed, a large portion of its heavier elements were suspended in a solid core. Above this is an agitated, boiling sea of liquid methane, held in a liquid state by pressure, gravity, and surface tension. The atmosphere above the ocean is a mixture of methane, chlorine, and nitrogen, plus trace elements.

The surface of the methane ocean is dotted by hundreds of massive blocks of iron and rock concretions, formed into (more or less) solid island-continents by the actions of microorganisms. These microorganisms feed on the byproducts of a suspected but impossible to study collection of microorganisms that inhabit the ocean. The results of the "surface layer" microorganism activities is not only a concretion that serves to create semi-stable island-continents, but also the release (as their byproducts) of a large quantity of the methane and other hydrocarbon compounds that life on the planet subsists on. The thickness of these floating island continents varies in depth from a few hundred meters to several kilometers, and their size can be from a kilometer to several hundred kilometers across, depending on the life-cycle and local conditions affecting the coral builders. Hot springs abound on the surface of these concretions, where the gaseous hydrocarbon by-products of this microbial life rise through the joints in the crustal concretions.

The atmosphere of Hydrax, which contains nitrogen, chlorine, and methane as well as trace amounts of other gases, extends about 300 kilometers above the planet's surface. Surface pressure is approximately three Earth atmospheres. The atmosphere is highly energetic and active, driven by the planet's rotation, tidal forces, and vents. Wind patterns are generally east-west, driven by the planet's fast rotation, but crustal disruptions and tidal forces can create massive local disturbances in that pattern. The light reflected from Hydrax is primarily green to yellow due to the presence of sulfur and methane, though the color pattern can vary widely with atmospheric disturbances.

Biosphere

The life cycle of Hydrax is in some ways a direct opposite of Earth, being built from the inside out. Unknown organisms (perhaps an entire biosphere with its own complex interactions, if not macroscopic life) exist in the methane-slurry mantle, feeding on the complex compounds and relying on the vast fluctuations in temperature to drive their metabolism. These organisms in turn release by-products which are metabolized by the coral-building organisms and further refined before being released into the atmosphere as methane. This methane usually reaches the surface through hot vents. These vents consist of bubbling pools, rivers, sometimes even lakes of hydrochloric acid (formed when the released hydrocarbons interact with atmospheric chlorine). These roiling liquid bodies act almost as oases of life, surrounded by progressively emptier wastes between them. Sessile methane breathers, fast-growing and widely seeded, seek out new oases, and serve a role similar to that of Terran plants by concentrating the available energy into a less-problematic form for consumption by motile, herbivorous organisms.

Above them on the food chain lie aggressive, "carnivorous" organisms. Differentiating this life cycle from the terran one is the fact that all organisms can to a degree gain energy from the basic life processes of the world, though the faster metabolisms of the herbivores make sustenance purely on inhaled methane difficult, and for the carnivore it is impossible. Thus a basic misunderstanding of Hydran life forms ... outside of the plants, they do not so much "breathe" methane in the Terran sense as "eat" it, even from the air. It is rather the chlorine in the atmosphere that is breathed by Hydraxan life forms in a manner similar to Terran life forms with oxygen, though almost all Hydraxan life relies on a constant, low-grade intake of atmospheric methane to provide energy. Daily meals of animal protien and plant materials provide the materials that the Hydran body needs to grow and renew itself.

The overall cycle of life on Hydrax is dominated not only by the presence of these springs, but by the catastrophic nature of the weather, the vast daily, seasonal, and purely local variations in temperature, methane content, massive earthquakes when two continents collide, and atmospheric pressure. As a result, the life forms tend to (by galactic standards) breed prolifically, mature quickly, and die young. Evolution occurs very quickly, and the life forms tend to either be extremely simple and flexible, or highly complex and redundant.

Hydrans are not the only animals on their home planets (or other planets). Some of the more common types of animals include the Zorenth (a riding beast), the Jomix (a small predator kept as a pet), the Grael Beast (a huge monster seen only in remote regions), Bofohns (equivalent to cattle), Durohx (equivalent to pigs), Palash (equivalent to a rabbit), and Lohxan (a small predator). These are detailed in the Data Files section on pages 26-27.

Other Planets in Hydran Space

The major planets include:

• Altroth: One of the "Old Colonies," a gas giant in the unconquered sector.

• Anthraxan: A gas giant in another star system near the homeworld, coordinates 0617.

• Hoplishka: A smaller gas giant in the Anthraxan system, coordinates 0617.

• Hydrafahl: A smaller gas giant near the galactic rim, coordinates 0519. Capital of the Horvath-Laikind Region.

• Hydramax: A gas giant in a star system near the homeworld, coordinates 0617.

• Hydrax: The capital and original home world, coordinates 0617.

• Hydraxaport: A major Hydran planet within 500 parsecs of the capital, coordinates 0718. Capital of the Hyplan-Portaka Region.

• Hypnokerm: A smaller gas giant in the Hydramax system, coordinates 0617.

• Hyreark: Another gas giant in the same star system as the homeworld, coordinates 0617.

• Krooth: One of the "Old Colonies," a gas giant in the unconqured sector, capital of the Old Colonies Region.

• Minxitith: One of the "Old Colonies," a gas giant in the unconquered sector.

• Phtha III: A minor gas giant, coordinates 0416. Capital of the Hylex-Prakta Region.

HYDRAN OLD COLONIES
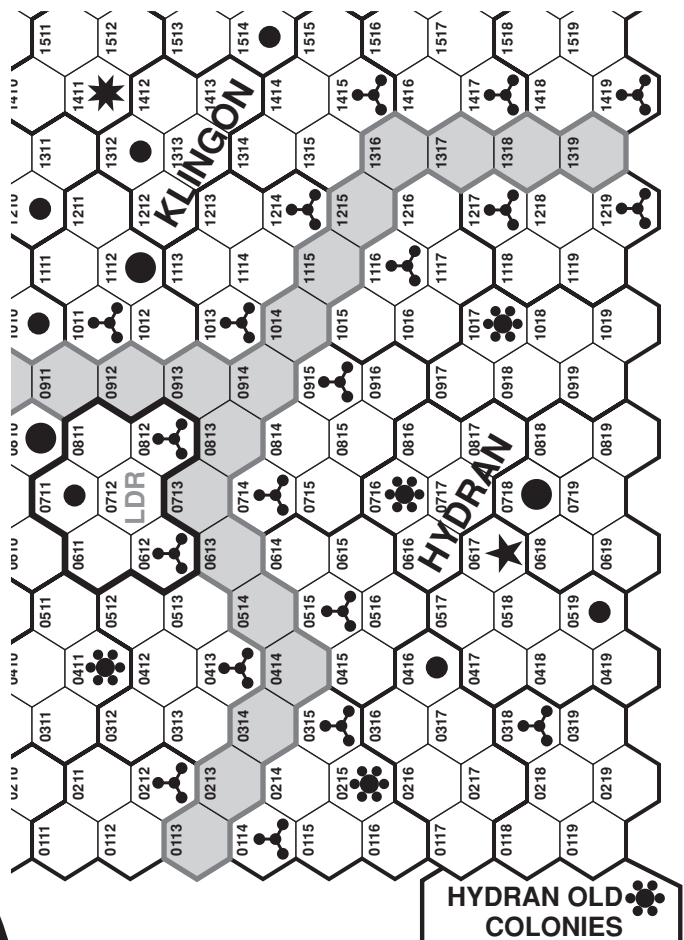
HYDRAN BIOLOGY

Hydrans are small (4.5 feet tall) beings, greenish-gray in color, with a barrel-shaped body supported by three stubby legs. Three equally spaced tentacles sprout from the upper torso. Hydrans are neckless. Their eyes, mouths, and ears (two of each) are grouped in a fleshy mound on top of the body. A Hydran's body structure is carbon-based, but with some silicates in the bony structures. Their internal organs are redundant, usually formed in triplicate. (A Hydran can live a full life with two of any three copies of a given organ, and can live a careful and less active life with only one of each type.) Metabolism is very fast by galactic standards, resulting in great strength, endurance, and recuperative powers, but an attendant need for large quantities of sustenance if the Hydran is to maintain peak efficiency. A mechanism exists for "starvation" survival, but that mechanism greatly reduces the ability of the organism to operate at full efficiency for more than the briefest of bursts. Evolutionary records seem to indicate that the Hydrans evolved from an amphibious ambush-hunting carnivore with six tentacles. This creature gained more dexterous hands and the beginning of a technology as the oases of its continent became smaller and more rare over a period of some millennia. The lower tentacles became stumpy legs (the better to stand upright against gravity and earthquakes) and the upper tentacles became longer. A six-tentacled squid still living in the oceans of Hydrax may be the closest relative to the Hydrans (page 27).

Their atmosphere is rich in methane and would be uncomfortable (or fatal) to most other species. They breathe chlorine, but ingest methane from the air (which provides most of their food) and could survive on virtually any methane planet.

Hydrans are a product of evolution, and the primary evolutionary factor of the Hydran homeworld was the frequency of earthquakes (as continents collided, or simply tore themselves apart). Their tripodal bodies are more stable in such cases, and the fact that their arm-span is more than twice their height also improves stability. They have no real necks. (Animals that had longer necks broke them too often in earthquakes and did not win the evolutionary lottery for top species). Hydrans typically do not bathe, as their skin naturally processes impurities from the air as part of the nutrient-imbuing process. These impurities are expelled as waste products from the Hydrans.

HYDRAN SEX AND SEXUALITY

Hydrans come in three sexes: Male, Female, and Matriarchal. As the matriarchals have the intelligence of a sheepdog, they are not seen as player characters.

For the Hydrans, reproduction, sexuality, and family are not at all closely-related concepts. This stems from their three-sex biology. Males and females both "have sex with" a matriarchal, resulting in pregnancy by the matriarchal. Most Hydrans of the lower classes do not raise their own children and may know who they are only because they looked it up in the genetic database records maintained by their Guilds.

The Hydrans sexes include the functional equivalent of males, which are physically larger, more aggressive, more likely to be adventurous, possessing greater ambition, living slightly shorter life spans. Hydran males dominate the society in many ways, and all Kings are male.

Their female analogue is less clearly correlated with the human female, since Hydran females also implant their genetic contribution to the next generation into another being (that being the matriarchals, the third sex). Hydran females tend to be slightly smaller, have less linear (and more creative) methods of thinking, and are more likely to take the long view and less likely to engage in risky behavior or to display bravado. Even so, individuals vary widely and some females are larger and/or more aggressive than some males.

Matriarchals are barely sentient (if sentient at all) and they are limited to child bearing, child rearing, and certain types of unskilled domestic labor. For this reason, matriarchals are rarely if ever considered as player characters, nor would matriarchals be able to participate in plots, alliances, or conspiracies any more than the average sheepdog would be able to do so.

For reproduction, it takes one of each sex, with both the male and female having relations (within two or three standard days of each other) with a matriarchal. While Hydran males and females feel a periodic urge to have relations with a matriarchal, they may also simply decide to do so either to experience the attendant pleasure or because they have agreed to create children. All guilds "own" a number of matriarchals and arrange for these to be used by their male and female members for pleasure or (under controlled conditions) for reproduction.

Hydrans have no concept of marriage (at least not as a legal institution), since the "mother and father" of a litter of offspring might easily have never met. The concept of family is primarily that of the extended family, more a clan or tribe than a nuclear family unit. While it is not unknown for one male and one female to jointly decide to produce children, this is not a common occurrence except in the upper social levels (and not the norm even there). Normally, a guild will keep some of its matriarchals exclusively for use by the males and others exclusively for the females, avoiding pregnancy. When the committees in charge of such things decide that children need to be conceived, this is arranged. Computer scans of DNA avoid combining undesirable recessive traits but there is no effort to "breed a better Hydran" as such efforts simply don't work. In most cases, males and females do not even know that a particular trip to the matriarchals is part of a breeding program rather than just a pleasant interlude.

For the royal family, and some upper-class families, tracking of genetic relationships and bloodlines is done with careful attention to detail. The reigning King (or the lord of a particular guild) is matched by computer with certain family members and matriarchals in order to produce offspring with no recessive traits.

Pair-bonding (an informal analogue of marriage) between males and females is not unknown, although without children to raise such unions are almost always temporary. (Some religious groups encourage lifetime pair

bonding of one male with one female and the subsequent creation of children by mutual and knowing consent.) Love, romance, one-night stands, deep emotional attachments, and good old-fashioned torrid affairs between males and females are common, and virtually all Hydrans experience such relationships several times in their lives.

As both males and females are (more or less) anatomically male, sex between them is a matter of mutual pleasuring. Because there is no possibility of pregnancy in such relations, there is no concept of incest. The Hydran culture simply never regarded it as an issue as two related individuals could not conceive a child without a matriarchal in any case. When guilds genetically match individuals to produce children, the only real risk of incest (combining recessive traits) is avoided, and some incestual matings do occur when the genetic analysis says there will be no danger of combining defective or weak genes.

Relations between Hydrans of the same sex (e.g., two males or two females) are rare and usually (but not always) considered an embarrassing secret, although there is almost no social stigma attached should such an affair become known. Some of those who have such relationships are "born gay" (or "tri") while others simply consider it a kind of sexual adventure. In **GURPS** terms, this could be regarded as a secret quirk.

For most Hydrans, sexual activity is a one-on-one situation (or one pair-bond with a matriarchal) but some adventurous and ribald Hydrans are known to engage in group sex, orgies, etc. As with most races, there is a good deal more of such things in literature than in real life. Pornography, erotic literature, dirty jokes, and "strip clubs" exist in Hydran society, and while officially frowned upon, are widely enjoyed at least among young adults. As with human literature, it is hard to write a good novel without the characters doing something because it will, or might, lead to receiving sex from another individual. Nudity is considered socially unusual and unacceptable in most settings, although many Hydrans consider merely keeping the genitals covered to be adequate to maintain decorum.

Pregnancy by matriarchals results from mating with both a male and a female during a period of about two or three standard days. Even such an arrangement is no guarantee of pregnancy, as any number of things can go wrong without harm to the matriarchal. The period of gestation is about 200 standard days and results (in normal cases) in three offspring, one of each sex. Children are raised by the matriarchal until they begin to speak, at which time the male and female children are transferred to nursery schools run by the guilds. In most cases, their schooling is in a mixed-sex environment although some classes appeal more to one sex than the other.

At the age of about ten standard years, each male or female Hydran "comes of age" and while still not an adult, is confirmed as a member of his guild by the *oothatic* ritual. At this time, each Hydran male or female adopts an adult name he or she selects from an approved list. The youth then moves to more advanced schools.

There are no mandatory sexual roles, neither sex cooks or cleans or hunts more or less frequently than the other.

Males tend to be more aggressive and individualistic. Most leaders have tended to be males and most females seek power or status within their social groups through their networks with other females rather than trying to be a single dominant leader as the males seek to be.

MEDICAL MATTERS

Hydrans age at about the same rate as other races with comparable lifespans, but since Hydrans absorb nutrients from the air, older individuals appear more active and energetic than older individuals of other species. Due to the three strands of their DNA, they are slightly less affected by aging until near the end of their natural lives.

As Hydran society has followed the same TL advances as other races, the state of medical care has also advanced. Since all but a few Hydrans (hermits, individualists, or religious fanatics) are members of Guilds, their medical care is provided by their guild as a free benefit; those few who are not guild members are usually not concerned about their own advanced medical needs but can obtain medical care from one or more guilds and charities as needed.

Because most Hydrans do not have families or long-lasting relationships, there is often no one but a guild "allocator" to lobby the doctors to provide more advanced or specialized care. If the guild does not think a given worker is worth the investment of advanced medical procedures, then he simply doesn't receive them unless he has his own money to pay for them.

Hydrans, like all organic beings, are subject to a wide range of injuries, illnesses, and other medical conditions. While the Hydran analogue of cancer has largely been cured (if detected in time), and many other medical conditions can be treated, injuries continue to claim the young and reckless. A detailed listing of such diseases is not really necessary; a game master who wants to send a team looking for a cure or to transport an ill Hydran to a medical facility can simply define the symptoms and the requirements for cure or treatment and send the team out to accomplish those requirements.

One of the most common afflictions of older age is arthritis of the tentacles, causing a loss of mobility. (Unlike the tentacles of an octopus, Hydran tentacles have bones and ligaments and portions of them can be locked into rigid positions as needed. This is a reflex reaction during earthquakes.) Rare cases respond to treatment; most Hydrans who suffer from this simply transfer to jobs where limited mobility is not a major impediment. Another common ailment is one of increased metabolism, which forces the individual to either become less active or to eat more.

The racial stats provide the average height and weight. Dwarfism exists (somewhat less frequently than among humans as the three genetic strands provide double redundancy for recessive genes) and while dwarves are not discriminated against, they are considered unusual. The same applies to gigantism; some rare Hydrans are almost two meters tall. Obesity is regarded as a social evil, meaning you have taken more than your fair share. Involuntary obesity does result from some glandular conditions but these can be and are cured.

HYDRAN HISTORY

In ancient times, Hydrans were predators who developed from an amphibious carnivore found on many continents. All Hydran continents had a similar selection of fauna since these were all evolved from sea creatures who adapted to living on the land. Creatures that survived on the continents were those able to survive the frequent earthquakes, which made the tripod body form superior to others. All of the upright land animals were relatively short (due to gravity). Eventually, amphibious creatures could not survive on continents due to the fact that land-adapted creatures had the advantage on the continents. Flying creatures did not develop due to the violence of the atmosphere, although some plant pollens and spores drifted on the wind from continent to continent.

As the island-continents drifted, bumped into each other, merged, and broke up over hundreds or thousands of years, a pattern of migration and invasion emerged. If a new genetic variation of land-dwelling creatures appeared on one continent, it wouldn't be long (in geological terms) before that continent bumped into another one and the superior variation took it over, after which any continent with the superior strain would "infect" any other continent it encountered until either all had the same superior type or some continent evolved an even better genotype. It has been estimated that at any given time no single species was present on more than 25% of the continents, simply because the time it took for the chain reaction of collisions to distribute a newly-evolved type was far longer than the time before another even better type evolved on some other continent.

The exact point at which Hydrans achieved sentience is not known, but was probably at least twenty thousand years before the present era, and perhaps a hundred thousand years. Evidence indicates that Hydrans of the final genetic type appeared about 20,000 years ago and that they had begun raising domestic livestock about ten thousand years ago. Agricultural production was, apparently, the result of a need for animal feed.

These "modern Hydrans" were smarter, faster, and more adaptable than their genetic cousins, which were the top predator genus on the entire planet. Adaptability was the key, as continents that drifted into other climatic zones could cause the extinction of species unable to adapt. The modern Hydrans were shorter than other species of the genus, giving them a better chance of surviving the constant earthquakes.

Social and political structures followed about 7,000 years ago with walled cities used to resist foreign invaders from the random continental collisions. The earliest evidence of boats or ships comes from about 5,500 years ago, when the first serious steps began toward building empires. Before the invention of ships (i.e., the ability to assemble a small concretion that would hold up under the wave action of the ocean), the Hydrans of any given continent knew that if their continent collided with another and they conquered it, within a few years the two concretions would part company and effectively become separate political units. Once ships allowed contact between continents, a leader who conquered another continent could maintain his authority. Trading expeditions to other known continents were in full swing within another century. During the first revolts (a departed continent refusing to continue sending tribute to the original conqueror), it was the merchant ships that carried troops to reconquer the rebellious island. It was not much longer before powerful leaders were using boats to scout for other continents and then conquer them.

Aircraft were never developed as the violent atmosphere would have crashed them within minutes, but radio was eventually invented as a means of keeping in touch with far-drifted continents under the same king.

Several empires had developed over the following millennia, but these rose and fell as random events (earthquakes, asteroid impacts), civil wars, and political changes happened. Unable to see the stars, the Hydrans never imagined that there were other worlds beyond their own, at least not until the aliens, known to the Hydrans as the Spirit Kings, arrived about 1000 years before Y-Zero.

Just who these aliens were is not known. They may have been the Old Kings who occupied the area now held by the Klingons and Federation, or a rival or unrelated group. These Spirit Kings were probably oxy-nitrogen breathers as they used the Hydrans exclusively as colonists and workers on methane worlds (smaller gas giants) all over the region that is now Hydran space (and some worlds in what is now Klingon and Lyran space). Over a period of a thousand years, Hydrans were spread to many other planets and eventually (when the Spirit Kings found it to be convenient) given their own specially-equipped starships (designed for Hydran atmospheric, gravity, and temperature needs) to conduct interstellar trade. As this trade was entirely inside whatever political unit the Spirit Kings represented, there was no need for the Hydrans to have their own military forces as the Spirit Kings' navy, whatever it was, apparently provided the necessary protection.

Who the Spirit Kings were remains the great racial mystery of the Hydrans. There are no pictures or drawings of them (except for stylized pictographs which are not thought to be literal interpretations), no records of their language, no evidence of their constructions or ships. They may have been the Old Kings, an ally or enemy of the Old Kings, or the race that was responsible for distributing species that became the Kzintis, Lyrans, and Carnivons across other parts of the galaxy.

The Spirit Kings did not treat the Hydrans as slaves or even as subjects, but as business partners. The symbiotic relationship was one of giving the Hydrans new resources to exploit in exchange for a share of those resources. The relationship between the Hydrans and the Spirit Kings was the original genesis of the guild system, because the Spirit Kings originally contacted Hydran business and trade operations (not the government) with offered deals.

The Spirit Kings disappeared about the same time as the Old Kings (-Y25), giving some credence to a relationship, although other evidence disputes this. The Hydrans were, unlike the Klingons, not abandoned on their planets, but were left in control of their spaceships with non-tactical warp and some space facilities. A decade after the last

contact with the Spirit Kings, the Hydrans came to the conclusion that their alien benefactors were gone for good, as indeed they were. The Hydrans became aware of pirates (not Orions, but pre-tactical-warp pirates from other races, including Klingons, Lyrans, and Hydrans) as shipping losses mounted. The Hydrans began arming merchant ships and then building purpose-built warships to keep the pirates under control. There were very few pirates and hence very few warships, and these remained under control of the powerful central government, which regulated and taxed the guilds.

When the Klingon-Lyran Coalition conquered most of the Hydran Kingdom in Y87, they quickly found that some of the Hydran guilds would be only to happy to do business with the new overlords. The only Hydrans unconquered by the Coalition were those in the remote colonies of Altroth, Minxitith, and Krooth. As these had been settled by some of the guilds, the remote area operated under what amounted to guild law without benefit of a government. Within a decade, the Hydrans in the Lost Colonies had realized that a central government was needed to maintain order, and they appointed one of the royal princes who had been on Altroth as their new King, provided him with just enough resources to maintain a semblance of a national government, and went back to business.

Power struggles broke out that the weak central government could not control, eventually resulting in the devastation of Minxitith, the creation of a stronger (but not dominant) central government, the rebuilding of the military (based on the doctrine of attrition units — fighters — as there were few ships and it was hard to build more), and the eventual reconquest of the Kingdom in Y135. The guilds from the Lost Colonies (later known as the Old Colonies) quickly made deals with the guilds on newly-liberated planets to ensure that the central government did not become a dominant force in the Kingdom. The government thereafter functioned as a mediator between guilds and as a counterweight when one assembly of guilds tried to dominate other guilds.

Over the next three decades, the Hydrans continually looked over their shoulders, expecting another Klingon-Lyran invasion. The government forged an alliance with the Kzintis in a bid to provide the Kingdom with some protection from its powerful neighbors. The Hydrans built close relations with the LDR (a breakaway Lyran county), even giving the LDR the plans for the gatling phaser, the crown jewel of Hydran technology.

When the Lyrans and Klingons invaded the Kzinti Hegemony in Y168, the Hydrans quickly mobilized for war and launched their own pre-emptive attack on the Klingons and Lyrans. The centerpiece of this attack was to send the entire strategic reserve on a vainglorious mission to fight their way completely across the Klingon Empire to reach the Federation. The Hydrans assumed that the disruption caused by this drive, plus the display of Klingon weakness, would inspire the Federation to enter the War and conquer the Klingons. This may have been based on an assumption that the Federation *wanted* to conquer the Klingons in order to trade with the Hydrans. Alas, this expedition was wiped out (although one destroyer appears to have reached Federation space). It is extremely doubtful that the Federation would have entered the war, as it was strongly isolationist at this time and its military was far from ready for action.

The Klingon-Lyran Coalition quickly conquered the Hydran Kingdom, destroying most of the Royal Navy in the fateful battles approaching and then over Hydrax. The tattered shreds of the Royal Navy fled to the Old Colonies and the Coalition (unable to take the time to pursue them to these colonies and conquer them once and for all) built a chain of bases known as "the firewall" to keep them away. The Hydrans rebuilt their fleet, slowly, from the Old Colonies shipyard.

The Hydrans eventually liberated their territory in Y180-Y182 as the Klingons and Lyrans abandoned it to maintain their crumbling frontiers against the Federation and the Kzintis. Many Hydran guilds that had conducted trade with the Klingons and Lyrans during the occupation continued to do so after the liberation, and some analysts are convinced that the liberation was done more by unspoken mutual consent with the Coalition than by the force of arms of the Hydran fleet.

The Hydrans are enemies with of Klingons, but respect them as people with whom business can be done. Hydrans fear, and because of that fear, hate the Lyrans, whom they regard as monsters. (Some Hydrans have a quirk "fear of Lyrans" that is equivalent to "fear of spiders" for humans.) Rumors that Lyrans actually eat Hydrans are certainly true but probably not to the extent that legend holds, due to the tedious preparation techniques needed to make a Hydran edible to a Lyran.

HYDRAN POLITICS

The head of the Hydran Kingdom is, of course, the King. The royal family is an extended one, with hundreds of members, and any of the males could inherit. All of the males constantly jockey for position, power, and alliances with each other and the guilds in order to be ready to seize power when the King dies (or is murdered).

There are three houses of parliament. The House of Princes consists of the 33 senior male members of the Royal Family. (Many power plays are involved inside the Royal Family over just who gets these seats.) The House of Guilds represents the guilds; with each guild having one seat but voting power in proportion to its economic clout. The House of Planets contains representatives from each planet which has achieved self-governing status. These representatives are selected by the governor and guilds of that planet.

The central government includes only a small percentage of the power structure seen in most races, being limited to the courts, police, and military. Virtually all other "government services" are provided to each guild member by his guild. What is loosely described as "the civil bureaucracy" appears from the outside to be government employees providing government services, but is actually guild employees under "contracts" with the government to provide the services to the members of their guilds. In many

cases, guilds form working partnerships to undertake larger projects, or to run institutions such as universities and schools of higher learning.

Outright corruption (large-scale bribes to get contracts, stealing from government contracts, and raking off percentages of tax revenue) is rare, simply because the guilds find this to be bad business and stamp it out whenever they find it (knowing if they do not police themselves, the police will do it in a far less friendly manner). Some spectacular bribery cases have happened, such as the scandal over the Horseman-Traveler contract (the design was clearly inferior) and a scandal in which the police ended up building Gendarme-class frigates instead of using the same Hunter-class frigates that the Royal Navy used.

Hydrans are considered subjects of the King and members of their guilds. There are no elections in Hydran society other than what amount to board meetings and proxy fights among those who own shares of any given guild. The military is largely separate from civilian society (as it does its job in space for the most part) but any citizen can apply to join the military either out of a desire to serve, in an effort to find better opportunities, or to seek adventure.

It is the guild which provides a Hydran with his education, employment, medical and retirement care, and the chance to produce offspring. The "means of production" are for the most part held by the guilds, who also do most of the exploration and development of new colony worlds. There is no slavery in the Hydran Kingdom, although some low-status workers are virtually serfs to their guilds.

Hydrans expect little if anything from their government, but expect the traditional government services from their guilds. They expect the guild to provide food, housing, spending money, and education. If the guild does not provide this, they can and will simply move to another guild. Since skilled workers are always in demand, guilds compete with each other to keep their compensation packages competitive.

Hydran ambassadors are a mixed lot. Many of them are government employees or even military officers, while others are guild officials seeking business deals to benefit their own guilds. A typical Hydran diplomatic delegation will include some of each type, plus a couple of clandestine representatives of the intelligence service.

HYDRAN LAW

The Hydrans have a system of laws agreed to by the guilds to keep commerce operating efficiently. Guilds simply cannot do business without someone to enforce contracts and guarantee that terms are met and agreed conditions are adhered to. Courts are run by the government, although some minor legal proceedings are run by each guild for their own members. A uniform standard of weights and measures was created by the government, and government inspectors make sure that a ton of rhodinium on one planet weighs (or rather, masses) the same as a ton of rhodiunium on any other. Passports are issued by the government, but import-export permits are issued by each guild (with the government keeping track of them to facilitate border controls and tax collecting).

Hydran citizens have most of the freedoms seen in the Federation, but not all of them. Each guild operates its own newspaper and tri-video organizations (for its own benefit) and any Hydran can read the newspapers published by guilds other than his own. There are several entertainment-based guilds who do trivideo programs for broadcast all over the Kingdom, and some of these include reasonably independent news as part of their programming. Hydrans have the right to change guilds (although few guilds accept outsiders who lack some useful skill to offer), own property (other than real estate and firearms), to write and read and say what they please (although troublemakers may find themselves assigned to less desirable jobs in a move to encourage them to move to other guilds), worship any god they wish (or none at all), the right to an attorney and a fair trial before a jury of citizens, the right to remain mute rather than incriminate themselves, and the right to assemble in whatever gatherings, clubs, or social organizations they wish. They do not have the right to vote, to own firearms, or to own real estate. The checks and balances needed to prevent corruption are provided by the multiplicity of guilds, since a corrupt guild is by definition an inefficient one, and workers will migrate to better-paying jobs with other guilds if their own guild lords are not sharing the wealth in a reasonable fashion. Hydrans even have the right to create a new guild, but without a lot of financial backing this is all but impossible.

THE HYDRAN PHILOSOPHY

The philosophy of the Hydran race is virtually unique in the Galaxy. It is difficult for the average Federation member to understand the attitudes of beings who differ from them so totally in political, military, and even atmospheric ways. The overall impression of Hydrans would best be described as somber guerrilla generalists. The 'generalist' attitude comes from the knowledge that losses will always occur, and often be heavy. It is inefficient to specialize when you could be destroyed at any time. This is also a product of the "business is business" attitude of the guilds; you have better career opportunities as a generalist than as a specialist. The reaction is to act like a "guerrilla" in both military strategy and business plans.

Hydrans are the only major Galactic race that are totally isolated from any allies. Militarily, they are aware that if the Klingons and Lyrans could secure their other borders through bluff or treaty, the Hydran race could quickly become enslaved. Conversely, this has led the Hydrans to start the wars that ultimately were their own undoing. During peacetime, the Hydrans exchange ambassadors and conduct trade with the Klingons and Lyrans, and have sent Ambassadors to distant races such as the Federation and Kzintis.

Having their homeworld twice conquered within the last two hundred years, and being constantly at war and unaided, has had a depressive effect on the Hydran Psyche. Hydrans are durable. This fact colors everything from tactics to ship design and beyond. Hydran ships are designed for durability and attrition warfare, witness the masses of fighters. They do not fear damage as much as

others, knowing they will usually get hit first, but planning to strike the decisive blow. Unable to compete economically with their enemies, they attempt to make the conquest of the Kingdom too expensive, knowing it is militarily possible.

The effect of political influence on the military is often severe. The tendency towards fatalism, even despair, can be strong in Hydrans, and often produces a 'me first' attitude, especially in those without rigorous discipline. Thus the temptation to 'build their own guild', so to speak, helps encourage greed and selfishness in Hydran commerce.

This tendency also contributes toward the rigid separation of services in the Hydran military. Each branch is trying to protect itself from problems with the others. The elitism of the royals and guild members also irritates the 'working class'. There are some mutterings that the military defeats of the past are not all due to the overwhelming numbers and more warlike upbringing of their foes. Still, some benefits have come from those seeking to rise above these problems. Punishment is swift and severe for corruption and treason (unless the guilty have powerful political friends), and Hydrans take pride in holding together against two major foes without direct help. The pressure of racial survival has helped in the development of such ship weapons as the Hellbore and gatling phaser.

It is unsurprising given this societal stoicism that the typical Hydran approaches the concept of personal death with more equanimity than Federation personnel will be used to, or perhaps even comfortable with. Though the Hydrans will gladly take any reasonable opportunity to avoid a dangerous situation, preferring the safer and more profitable course if possible, they are capable of surprising calm and efficiency when faced with their own deaths, serving towards the greater good of their society. Given the needs of the society as a whole, and the long-term interest of the society served by self-sacrifice, it is perhaps not surprising that the long-viewed females, rather than the risk-taking males, comprise the majority of the fighter pilots.

So, despite being beset by many difficulties, the Hydrans remain a proud and serious race, defending their homes and pride well.
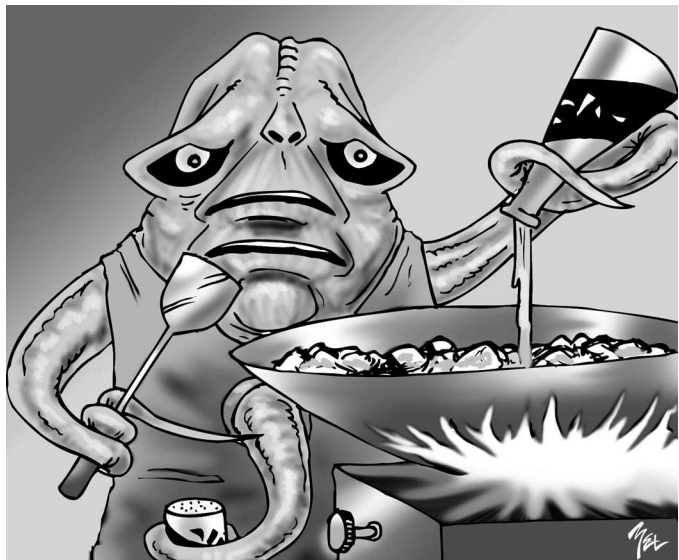
HYDRAN SOCIETY

Social classes exist, including the elites, upper class, middle class, lower class, and the poverty-stricken peasant class. Hard work can allow a Hydran to move to a higher class, and guilds constantly hold various tests and competitions to select individuals for the opportunity of higher education and advancement. Any Hydran can apply for a job with the government or military, or seek transfer to another guild, if he feels that this would provide the opportunities he seeks.

Hydrans do not wear as much clothing as humans and many other races, generally limited to what amounts to a vest (with pockets) and a belt (with coverings for the genitals). Some more elaborate clothing is worn when environmental or social situations require it. Hydrans have the equivalent of the tuxedo and the equivalent of the winter parka.

Hydrans of both sexes at the higher levels (and on special occasions the middle levels) use cosmetics to enhance their attractiveness.

Hydrans are descended from predators and most of their eaten food is in the form of animal protein, used to grow and repair their bodies. (The "fuel" that Hydrans need to keep going comes mostly from inhaled methane.) Most food is prepared and served (one meal per day) in communal kitchens as part of the guild's sustenance system, but restaurants exist (less frequently than in the Federation) where Hydrans can celebrate special occasions or simply enjoy a change of pace or their favorite meals. Hydrans will not generally eat live meat, but prefer "fresh" food to stored, processed, or frozen rations. Most meat is served with vegetables and/or in a vegetable-based sauce.

Hydrax and other Hydran planets tend to have very long years and it is hardly possible to tell day from night. There are no discernable "circadian rhythms" and calendars as such did not develop until the equivalent of the iron age, when true commerce began and businessmen needed a way to schedule the completions of contracts and repayments of loans. A wide number of such calendars were used (based on the equivalent of sand clocks) and true timekeeping did not develop until Hydrans moved into space. Hydrans use 1/81 of an orbit of their home planet as their year, making a Hydran year about 1.06 Standard Federation years.

Hydrans, like most races, have a fairly common standard of morality. Lying, cheating, cruelty, physical violence, and stealing are social evils and, in most cases, are criminal acts. Young Hydrans are taught morality in schools, including sermons by the priests of the local gods.

Hydrans do not interact with other races very much due to the differences in atmosphere, gravity, and temperature. Most such relations are done by communicators or through systems of small airlocks and filters designed to allow some interaction between different species. Most interactions between Federation-based player-characters and the Hydran Kingdom would be dealings with oxy-nitrogen races (Dunkars for the most part), the descendants of Klingon subject races left behind in Y135. See the section on Exile Races. When Hydrans need to work along-

side other races (or they fight boarding actions on each other's ships), one group or the other must wear special vacc-suits with gravity, temperature, and pressure compensation systems.

The Hydrans do not hold other species in contempt, except for the Lyrans whom they consider to be monsters. Most Hydrans don't want to think about the similar nature of their Kzinti allies.

Hydrans have their primary education provided by their guilds. Most of them go to the equivalent of high schools, the only exceptions being those who are unlikely to aspire to anything beyond manual labor and would regard such an education as boring and wasted. Colleges, universities, graduate schools, and technical schools are available on a competitive basis to Hydrans of any age who have the desire and display the ability to complete the course of study and become a more valuable guild member. The children of higher guild officials (at least of those officials who choose to know who their children are) are often afforded better access to education at higher and elite schools. (Other Hydran children have to compete to enter these elite schools.)

Workers within a guild may be rated as apprentice (skill 12), experienced (skill 16), or master (skill 20) based on the primary skill of their profession, such as machinist or mechanic.

As most Hydrans do not really have a concept of family, they do not have two-part (individual + family) names. Each Hydran has a single name adopted at his *oothalic* ritual, often of a dozen or more syllables. This name, along with his guild and often the specific business within his guild to which he is assigned, forms his identication within society. Thus, a given Hydran worker might be named something like *Hyplaxtiphyluxkiantist of Precision Machine Facility #1204 of the Hylant Guild*.

The importance of religion cannot be overstated in the Hydran culture. The extremely violent natural forces of the planet led to a vast pantheon of hundreds of gods, at least one for every kind of wind, earthquake, or gaseous eruption. While individuals vary from devoutly religious to almost casual in their worship, all Hydrans respect the various gods. Each living group (a social "family" structure) adopts one specific god as its "household god" and reveres it above all others. This carried over into advanced social institutions, where various industries revere a god relating somehow to their activities, and each factory has a "house" god that is said to personally watch over their fortunes. Guilds, universities, sports teams, and even military units and individual starships have their own "house" god who reflects, in a wider sense, the "household god" that each Hydran living group selects.

A few radical sects have adopted a monotheistic "matriarchal god" and some Hydrans are openly atheistic.

Each guild has its own holidays, providing time for relaxation, sports, entertainment, and for guild (or family) gatherings. The only national holidays are the King's Birthday and Liberation Day (the day each planet was liberated from the Coalition). After Y181, most planets had two liberation days. Prior to Y181, the day before Liberation Day

was a holiday to memorialize the dead, while the actual liberation day was considered a celebration. After the second liberation, the date of the Y135 liberation was held as memorial day and the date of the Y181 liberation was held as the celebration.

Hydran architecture is of the low, strong, and stable type designed to resist earthquake damage. Hydran furniture mostly consists of low padded seats (directly on the floor, without legs or back) and wide tables (since their arms can reach much farther than humans).

Hydrans enjoy a wide variety of pastimes, including tri-video, the equivalent of card and parlor games, sports, plays, and other gatherings. Some guilds compete to recruit the best artists and performers from other guilds.

Hydrans play a game known as veeloq, which to humans may resemble rugby with cricket bats. It is a game that hinges on teamwork, leadership, and combat skill, and provides essential training to young Hydran military recruits.

Hydrans consider the number 12121 to be unlucky, although most will insist that this is just a silly superstition and treat it more as a joke than anything else. (It is the Naval code for a ship in distress.) Similar superstitions (never eating certain foods during a certain holiday, snapping ones tentacles at times a human would "knock on wood", etc.) exist but are, in modern times, regarded as quaint old tales, not as anything serious.

HYDRAN GEOGRAPHY

The Kingdom occupies an area along the galactic rim that borders the Klingons and Lyrans. There are several major planets, and hundreds of minor ones.

Regions: The Kingdom is divided into five Administrative Regions. Each of these Administrative Regions is presided over by a Crown Prince (there are five of them, who, like all princes, are members of the royal family) selected by the King for his loyalty to the throne. Being a crown prince brings wealth and power. Each province is controlled by a Vice-Prince, another prince of the royal family and yet another source of wealth and power.

The Regions include:

• Homeworld: This region controls the star systems near the capital. It controls no formal provinces, but more than a third of the total economy is in the capital district. This Region is the base for the Home Fleet, the most powerful military force, and is home to the military command, academy, shipyard, and other major facilities.

• Horvath-Laikind: This Region is near the galactic rim, and home to the Reserve Fleet which is also known as the Expeditionary Fleet. It controls only two provinces, each of which is ruled by a Vice-Prince.

• Hyplan-Portaka. This Region is near the Klingon border and is home to the First Fleet. It controls five provinces, each of which is ruled by a Vice-Prince.

• Hylex-Prakta. This Region is near the Lyran border and home to the Second Fleet. It controls four provinces, each of which is ruled by a Vice-Prince.

• Old Colonies: The unconquered zone, dominated by Guilds with less governmental involvement, home to the Old Colonies Squadron, a collection of less-than-front-line

warships. There are no formal provinces in this region but three Vice-Princes divide the administrative duties, one on each of the major planets here.

Each region consists of provinces ruled by a Vice-Prince. Each province consists of five or six districts, each ruled by a Sub-Prince (always a member of the royal family). Each of the major planets listed below is also ruled by a Sub-Prince, with the planet itself counting as a district.

For planets, see the list on page 75.

Transportation: Regularly-scheduled inter-stellar freighters conduct commerce and passenger service between planets. Warships sometimes carry passengers (usually of the highest rank) and some fast government courier ships are available when regularly-scheduled service is not fast enough. Sub-light and low-warp ships and shuttles are used inside each star system.

On the gas giants inhabited by the Hydrans, transportation is complicated by the fact that each continent (often a hundred major ones or more) is a floating island, and its geographic relationship to other continents changes constantly. Ships carry cargo between continents. Few Hydrans move from their home continent (unless leaving their home planet) but when they do, most passenger service is by shuttles flying through the atmosphere. (Piston-engine and jet aircraft as seen on 20th century Earth are not workable in the atmospheres of gas giants. The Hydrans did not have "air travel" until the Spirit Kings sold them modern "shuttlecraft" with more powerful engines and gravity compensation.

On any given continent, most transportation is by what amounts to trucks or trackless trains. (Rail systems are not workable given the frequency of earthquakes, so the Hydrans developed the equivalent of a train running on a graded roadway without tracks.) Hydrans can of course walk (most walk to work as their guild keeps them near their employment), take the equivalent of peddle-cycles (which use a pumping action similar to a Stairmaster since Hydran legs cannot accommodate the rotating peddles of a human-style bicycle), and (mostly for sport) riding beasts known as Zorenths.

THE HYDRAN ECONOMY

Virtually all Hydrans are members of guilds. These organizations are a combination of corporation, labor union, feudal house, political party, and religious denomination. Hydrans who work for the government are, in effect, members of the government employee guild, and loyal to the government. Career military personnel are members of the defacto military guild.

Some guilds focus on a single industry, while others have a wider variety of operations. Some guilds contain a billion members, while others have only a few million. Some guilds control entire (small) colony planets, but most planets have many guilds represented. Some guilds have operations on many planets but most exist only on a single planet. Only a few of the guilds own interstellar freighters, and most of these have few other activities or operations. Some guilds own orbital bases, and some own ships, bases, and planet-side factories.

Most Hydrans receive their food, clothing, and shelter from their guilds as part of their compensation. In the case of the lowest classes this is simply issued or assigned, but in middle classes this is in the form of credits and the Hydran can use them as he chooses, perhaps accepting smaller living accommodations in order to have a better wardrobe, plainer meals in order to travel on vacation, or whatever. Bonuses, salaries, and special allotments are frequently used to encourage productivity and creativity.

As on most worlds, a black market exists for illegal substances (drugs, illegal tri-videos, etc.) and for gray-market items that are legal to own but may have been imported or sold outside of normal guild channels.

When dealing with any Hydran (or Exile Race subject of the Kingdom), one must not only deal with what the individual wants (or knows how to do) but with what his guild wants in the broader scheme of things. A guild employee responsible for renting hotel rooms may have been told by his guild to give better rates (or no rooms at all) to people from certain alien planets. A minor functionary may be willing to take a cash bribe for his own sake but may also be willing to accept information or other items which his guild needs.

Guilds own all means of production, although of course that counts the government, the royal family, and the military as guilds in their own right. Generally speaking, the government does not own production facilities except for certain specialized types (such as the single major shipyard capable of building military starships). Even then, the Guilds control a second shipyard in the Old Colonies able to build some warships.

While imports and exports require government permits, there are so many guilds that there is always one of them ready to buy or sell almost anything. Since some guilds are in fact criminal organizations, there is a place to buy and sell those items which "legal" cartels will not touch. While the police and to some extent the military try to control the borders, there are (as with other races) always places that pirates and smugglers can get through. In the case of the Hydrans, however, the ability to find a guild to bribe means that you can usually pay your way through

the border rather than risking a clandestine penetration.

As the Hydrans have no neighboring allies, external trade is limited. They do buy and sell commodities of various types to and from both the Klingons and Lyrans (during peacetime), and there is an extensive amount of trade between the Hydrans and the Lyran Democratic Republic. Trade with the Federation and Kzintis (or the Gorns for that matter) is possible only in peacetime by using the tightly-controlled trade routes available through Klingon and Lyran space.

There is an extensive merchant marine as most guilds own some starships; a few guilds own nothing but starships and have no planetary presence (other than booking offices). Foreign shipping (during peacetime) is welcome but monitored by the police. Unlike most races, the Hydran police operate a special class of ships (Pegasus) which have powerful sensors. These ships exist for the primary purpose of traffic control, reporting to all guilds which ships (owned by which guilds) are going to each port of call. This helps enforce contracts, as some colonies and ports are under charters that restrict their business to certain guilds.

THE EXILE RACES

One aspect of the Hydran Kingdom that causes consternation for outside observers is the presence of entire planets of non-Hydran sentient beings who are subjects (that is, citizens) of the Hydran Kingdom equal to actual Hydrans themselves. These are, in most cases, members of Klingon subject races who were abandoned when the Klingons were driven out of the Kingdom in Y135. All of the Klingon subject races are represented, including Dunkars, Zoolies, Hilladarians, Slirdarians, Cromargs, and others. About ten thousand Ranel (a subject race of the Lyrans) were deposited on a penal colony in Hydran space in Y133; these were convicted of rebellion after the Lyrans conquered the Peladine system in Y130. While the Hydrans spread rumors that there were Carnivon refugees among the exile races, this was never confirmed to be true. The Federation is not aware of any native oxy-nitrogen species from Hydran space.

Before the Klingon-Lyran invasion of Y87, the Klingons and Lyrans (with Hydran permission) had established colony worlds inside Hydran space as a form of trade and to exploit resources. (The Hydrans colonized some gas giants in Klingon but not Lyran space, again with Klingon permission.) During the Klingon-Lyran occupation, the number of such colonies increased to over 50, and their size increased to as many as twenty million sentient beings per planet. When the Kingdom was restored in Y135, these colony planets became a problem for all three empires. The sheer number of people who had to be moved amounted to nearly half a billion souls, and it would have been impossible to move and resettle them in any efficient manner. In the end, the Klingons evacuated all of the ethnic Klingons and the Lyrans evacuated all of the ethnic Lyrans (in both cases, the Hydrans insisted) while leaving the subject races behind on their colony planets. The Klingons and Lyrans studiously ignored the issues involved as

they had no practical choice.

The Hydrans, being businessmen above all, embraced the abandoned populations as very welcome guest workers who could more easily exploit the resources of oxy-nitrogen worlds. Some Hydran guilds enrolled these people as members, while the government helped others set up their own guilds. Most of the people involved regarded themselves more as citizens of their colony planets than of their original empires, and found life under Hydran rule was considerably better (in terms of freedom and standard of living) than they had previously known. The Hydrans allowed these populations (Federation writers term them "Exile Races", the Hydran term for them is not readily translatable) to have commercial starships and to operate their own ground-based defenses, but banned their members from the Royal Navy and Marines (due to the difficulties in accommodating their need for different atmospheres, temperatures, gravity, and pressure) and maintained Hydran Royal Navy control over orbital and space weapons and bases. A small number of people from these races serve the military as advisors, technicians, and consultants, but only under rigid security conditions as it is assumed that Klingon and Lyran spies are present. Thousands serve in Yeomanry units and some of those were used by the Hydran military in reoccupying other oxy-nitrogen worlds. Many members of the Exile Races serve in the intelligence service and some in the police. Of course, those guilds that employ or consist entirely of Exile Races use many of them in their internal Guild Police.

When the Klingons and Lyrans conquered the Kingdom during the General War, they found these populations (then well over a billion strong) to be an embarrassing complication. They could not simply be executed for treason, as the Klingon and Lyran governments had knowingly abandoned them decades earlier, and most of them were born (or at least reached the age of puberty) after Y135. (Besides that, it would have been more than inconvenient to execute them individually, and bombing the planets into radioactive slag would have denied the Coalition the resources it wanted.) After some consideration, the Coalition simply did what they did with Federation worlds behind the front lines, and treated them as captured planets. Unlike Federation planets, which had to be forced or intimidated into providing supplies to the Coalition, the Exile Race Guilds simply did business with the occupying powers as they had with the Hydran government, considering them to be more or less interchangeable. The Coalition found that they got as much from these planets by purchasing the supplies on the open market as they did by coercing Federation planets to pay tribute. The fact that Hydran guilds on gas giants in territory captured by the Coalition were only too happy to do business with the occupying powers in the same way made it easier for the Coalition to accept the situation, even as it mystified them.

Members of the same races in Klingon (or Lyran) space show (for the most part) no interest in "joining" their exiled brothers in Hydran space, since most subject races are in fact loyal to the Klingon Empire (which would not allow emigration in any case). A very small number of rebellious

subject race people manage to flee the Klingon Empire and reach these Hydran Exile planets each year after buying passage on Orion pirate ships. And of course, some of those are spies for the Klingon intelligence services.

Except for a few thousand kept in tightly-controlled labor-prisons, the Klingons eliminated Hydrans in their space as a security risk between Y135 and Y140.

THE HYDRAN ROYAL LINE

• Hydraxan I: Probably took the throne about 200 years before Y-Zero, but the date is not certain. He was put into power by the Spirit Kings, who had apparently decided that the Hydrans needed an overall leader to settle disputes between Guilds.

• Hydraxan II, III, IV, V, VI, VII, VIII: These kings ruled during the 280 years between the start of the monarchy and Y67, when Hydraxan IX took the throne. Few details are known. Obviously, each of them (I-VIII) ruled an average of about 33 years. It is known that Hydraxan IV ruled only seven years and that Hydraxan VII ("The Just") ruled almost 39 years. This period is remarkable for its absence of coups, civil wars, and mysterious deaths. [The virtually unknown Prince Hulakehm ruled for seven years between Hydraxan V and VI, but never took the throne name of Hydraxan. It is not known why this happened, but Olivette Roche produced a stage play (with human, not Hydran, characters) postulating that the prince was in fact a princess. Widely recognized as the best available ruler, she could not take the "male" throne name. The Hydran ambassador is said to have found the play "amusing" but made no further comment and may not, himself, have known if it were true. It is known that Ms. Roche borrowed heavily from the English princess Maude (1100 AD) who probably should have been the first sovereign Queen of that island but was blocked from the throne by politics.]

• Hydraxan IX: King at the time the Klingons and Lyrans overran the Kingdom in Y87. He died fighting on Hydrax when Klingon Marines stormed the palace. His swords are mounted on a plaque in the Klingon royal palace.

• Prince S'Lenthna, named as the new King by the guilds in the Lost Colonies. Prince S'Lenthna never actually takes the throne name Hydraxan but rules as the *de facto* king for 40 years, the longest reign on record. The term "Interregnum" applies not only to the time the Klingons and Lyrans occupied the Kingdom, but to the "interruption" of royal rule.

• Hydraxan X: Under-age grandson of Prince S'Lenthna, takes power in Y128. His regents are all guild leaders and they hold the real power. He dies in Y133 and is succeeded by his younger brother (who has the same three parents as Hydraxan X).

• Hydraxan XI: Brother of Hydraxan X, he was King when the Kingdom was liberated from the Klingons and Lyrans in Y135. He was assassinated in Y138 and succeeded by a distant cousin, Hydraxan XII, who was assassinated in Y141. Hydraxan XII had the same grandfather as Hydraxan X and Hydraxan XI.

• Hydraxan XIII, XIV, XV each hold the throne for a few months during Y141. In Y164, the *Harvard Lampoon* pub-

lished a novel of this period, noting that the Hydran kings had an unusual habit of falling backwards onto salad forks which was never adequately explained.

• Hydraxan XVI: Fourth King to take the throne during Y141. He is killed in a palace coup in Y143.

• Hydraxan XVII: Assumes the throne in Y143 but holds power only three years before dying of (apparently) a sports accident. Widely loved, there is no reason to think his death was due to foul play, something unusual in the post-interregnum monarchy.

• Hydraxan XVIII, XIX, XX, XXI, XXII: Minor kings between Y146 and Y152. Each ruled only a few years. At least two of them claimed to be the one who brought hellbores into the Hydran fleet, but these weapons had been in development for years.

• Hydraxan XXIII, The Great Hydraxan: Takes the throne in Y152 and holds it until the start of the General War, when he dies fighting Klingons in orbit above Hydrax.

• Hydraxan XXIV: Knowing that he would have to stay at the capital and certainly die, Hydraxan XXIII arranged to have his successor (a grand-nephew, one of several princes groomed for the throne) confirmed as the new King and sent to the Lost Colonies. He officially took the throne in Y171. Surrounded by military bodyguards, he held power until Y177 when his shuttle was shot down by the guilds during a trip to his summer home.

• Hydraxan XXV, XXVI, XXVII: Minor kings who held the throne for a few weeks each (three days in the case of XXVII) during the power struggle of Y177.

• Hydraxan XXVIII: A most unusual Hydran, this individual (Prince S'Ultana) had been a scholar, a priest, and a military officer. He is rumored to have been a 2/3 brother of the Great Hydraxan. He came to the throne as a compromise between the various factions who expected him to live only two or three years and then die of old age. (They planned to use this time to maneuver to place another prince on the throne as a long-term ruler.) Fooling them all, Hydraxan XXVIII "The Wise Hydraxan" lived and ruled for 16 years. He was killed in an Andromedan raid in Y193. Finally convinced that the kingdom was benefited by long-term rulers, the factions had long since reached a compromise on a successor.

• Hydraxan XXIX came to the throne in Y193 and ruled until he died a quiet death in Y214. His successor, Hydraxan XXX, was still in power when the recorded history of the universe ends in Y225.

THE HYDRAN MILITARY

The Hydran military is charged with defending the Kingdom against foreign invaders. By tradition and law, it is never involved in coups or internal power struggles. (The royal family is continually engaged in coups, civil wars, and similar events, but these are limited to inside the palaces and involve only the personal retainers and guards of the King and Princes.) This lack of involvement in civil wars is uniquely Hydran, and reflects the horrendous losses when the guilds and royal family used fleet elements during the civil wars of the Interregnum (Y87-Y135), the period when the Klingon-Lyran Coalition had occupied 80% of the Kingdom.

The military consists primarily of the Royal Navy (military warships), the bases that serve them, the defenses deployed on each planet (designated as the Royal Artillery), and the Royal Marines (who serve on starships). While there is no formal "Army" structure, hundreds of thousands of Hydran ground troops are available in the Yeomanry, a part-time military reserve organization that provides most of the ground troops and planetary defenses.

The Royal Navy is divided into fleets as the situation requires. In peacetime, there is the 1st Fleet on the Klingon Border, the 2nd Fleet on the Lyran Border, the Expeditionary Fleet (a strategic reserve), the Home Fleet (which protects the capital), and the Old Colonies Squadron (which consists of older ships and primarily serves as an anti-piracy element in the remote (off-map) regions. Additional Fleets can be formed whenever the King orders them, although during the General War (the largest conflict in Star Fleet History) the Hydrans formed the 3rd Fleet only after the Expeditionary Fleet had been destroyed or disbanded.

Military Recruiting and Education: Each Fleet runs a training installation for enlisted crewmen at the starbase in its sector. Officers are trained at the Royal Hydran Academy on the homeworld. There is a branch of the Royal Hydran Academy (Hydrahurst) with each fleet to provide additional specialized training for officers. The Academy branch with the Old Colonies Squadron is far larger than any of the others, reflecting the fatalistic Hydran attitude that sooner or later the Coalition will conquer the Homeworld again.

An officer in the Hydran Royal Navy graduates from the Academy and is sent to his first duty post (ship or base). He learns many basic and advanced subjects, and usually earns his first promotion before moving on. Officers move between ships and fleets on a regular basis so that experience is shared and the entire Royal Navy is a monolithic whole with consistent training standards. Officers take three advanced courses during their careers: Advanced School (where they learn to supervise other officers), Command College (where they learn to command ships and bases), and War University (where they learn to be admirals and generals in command of larger forces). Academy templates are the same as for the Federation except delete Prime Directive, and duty is to the Hydran Kingdom and guild.

Enlisted personnel attend a series of schools teaching technical and leadership subjects throughout their careers. Templates are as above.

About half of the military (officer and enlisted) are career service individuals, most of them the sons and daughters of the military guild. Hydrans who are born as the children of military personnel are raised in military schools and are encouraged and inspired to take their own place in the ranks as they achieve adulthood. The Royal Navy tries hard to ensure that everyone goes to a career field where he is likely to succeed. Those who are just not suited (by temperament, physical condition, or other factors) are discharged and sent to the guilds to find employment. As officers are paid better and have more access to education, the children of those officers who track their offspring (about half of the professional officer corps, compared to 10% of the population at large) tend to be better educated and to more easily qualify for officer selection.

The other half of the Royal Navy, however, consists of civilians who enlisted for a contract term. They may have done so out of sense of patriotism, to find adventure, or to learn some skill. Many are from the lower guild classes and hope to return to their guilds (or shop around among other guilds) with military-trained technical skills so they can get better jobs than they would have otherwise. Many children of senior guild members (the executives from the upper and upper-middle classes) perform a tour in the military to gain management experience. Some of them "go career" and remain in the military. Most of those who are on contract terms, and some of those who "go career", retain a loyalty to their own guilds and will try to help their guild by mentoring younger guild members serving in the military or by trying to assist their guild in getting contracts to sell goods and services to the military. The most miserable of all are those civilians who would rather remain in the military but are found unqualified and sent back to their guilds as failures.

During peacetime, the military is able to rely on volunteers to fill its ranks. During wartime, guilds are simply assigned quotas for personnel of certain skills, and each guild provides these workers from its membership. In effect, the guild (which is everything else to a Hydran) also becomes the equivalent of the draft board. Any given guild uses a combination of appeals to patriotism, outright assignment, or the offering of rewards and benefits to fill its quotas. Some guilds send the best, while others send their worst.

Many of the lower-order jobs in the military (cooks, maintenance, etc.) are filled by civilians who serve under contracts. This is never done on warships, however.

The Hydran Royal Navy, and to some extent each fleet within it, operates as a de facto guild, providing its members with all of their pay, rations, housing, clothing, and other needs. The Royal Navy controls the weapons and equipment maintenance facilities with each fleet, which have some limited manufacturing capability. Most weapons and equipment, however, are purchased from guilds that bid for annual contracts to provide such things.

Hydran military personnel are held in high regard by civilians as a whole, although less for their prowess in battle than because they sacrifice the opportunity to work in business and earn a higher standard of living while fighting to keep other Hydrans free of foreign occupation.

According to official Fleet policy, all male and female Hydran officers enjoy the same rights, privileges, and opportunities. There are more males than females in the military and they tend to hold most of the higher positions. Matriarchals, being non-sentient, are not eligible to serve in the military except as servants, valets, and such. Females make up about 10% of the graduating class of Hydrahurst (the Hydran military academy). These serve in all roles, but for various reasons they dominate fighter pilot ranks and only rarely serve in the Marines.

Divisions: The Hydran Royal Navy is divided into Divisions or career fields. Everybody belongs to one of the various divisions, although some officers (particularly those selected for higher promotions) move around in order to broaden their experiences. A given job may be held by someone from what would seem to be the wrong division if the needs of the service so dictate. Within each division are many career fields, and individuals may stay within one of these sub-specialties or move around within their division or to other divisions as their careers progress. These divisions include:

• The General Division consists of the mainstream naval personnel who hold such jobs as navigators, gunners, communications, and command. Branch color: white.

• The Engineering Division consists of technicians who operate the engines and power systems of ships and bases. Most repair technicians belong to this division although some specialists belong to other divisions. This division also supervises the construction of new ships and the main fleet shipyard at Hydrax. Branch color: Red-Orange.

• The Flight Division consists of pilots and maintenance crews for fighters, shuttlecraft, and similar craft. (Fast patrol ships and skiffs are crewed by regular navy personnel, not the Flight Division.) Branch color: yellow. About 80% of fighter pilots are female.

• The Logistical Division consists of personnel assigned to administrative and supply duties. The Royal Navy's attorneys are from this Division. Branch color: black.

• The Science-Medical Division includes the doctors, scientists, and lab technicians. The smallest of the divisions, this organization provides the starships with doctors and science officers, and runs the fleet hospitals. Branch color: red.

• The Marine Division considers itself the elite of the Royal Navy, in that they are responsible for landing parties, boarding parties, on-board security, and military police duties. The Marines keep in top physical shape while most Navy personnel are in no better physical condition than the average civilian worker. Branch color: green. The Special Forces are a small part of the Marine Division, and the Triads (the equivalent of Prime Teams) are a small element of the Special Forces. About 90% of Marines are male.

• The Admiralty Council consists of three senior admirals (rank: Grand Admiral), who are usually former commanders of the five fleets. These admirals run the huge staff headquarters (on Hydrax) that "manages" the entire military. This Council has no command authority but sets policy, protocol, doctrine, and production schedules.

Each Division has its own distinctive branch insignia, a rectangular bar with Hydran letters (reflecting the sub-branch) that is worn adjacent to the rank insignia. Each branch has its own distinctive color, which is shown on the insignia. The awarding of this insignia is done after the individual arrives at his first duty post and completes his basic qualifications. Only then has he "earned his bar" and become an experienced member of the Fleet.

Reserves and Yeomanry: Hydrans who successfully complete a tour in the military are transferred to the Reserves when they return to their guilds. They can be recalled to duty if a war begins, and rarely if they have some special skill that the military suddenly needs. (In one famous case, most of the Royal Navy's senior accountants contracted a new disease while attending a convention, and had to be temporarily replaced by reserve officers recalled from their guilds. After scientists found a cure for the disease, most but not all of the reservists were sent home; some volunteered to stay in uniform.) All Reserve personnel serve the equivalent of two weeks of military duty (mostly in training seminars) each standard year.

Those career personnel who choose to leave active service before retirement age (without any negative notes on their records) join the Veteran Reserve and work for various military-owned facilities and businesses; very few of them work for guilds. Those career personnel who reach retirement age go into the Retired Reserve. Any of these could be recalled to duty for wartime or emergency service. Some are recalled periodically for special duties such as boards to study new weapons or incidents. All serve the same two weeks per year (equivalent in standard terms) on duty to keep up to date.

Guilds accept government contracts to provide trained ground troops for use in wartime, either for defensive or offensive operations. These units (the Yeomanry) conduct frequent training under the inspection of Royal Marine officers so they are ready to be called up in wartime.

Many guilds have their own militia units which are trained to back up the Guild Police and can, in some cases, be used to back up the Government Police.

Military Justice: Hydran Military Law is virtually identical to Hydran Civil Law, but has certain additional provisions for dealing with the unique circumstances of military service. There is a Judge Advocate General corps consisting of lawyers, judges, and investigators who handle crimes by and inside the military. Military personnel charged with civil crimes are tried by military courts. The military operates its own jails (for short-term incarceration) and prisons (for long-term sentences). In the case of the death penalty, the military conducts its own executions by firing squad. Mutiny, cowardice, and desertion can be subject to the death penalty in wartime.

Individuals who fail to meet military standards are often discharged by special boards and (in the case of guild volunteers) sent back to their guilds or (in the case of military members) sent to military-owned civilian enterprises. Those found to be shirking their duty are punished but those who are just not happy in the military are discharged.

Uniforms and Insignia: Duty uniforms, like civilian clothing, tend to be little more than a harness that provides pockets and pouches and covers the genitals. Formal dress uniforms exist and basically extend the harness with cloth and decorative trim.

Hydran military rank insignia are as shown on the facing page (officers left, enlisted right).

Certain special skill qualification badges are given to the top performers in their respective career fields. Thus, a doctor might serve all of his life without wearing the prized "Skilled Doctor" badge. Skill badges are given for Doctors, Lawyers, Gunners, Navigators, Engineers, Technicians, Pilots, etc. The Marines have many such skill badges, covering: Infantry, Heavy Weapons, Commando, Scout-Recon, Sniper, Vehicle Crew, Boarding Party, Ground Assault, and other things. These are considered a form of decoration for above average performance.

Military Decorations: The Hydran military has a bewildering array of awards and decorations, all of which are unique and few of which follow any given pattern. The military gives separate awards for heroism, service, leadership, skills, and achievement, as do most military organizations.

All awards come in multiple grades, and an individual might be given a higher grade of an award to denote even more outstanding performance or a second award of the same decoration. The higher grades are shown by the addition of special symbols and devices to the basic award. In some cases, a given award may have higher awards shown by a series of identical attachments, while in other awards each attachment is different. In the case of awards with different attachments, these might simply denote higher levels or they might reflect different reasons that the award is given. Compare for example the Sword of Infantry award (where each attachment is for a different thing) and the Cross of the Great Hydraxan (where the rings and triangles are simply higher and higher levels of the award). New awards are created (and older awards retired) at seemingly random intervals. The following awards are a representative sample of those in use during the General War.

• Cross of the Great Hydraxan: The highest award for valor, this cross has four equal-length arms. Higher grades of the award are shown by the addition of (in order from lowest to highest) stars, circles, and triangles (three, in each case). Thus, a plain cross indicates a single award, while a cross with three stars indicates either a second award, or an act of heroism that is of a higher order than a plain cross would reflect. Only five Hydrans received the highest version of this award (with all three additions) during the General War; three of those were posthumous. About twenty awards of this decoration (at any level) were made during the entire General War.

• Flame of Hydra: This award is also given for valor and the addition of stars to it reflects both multiple awards and awards of a higher
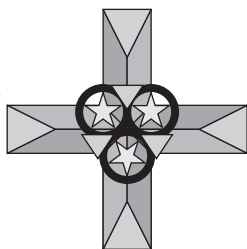
order. The lowest level of this award is given for relatively modest acts of bravery which still rise above the normal requirements of duty.

• Golden Scepter: This award is given for leadership. The additions indicate the type of service, either in space, ground forces, or administration.

• Red Shield: This award is given for service in the defense of the Kingdom. Small circles indicate an award for combat, while small squares indicate an award for dedication to duty, and triangles indicate an award for leadership.

• Infantry Sword: This award is given only for ground combat (or hand-to-hand combat in space). Various additions indicate if the award was for leadership (triangles), wounds (rectangles), heroism (circles), some special event (star = taking part in a ship boarding action), or other service (squares).

• Arm of Hydramax: This award (which is a disk, not shaped like an arm) is given for service in a non-combat capacity. Small stars indicate service in space, while squares indicate service on a planet, and circles indicate service in a command or research facility.

• The Comet: This award is given to fighter and shuttle pilots for extreme bravery (stars) or skill (squares). It is, in effect, the Hydran equivalent of pilot wings as everyone
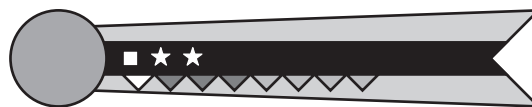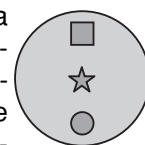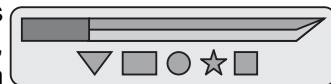
who is assigned as a pilot receives it (with one square) upon finishing his first operational tour in the capacity. A small green triangle is added for each enemy fighter destroyed and a small red-orange triangle is added for each successful attack on an enemy ship. Other successful missions are denoted with a white triangle.

• Order of the Pyramid: The most common medal, awarded for doing one's duty in an exemplary manner while in combat or a situation of equal danger. This award is virtually required for selection to the Command Academy and symbolically reflects "solid" performance. Enlisted crewmen refer to it as "the officer's good conduct medal."

• Order of the Sword: An "unofficial" medal awarded by the Guilds to outstanding officers, often used to embellish the career of officers from Guild families, but also awarded to non-Guild officers who have made some outstanding contribution to the Kingdom.

• Order of the Hydran Monarch: Awarded by the King for meritorious action while in his service or to bestow favor upon an officer who has rendered great service to the Kingdom. There are three degrees or orders (star, star with circle, star with circle and triangles). This is one of the least ostentatious of Hydran medals.

• Order of the Triangle: A higher award for competence and merit while leading, commanding, or

supervising other officers (and hence larger numbers of enlisted crewmen) in combat (a brigade of ground troops or a squadron of starships). Small squares indicate ground combat, while a small circle indicates space combat. Few would have both.

HYDRAN MILITARY RANKS

While the Hydrans have military decorations, their ranks are also considered to be awards. Thus a Hydran is awarded the next rank rather than being promoted to it. The Hydran Fleet, Hydran Ground Forces, and Hydran Police all use the same rank structure.

Officers are commissioned as subalterns. Once they gain experience they are awarded the rank of leftenant, the most common officer rank. Those with organizational ability are awarded the ranks of sub-commander, commander, and then captain and even commodore. There are three grades of admiral, followed by Grand Admiral (a member of the main fleet command), Admiral-in-Chief, and Supreme Admiral (the final rank being held only by the King). Ranks include (lowest to highest):

H-000 Subaltern [Federation Ensign]
H-001 Leftenant (typical 'working' officer, PF captain) [Federation Junior and Senior Lieutenants. Federation sources use this phonetic spelling.]
H-002 Sub-Commander (department head, fighter squadron commander, possibly skipper of a small ship) [Federation Lieutenant Commander]
H-010 Commander (XO on a cruiser, frigate or destroyer captain) [Federation Commander] (Note: Insignia for Commander, Captain, and Commodore are green.)
H-011 Captain (major ship command, dockyard, colony command) [Federation Captain]
H-012 Commodore (squadron or base commander) [Federation Commodore]
H-020 Third Admiral (operational fleet commander) [Federation Rear Admiral] (Note: Insignia for First, Second, and Third Admiral are red-orange.)
H-021 Second Admiral (sector commander) [Federation Vice Admiral]

H-022 First Admiral (commander of a numbered fleet) [Federation Fleet Admiral]
H-100 Grand Admiral (reserved for members of the main Admiralty Council) [Federation Grand Admiral]
H-101 Admiral-in-Chief (The highest military commander, second only to the king.)
H-102 Supreme Admiral (formal title of the King when attending a Fleet function) (Note: Insignia for these higher admirals are white.)

Fighter pilots (other than commissioned officers) have three ranks: Pilot (equivalent to a sergeant), Striker (equivalent to a warrant officer or senior sergeant), and Avenger (equivalent to a chief warrant officer or sergeant major). These ranks are awarded based on mission performance and combat victories. Pilots are considered "Aces" after three victories and "Senior Aces" after nine victories. Promotion is by combat performance. Those who display leadership and organizational abilities move into the commissioned officer ranks.

In all cases, these ranks have the seniority and reputation of the equivalent Federation ranks.

HYDRAN MARTIAL ARTS

The Hydrans use various forms of Karate and Judo (modified for their particular body structure). They also use a uniquely Hydran martial art known as "arm whip dynamics" based on the fact that a Hydran's arm-span can be considerably more than his height.

HYDRAN TRIADS

Triads, the Hydran equivalent of a Federation Prime Team, consist of three three-member sub-teams called triples. The first triple includes the commander, science officer, and doctor. The second triple is composed of three marines, one of whom will be a scout and another a heavy weapons type. The senior marine will be the Triad's technologist. (There is no formal engineer, as all Hydrans are expected to have basic technical knowledge.)

The third triple (which rarely goes on missions) consists of the logistics officer, the communications specialist, and the armorer. All of these will be former members of the active triples of a Triad, although not always the same one.

Subaltern   **Commander**

Lieutenant   **Captain**

Lt Cmndr   **Commodore**

Enlisted Ranks (corresponding to Federation grades)

E1   **E4**   **E7**

E2   **E5**   **E8**

E3   **E6**   **E9**

HH3: ROYAL INTELLIGENCE SERVICE

The Hydran Royal Intelligence Service is known as Higher Headquarters Three, with the Royal Navy being HH1 and the Royal Police being HH2. Long after the fleet and police ceased using their HH designations, the intelligence branch Is still known as HH3.

It is not correct to consider HH3 to be a military, or a civilian, agency. It is a mixture of both types of personnel, serving along side each other in a convoluted command structure derived from the Hydran business practice of the "ever-changing committee". This was, perhaps, one of the reasons it was less than effective. There was no single unified command structure, and the various Analysis Branch offices reconfigure themselves at will to focus on whatever project was assigned, or of interest. The field operatives are in a separate Field Branch, managed mostly by military officers who assign agents to seek out whatever information was requested by Analysis Branch. The Technical Collection Branch (run mostly by civilians) handles communications intercepts, cryptography, and the collection of open-source publications. (Once you know everything in the "open sources" that the enemy is giving you for free, you can focus on finding out the things he isn't telling.)

As with all intelligence agencies, the embassies and consulates collect open source material from the local media, obtain information from friendly governments (e.g., other embassies in the same location), and recruit local "agents" who provide information of various types. [The intelligence people who work for your government are "officers"; the "agents" are foreigners recruited by your "officers" to spy on their own people. A "secret agent" is one the enemy doesn't know you recruited; a non-secret "agent" might be a public relations or lobbying firm openly hired to promote or serve your interests.]

The Field Agents Branch operates out of embassies to recruit agents or find information on their own, but it also runs operations. This can include sending spies into enemy (or allied) space through commercial methods, such as on freighters or passenger ships. Business groups and government trade missions often include intelligence agents looking for specific information or for anything interesting that they notice. Many of these officers were from the Exile Races, and entered Klingon and Lyran space either openly or by clandestine routes. During peacetime, it was hardly unusual for a Hydran freighter crewed by Dunkars to pass over the Klingon border to buy and sell products, and the Dunkars (treated by the Klingons as foreign citizens, not as escaped slaves) would try to learn what they could from portside bars and business contacts. Most Hydran cargo ships sent into Lyran space were crewed by former Klingon subject races, since Hydran Exile Ranels would have no local Ranels to talk to and Dunkars could interact with Lyrans as well as Ranels if not better.

As with all intelligence agencies, HH3 hires renegades from any foreign race, and is not above hiring or buying information and services from criminal organizations, either Hydran Criminal Guilds, foreign criminal organizations, or the Orion Pirates.

INTERNAL SECURITY

The internal security of the Hydran Kingdom is in the hands of the Government Police. This agency covers border security, counterfeiting, security for government officials and buildings, internal space traffic control, counter-intelligence, criminal investigations, and treason. This single agency covers everything that (in the US) is covered by the FBI, Marshal's Service, Secret Service, Park Police, the 50 state police agencies, and county sheriffs. As the police try to interfere with normal business pursuits as little as possible, they tend to react to crimes perpetrated by one guild and discovered by another. There is not a great deal of internal passport control or customs between Hydran planets, since the relevant rules and regulations are already covered by contracts between the relevant guilds. To the extent that there is a "secret police" or undercover branch, this is a relatively small percentage of police and focused on gathering evidence for criminal enterprises already discovered by other means. The Hydran Kingdom is the very antithesis of a police state.

The Hydran Government Police operates local jails, planetary prisons, and national penitentiaries. In the few death penalty cases (treason and certain serious crimes committed in serial fashion) the police handle the executions. The judiciary is fully independent.

Each guild has its own police force, which is the equivalent of the local police. These handle crimes by guild members, as well as issuing identification cards and permits for vehicle use, and security for guild officials and facilities. In the case of a crime committed by a member of one guild against another guild, the Government Police have jurisdiction. Each guild has its own jails, although most of the prisoners are kept hard at work in jailhouse factories.

The legal system is fair. Unlike the Klingon system that is designed to protect the state, or the Federation system that is designed to protect the rights of the accused, the Hydran system is designed to see that justice is done. Individuals have the right to refuse to testify but can be convicted on evidence that is not entirely beyond a reasonable doubt. The emphasis is not on punishing the guilty but on compensating the victim. Those convicted of crimes work to repay the victims of their crimes (whether an individual or a guild).

The police have no authority over military personnel other than to arrest them and turn them over to the military for trial. Foreigners can be tried in Government Courts but as they are not members of any guild they cannot be tried in Guild Courts. Members of Exile Races are tried in their own Guild Courts or in Government Courts just as any Hydran would be.

The only death penalties are for treason or for the serial commission of certain violent crimes. A murderer would be put to work compensating the guild of his victim for his lost services; only someone who commits a series of murders would be executed and compensation paid by the state. Rape is unknown in Hydran law. Unauthorized sex with a matriarchal is regarded as unauthorized use of property; forced sex with another male or female is regarded as no different than assault.

PIRACY IN HYDRAN SPACE

The Orion pirates operate everywhere, and Hydran space is no exception. Guilds operate armed freighters for self-defense of convoys, and the police (who have their own ships) and Royal Navy also provide anti-piracy patrols. While Hydran space would seem to be a pirate paradise (as there is always a guild willing to deal in stolen merchandise or willing to sell information on another guild's shipping schedules), the guilds are also quite willing to pay bribes and protection money to be left alone. This is regarded as simply a cost of doing business. Rarely, an armed ship of one guild will attack the ships of another guild (and try to make it look like the Orions are guilty), but these are rare and extreme cases. While the police try to avoid monitoring guilds too closely on planets, they monitor all ship movements and communications (and the records of all armed ships are checked very closely), more to enforce intra-guild contracts than to enforce any kind of law or regulations.

When the Coalition conquered the Kingdom in Y170-Y172, it had to deal with the higher number of pirates operating in Hydran space than would have been expected.

TECHNOLOGY

Most Hydran technology is little different (in use or effect) from other technology of the same Tech Level. Of course, Hydran flashlights, camping tents, ground vehicles, and even rope is designed to be used in an environment where the Federation analogues would not work at all, but each does the same job in its own intended environment. Most Hydran (and other race) ground combat equipment is designed to work equally well in a methane or oxy-nitrogen atmosphere, or vacuum for that matter.

The Hydrans have hundreds if not thousands of types of ground and air vehicles, since many guilds built their own designs or modify vehicles bought from other guilds to their specific needs.

STARSHIPS OF THE HYDRAN ROYAL NAVY

The Hydran Royal Navy seen in the General War began during the Interregnum and was first seen in combat when it kicked the Klingon-Lyran Coalition out of the Kingdom in Y135. There are two basic types of ships, the first being those armed with fusion beams and carrying fighters for attrition warfare, and the second (appearing just before the Four Powers War) armed with Hellbore cannon and carrying fewer fighters. Some command ships carry both fusions and hellbores.

The numbers given below are not hull numbers as in the Klingon Deep Space Fleet or contract numbers as in the Federation Star Fleet, but tactical designators. If cruiser number 201 was destroyed, another ship would be built and given that number, probably with a different name. During wartime, the use of these numbers was discontinued. The Hydrans also re-used many ship names, often replacing a lost ship with one of the same name. The records indicate that many wartime scouts and minesweepers, built on Horseman hulls, used the same names as earlier scouts and minesweepers built on Hunter-frigate

and Lancer-destroyer hulls. During the later war years, some ships displayed no external hull numbers. These, and various other additional or replacement ships, are also listed.

All are preceded by HMS (Hydran Majesty's Ship). For those unfamiliar with warship terminology, the basic warship types from largest to smallest are: battleship, dreadnought, heavy battlecruiser, command cruiser, heavy cruiser, war cruiser, light cruiser, destroyer and war destroyer, and frigate. In each case, numerous variants are built on the basic hull types, including carriers, scouts, escorts (to protect carriers), minesweepers, commando ships, squadron leaders, and others.

Two things need to be mentioned about Hydran ships. First, each class looks very different from all others, something unique in the galaxy. All Klingon ships look more or less the same, being scaled-up or scaled-down versions of the basic wing-and-boom design. All Lyran ships are scaled versions of two-hull or three-hull designs. All Federation ships (except the ancient light cruisers) had saucers with engines (and most had secondary hulls). But for the Hydrans, the dreadnought, cruiser, destroyer, and frigate classes all looked very different. This is because they were designed and built independently by different guilds, each operating a separate production dock in the main shipyard! The second thing that needs to be noted is that each class has a "codename" (e.g., Lord Admiral, Cheyenne) which was assigned by the Federation for the purposes of keeping track of these various classes in their own records. The Hydrans never called their destroyers "Lancers" but as the data we have is from Federation sources, these codenames have been continued.
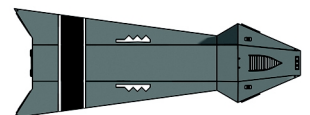
Capital Ships

BATTLESHIPS: 000-*Monarch*. This ship was never built, and it was in fact nothing more than a blueprint for a huge warship to match the Klingon B10. By the time the B10 was completed, the General War was over and such ships were obsolete.

DREADNOUGHTS: 001-*Great Hydraxan*, 002-*Triumph*, 011-*Victory*, 021-*Majestryx*. These ships of the Paladin class were the largest built by the Hydrans and commanded the various fleets during the war. Some were refitted as Lord Paladin space control ships.

HEAVY DREADNOUGHTS came into service about Y180, most as conversions of existing DNs. These had more power and weapons.

LIGHT DREADNOUGHTS were built before the General War and intended for fast, deep raids into the enemy rear. These ships, the *Malatryx* and *Fematryx*, were lost in the Expedition, early in the War, and were not replaced as they were too specialized.

HEAVY CARRIERS: Using the hull of the Paladin-class, the 012-*Royal Sovereign* gave up some of the Paladin's weapons to carry more fighters. The 022-*Iron Chancellor* was built in the Old Colonies using the in-

complete hull of a Paladin started before the General War. The ship had almost no weapons but carried more fighters than any other ship in the galaxy.

Space 3rd Edition data for Hydran Paladin Dreadnought: Hull Volume: 20,000,000. Spaces: 40,000. Loaded Mass: 375,000. kSF: 440. Hull cHP: 6,600. Crew: 540. TL: 12. Compartmentalization: Heavy. Hull Strength: Standard. SM: +13. cSM: +3. ASig: -5. Psig: -5.

Cruise Speed: Warp 7. Emergency Speed: Warp 9.25. Tactical Speed: Warp 3.2. Damage Control: 60 systems. Basic Stealth. Basic EmCon. Sensors (advanced) FTL

Three warp engines: 2 @ 35,000 tons, 1 @ 40,000 tons. Warp Thrust: 277,200. Output: 132,000 MW. Dilithium Chamber: 500-ton. Impuse Engine: two 9,000 tons each. Impulse Thrust: 240,000; Output: 18,000 MW. Batteries: 4. Aux Reactors: 1,200 ton; Output: 12,000 MW.

Control: Flag (Fleet Command Bridge), Main (Medium Command Bridge), Aux (Large Bridge), Emer (Large Bridge).

Armor: cDR 5, Shields: cDR 550.

Weapons: 4 Fusion Beams, 4 Hellbores, 3 banks of 2 Phaser-2's , 1 bank of 2 Phaser-1 (360°), 2 banks of 1 Phaser-G (360°).

Accessories: Total life support with emergency supplies for 540 crew. Artificial gravity. 40 long stay quarters. 260 large long stay quarters. 4 Tractor Beams. 5 Transporter Rooms. 6 Full Medical Bays. 3 Medical Labs. 5 Science Labs. 6 entry modules. 1 Probe Launcher. Turbolift System. Cargo 500,000.

2 Large Hangar Bays with room for 6 shuttles and re-arming facilities for 5 Fusion fighters and 1 Hellbore fighter (each), and three Launch Tube systems (each). 1 Large Hangar Bay with room for 3 shuttles. Shuttle workshops with space for 8 shuttles. 3 Shuttles in Storage. 4 Fighters in Storage.
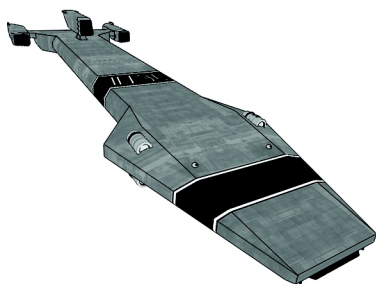
Heavy Battlecruisers

These ships were extremely large cruisers designed to provide nearly the firepower and all of the command facilities of a dreadnought, but on a smaller hull. These were (for all of the races in the Star Fleet Universe) widely regarded as the most superb examples of the cruiser concept.

OVERLORD HEAVY BATTLECRUISERS: 001-*Noble House*, 002-*Penath*, 000-*Baronette*, 010-*Aristocrat*, 011-*Celestial Transcendency*, 012-*Imperious Majesty, Overlord*.

OVERSEER HEAVY CARRIER: 020-*Lord Regent*. This was an Overlord heavy battlecruiser hull modified to carry more fighters at the expense of some of its weapons.

O V E R M I N D BATTLE CONTROL SHIPS: 021-*Knight Regent*, 022-*Baron Regent*. Built late in the General War, Battle Control Ships carried a flotilla of fast patrol ships, a squadron of

fighters, and most of the heavy weapons of a heavy battle-cruiser.

Command Cruisers

These are simply heavy cruisers with a little more power and armament and a flag bridge allowing them to command an oversized squadron or small fleet.

LORD COMMANDER CC: 001-*Regency* was the first command cruiser, built with fusion beams because hellbores were yet to be invented. It was later converted into a Lord Marshal.

LORD MARSHAL CC: 002-*Chancellor*, 011-*Excalibur*. These ships had both fusions and hellbores, but more of the former, and more fighters. The *Excalibur* was named for a famous weapon wielded by one king during a coup; the Federation suggested this translation and the Hydrans considered it appropriate.

LORD BISHOP CC: 010-*Vengeance*, 012-*Testament*, 020-*Retribution, Covenant, Apocrypha*. These ships had more hellbores than fusions, and fewer fighters.

LORD ADMIRAL CHA: 020-*Sovereign Prince*, *Eminence*. These ships were slightly heavier versions of the Lord Marshal, built as the General War entered its second decade.

LORD CARDINAL CHC: 021-*Successor*, 022-*Champion*. This is the corollary to the Lord Admiral, being a heavier version of the Lord Bishop.

Heavy Cruisers

The backbone of any fleet, these ships formed the battle line and provided most of any fleet's firepower.

RANGER CRUISERS: 200-*Loyalty*, 201-*Bravery*, 202-*Tenacity*, 210-*Punctuality*, 211-*Charity*, 212-*Modesty, Chivalry, Devotion*. This was the original fusion-armed cruiser, carrying nine stinger fighters.

DRAGOON CRUISERS: 001-*Majestic*, 002-*Glorious*, 010-*Colossus*, 011-*Victorious*, 012-*Superb*, 020-*Exultant*, 021-*Magnificent*, *Alacrity, Felicity, Fortitude, Harmony, Purity, Resolution, Tranquility*. This was the hellbore-armed version, carrying only three fighters. The space for the other two fighter bays was used for nuclear reactors to power the hellbores.

THOROUGHBRED FAST CRUISERS: *Zenith*, 022-*Paragon*. Built before the General War, these two ships were designed as fast raiders. They carried fewer heavy weapons (filling their mounts with phasers) and had unusually large engines to drive them to higher speeds than other ships could manage.

CARAVAN TUGS: 101-*Commodius*, 102-*Capacious*, 111-*Ebullient*, 112-*Effusive*. Tugs in the Star Fleet Universe are cruiser-hulled ships modified to carry more cargo than weapons. The Hydran Caravan Tug, also known as the Camel, had more internal cargo space than other tugs, and could carry a pallet (an object about 1/4 as long but as big around as the ship itself). Pallets came in various types for special cargo, and some pallets were fitted with electronic warfare systems, weapons, fighters, fast patrol ship docking facilities, or barracks for ground troops.

SENTINEL HEAVY SURVEY CRUISER: *Devotion*

(only ship in class). Survey cruisers have fewer weapons than heavy cruisers, but have cargo space for extremely long voyages of exploration, and have special sensors (good for finding planets and other resources far from home, but also excellent for jamming enemy fire controls during a fleet battle).

CAVALIER CARRIERS: 001-*Restoration*, 002-*Deliverance*. These were modified heavy cruisers, giving up all of their heavy weapons to increase the fighter squadron from the nine on the Ranger to an impressive twenty-one stingers.

Space 3rd Edition data for Hydran Ranger Heavy Cruiser (Dragoon Heavy Cruiser is similar): Hull Volume: 8,500,000, Spaces: 17,000, Loaded Mass: 157,000, kSF: 280, Hull cHP: 4200, Crew: 350 / 360, TL: 12, Compartmentalization Heavy, Hull Strength: Standard, SM: +12, cSM: +2, ASig: -6, Psig: -6

Cruise Speed: Warp 7, Emergency Speed: Warp 9.25, Tactical Speed: Warp 3.1, Damage Control: 40 systems, Basic Stealth, Basic EmCon, Sensors (advanced) FTL.

Power: Three warp engines, 22,500 tons each. Warp Thrust: 170,100. Output: 81,000 MW. Dilithium Chamber: 225-ton. Impulse Engine: 12000 tons; Impulse Thrust: 160,000; Output: 12,000 MW. Batteries: 4. Aux Reactors: 900 ton; Output: 9,000 MW (2,700 ton, 27,000MW, on Dragoon)

Control: Main (Medium Command Bridge), Aux (Large Bridge), Emer (Large Bridge).

Armor: cDR 5; Shields: cDR 410.

Weapons: 4 Fusion Beams (4 Hellbores on Dragoon), 3 banks of 2 Phaser-2's, 2 banks of 1 Phaser-G (Rear).

Accessories: Total life support with emergency supplies for 350 / 360 crew. Artificial gravity. 40 long stay quarters. 160 large long stay quarters. 4 Tractor Beams. 2 Transporter Rooms. 3 Full Medical Bays. 2 Medical Labs. 2 Science Labs. 6 entry modules. 1 Probe Launcher Turbolift System. Cargo 300,000.

Ranger: 1 Large Hangar Bay with room for 6 shuttles and rearming facilities for 1 Fusion Fighter and 2 Hellbore fighters, and three Launch Tube systems (each). 2 Large Hangar Bays with room for 3 shuttles and rearming facilities for 3 Fusion fighters (each), and three Launch Tube systems (each). Shuttle workshops with space for 6 shuttles. 2 Shuttles in Storage. 3 Fighters in Storage.

Dragoon: 1 Large Hangar Bay with room with room for 6 shuttles and rearming facilities for 3 Fusion Fighters and three Launch Tube systems. Shuttle workshop with space for 4 shuttles. 2 Shuttles in Storage. 1 Fighter is Storage.

Light Cruisers

These classes were built just as the General War began; the Hydrans had no pre-war light cruiser class. These ships were regarded as disappointing and replaced late in the war with the improved Medium Cruisers.
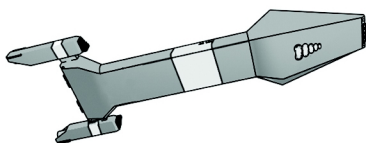
Both the Light Cruisers and Medium Cruisers are often collectively classed as war cruisers.

HORSEMAN: These were the fusion-armed ships with fighters. 001-*Terror*, 002-*Striker*, 010-*Entangler*, 011-*Horror*, 012-*Upholder*, 020-*Assailer*, 021-*Endeavor*, 022-*Eliminator*, 100-*Penetrator*, 101-*Rectificator*, 102-*Impaler*, 110-*Interloper*, 111-*Attacker*, 112-*Harvester*, 121-*Uplifter*, 122-*Avenger, Achiever, Eradicator, Fearsome, Gallant, Gauntlet, Journeyman, Repulse, Superb, Devastator, Liberty.*

TRAVELER: These were the Hellbore-armed ships without fighters. 120-*Thunderer*.

BARON: *King's Champion, Retribution, Reconsideration*. These light command ships were built during the General War as squadron leaders.

NEW SCOUT CRUISERS: *Dedication, Engage, Reveal, Quest*. These ships were built in the middle years of the General War to provide electronic warfare support in fleet battles, smaller scouts having proven inadequate.

NEW MINESWEEPERS: *Sapper, Engineer, Artisan*. These ships were built during the counter-offensive to restore the Kingdom to break through the minefields that surrounded the Coalition's bases along the firewall.

NEW LIGHT CARRIERS: *Cold Fury*. This ship had no heavy weapons but carried more fighters.

LIGHT TACTICAL TRANSPORTS: *Provender, Provision*. This was the tug version of the war cruiser class. It could carry the same pallet as the tug but had less internal cargo and was about 1/3 smaller.

Medium Cruisers

These were built late in the war to replace the inadequate Horseman and Traveler classes. These included the Mongol (fusion-armed), Tartar (Hellbore-armed), Cossack (carrier), Apache (squadron leader), and Comanche (squadron leader). Known names include *Pride, Nation, Strength, Virtue, Fierce, Sacrifice, Sanctity, Cartel Granyx, Cartel Slotzin, Cartel Vespe, Calazar, Zealous, Perilous, Tenacious, Dangerous, Dark Rider, Ghostrider, Nomad, Trident, Liberator, Warhammer, Assassin, Strongbow, Poisoned Arrow.*

New Heavy Cruisers

While heavy cruisers were the backbone of all fleets, losses among them were high. To replace lost heavy cruisers, the Hydrans added a ridgeback with more systems and a third engine to the top of their light cruiser and medium cruiser classes, producing a ship that was operationally equivalent to a heavy cruiser. The Hydrans also found, late in the General War, that they could upgrade their special variant light cruisers with the same ridgeback, providing them with more capability and survivability.

The fusion-armed Mohawk-class included the *Reprisal, Excellent, Gallant,* and *Strongbow*. The Hellbore-armed Iroquois-class included the *Shieldbreaker, Starguild, Spearhead*, and *Stalwart*. The Cheyenne-class *Faithkeeper* and *Honorkeeper* were mixed-weapon ships intended for production efficiency.

Destroyers

The Hydrans built huge numbers of destroyers before the General War, using them for both destroyer and light cruiser missions. Even when light cruisers became available, destroyer production proceeded without interruption.

LANCER: This was the basic fusion-armed design with fighters. 100-*Thought*, 101-*Idea*, 102-*Concept*, 110-*Notion*, 111-*Plan*, 112-*Theory*, 120-*Hypothesis*, 121-*Intuition*, 122-*Attitude*.

UHLAN: This was a carrier design with more fighters and no heavy weapons: 101-*Swarmer*, 102-*Scorpion*.

AEGIS-LANCER: This was a special variant designed as a carrier escort. 001-*Assurance*, 002-*Adroit*, 011-*Adept*, 012-*Agile, Justicar*.

KNIGHT: This was the Hellbore-armed version. 200-*Inevitable*, 201-*Invulnerable*, 202-*Indeterable*, 210-*Insouciant*, 211-*Indefatigable*, 220-*Indomitable*, 221-*Inexorable*, 222-*Inflexible*.

OUTRIDER: These were survey ships, designed to find new resources in remote regions. 100-*Quest*, 101-*Challenger*, 102-*Voyager*.

OTHER: These names are known to be destroyers built during the General War, but their specific sub-class is not known. *Illustrious, Insoluable, Implacable, Impetuous, Impetus, Impudent, Improbable*. There were scout, command, leader and PF tender variants of the destroyer hull. The most curious variant was the so-called Heavy Lancer, only two of which were built. These could be fitted with "mission modules" for quick conversion into any needed sub-type.

PICADOR: These were minesweepers, used to clear minefields around enemy bases and planets. In the Star Fleet Universe, minesweepers also have the job of laying such minefieds. 001-*Tedious*, 002-*Hesitance*, 010-*Virtuous*, 011-*Prudence*, 012-*Diligent*.

WARRIOR: This was the most common destroyer squadron leader, with both hellbores and fusion beams. *Soldier, Sailor, Marine, Swordsman, Gladiator*.

EARL DDLs: This was a squadron leader sub-type with fusion beams. *Captain, Major*.

COUNT DDL: The hellbore-armed leader. *Pilot*.

Space 3rd Edition data for Hydran Lancer Destroyer (Knight Destroyer is similar): Hull Volume: 4,000,000. Spaces: 7,500. Loaded Mass: 125,000. kSF: 150. Hull cHP: 2,250. Crew: 220 / 230. TL: 12. Compartmentalization Heavy. Hull Strength: Standard. SM: +11. cSM: +1. ASig: -7. Psig: -7.

Cruise Speed: Warp 7. Emergency Speed: Warp 9.25. Tactical Speed: Warp 3.1. Damage Control: 20 systems. Basic Stealth. Basic EmCon. Sensors (advanced) FTL.

Power: One warp engine, 35,000 tons. Warp Thrust: 88,200. Output: 42,000 MW. Dilithium Chamber: 100-ton. Impulse Engine: 9,000 tons. Impulse Thrust: 120,000. Output: 9,000 MW. Batteries: 3.
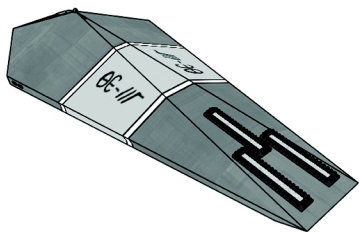
Aux Reactors: 900 ton (2,100 ton on Knight). Output: 9,000 MW (21,000 MW on Knight).

Control: Main (Small Command Bridge), Aux (Small Bridge), Emer (Small Bridge).

Armor: cDR 5. Shields: cDR 300.

Weapons: 3 Fusion Beams / 2 Hellbores. 1 banks of 1 Phaser-2 (360). 2 banks of 1 Phaser-G (Rear).

Accessories: Total life support with emergency supplies for 220 / 230 crew. Artificial gravity. 40 long stay quarters. 100 large long stay quarters. 1 Tractor Beam. 1 Transporter Room. 1 Full Medical Bay. 2 Medical Labs. 2 Science Labs. 6 entry modules. 1 Probe Launcher. Turbolift System. Cargo 200,000.

Lancer: 2 Large Hangar Bays with room for 2 shuttles and rearming facilities for 2 Fusion Fighters, and two Launch Tube systems (each). 1 Large Hangar Bay with room for 1 shuttle. Shuttle workshops with space for 2 shuttles. 1 Shuttles in Storage. 2 Fighters in Storage.

Knight: 1 Large Hangar Bay with room for 1 shuttle. Shuttle workshops with space for 1 shuttle. 1 Shuttles in Storage.

Frigates

These were the smallest warships in the Hydran fleet, designed as convoy escorts, ships to handle small missions, and as consorts for larger warships.

HUNTER: This was the basic fusion-armed version of the frigate. It was too small to carry fighters. 001-*Bold*, 002-*Courageous*, 010-*Daring*, 011-*Dauntless*, 012-*Fearless*, 020-*Defiant*, 021-*Valiant*, 022-*Reliant*, 100-*Vainglory; Active, Aggressive, Brave, Brazen, Fervent, Gallant, Hardy, Rapid, Obdurate, Obedient, Valorous, Vehement, Vigorous*.

CUIRASSIER: This was the hellbore-armed frigate design. 001-*Hullcrusher*, 002-*Savage*, 010-*Thunderbolt*, 011-*Voracious*, 012-*Catkiller*, 020-*Striker; Retribution, Onslaught*.

SARACEN: This was the original fusion-armed squadron leader design: 001-*Infidel*, 002-*Heretic*, 000-*Blasphemer*.

CRUSADER: This was the later mixed fusion-hellbore frigate squadron leader: 011-*Faithful*, 012-*True Believer*, 010-*Smiter*, 020-*Prince Hnaypts*, 021-*Prince Hrakskit*, 022-*Prince Hbltor*.

SCOUTS: Built on frigate hulls, the Hydrans intended these tiny ships to find the enemy using their long-range scanners, then stay out of the war. Unfortunately, the Klingons and Lyrans threw their larger scouts into the fleet battle, blinding the Hydrans with jamming. The tiny scout class was sent into fleet combat and quickly found to be too small to survive in a battle with two dozen Klingon disruptors blazing away. 101-*Vigilant*, 102-*Sentinel*, 110-*Wanderlust*, 111-*Vanguard*, 112-*Veracity*.

AEGIS-HUNTER: These were designed as carrier escorts, using gatling phasers to protect carriers (and returning fighters) from enemy attack. 201-*Guardian*, 202-*Garrison*, 210-*Defender*, 211-*Protector*, 212-*Steadfast*, 220-*Constant*, 221-*Faithful*, 222-*Dexterous; Bastion, Duty, Integrity, Loyalty, Redoubt, Resistance, Sanctity*.

SCYTHIAN: Built during the war, these ships carried a half-squadron of fighters at the expense of their heavy weapons. As a means of getting more fighters to the battle, they were adequate, but they were too small to survive. Most were used as convoy escorts or to ferry replacement fighters to larger carriers. *Blood, Iron, Fire, Testudo, Schiltron, Foulkon*.
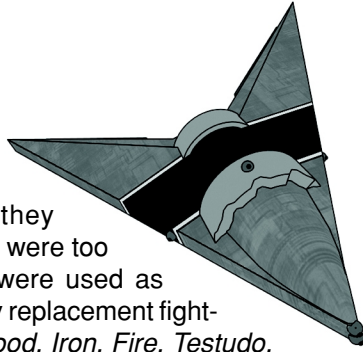
FCRs: These Forward Carrier Resupply Ships were intended to ferry replacement fighters for other ships. They were built before the General War. By the time that the Hydrans realized they needed more of these, the useless Scythian class was available for this use. *Capacious, Copious, Voluminous*.

War Destroyers

When the Hydrans found a need for more small warships (but also noted that their tiny frigates tended to explode whenever the enemy focused a fleet volley of disruptors on them), they came upon an ingenious idea. They simply cut a frigate down the middle and added a new center section, providing more power and weapons. The resulting ships were 50% bigger and 100% more survivable than frigates.

BUFFALO HUNTER: This was the fusion-armed type: *Commodore Horatl, Superior, Superlative, Outstanding, Leading, Pinnacle.*

RHINO HUNTER: This was the hellbore-armed type: *Righteous, Just, Deserving, Entitled, Pride, Faithful.*

Other sub-types included the Lion Hunter squadron leader, the Antelope Hunter carrier escort, the Vampire Hunter small carrier, and the Demon Hunter Heavy War Destroyers. HDWs or Heavy War Destroyers were special ships that could change missions quickly by inserting a module providing the required systems to make the ship a scout, escort, commando ship, minesweeper, or whatever.

The *Pegasus* Class

This class belonged to the Hydran police, along with the Gendarme Police Cutters and the Inspector Police Flagships. The Pegasus class were large ships built to commercial rather than military standards. They had powerful scanners and sensors, and existed primarily to regulate traffic control and notify the guilds whenever a freighter was making an unauthorized port call in violation of guild contracts. Fortuitously for the Hydrans, the Pegasus class was built at a guild shipyard in the Old Colonies rather than the government shipyard in the capital. When the Klingons and Lyrans invaded in the General War, regular warship production was stopped by the destruction of the shipyard but Pegasus production continued without interruption.

SCOUTS: These were the original Hydran police scouts built before the General War. They were pressed

into combat when the war began and the Hydrans found their tiny military scouts to be too small to counter Coalition jamming. 001-*Endurance*, 002-*Perseverance*, 011-*Reliable*, 012-*Continuity*.

The 021-*Royal Ark* was built on a Pegasus hull to provide a command platform that could control many ships over a wide area. The concept did not work out as well as intended, but the ship was used throughout the war as a communications relay platform and to control ships moving between the forward fleet and the rear bases.

The *Royal Majesty* was an attempt to build a true warship on a Pegasus hull. This did not work out as the original design was built to commercial standards and required too much maintenance for a warship. The design concept was not repeated. The Hydrans did build a survey version of the Pegasus, the *Reliable,* to help find more resources in areas not occupied by the Klingons.

Desperate for warships after the original Klingon offensive captured the Hydran capital, and finding the cruiser version to be unworkable, the Hydrans produced four carrier variants of the Pegasus, which served admirably in the General War. These were the *Winged Victory, Winged Revenge, Winged Fury,* and *Winged Havoc.*

As the Hydrans developed a full shipyard in the Old Colonies and no longer needed carrier variants of the Pegasus, they turned to producing a variant which had both scout sensors and the ability to carry ground troops. These ships were the *Arduous Victory, Arduous Campaign*, and *Continuity*.

In the last few years of the General War, needing to field large numbers of fast patrol ships in a hurry, the Hydrans again turned to the venerable Pegasus class, producing several PF Tender variants including the *Distant Thunder, Distant Vengeance, Distant Lightning, Distant Justice,* and *Distant Fury,* plus converting the older Pegasus-class ships *Endurance, Reliable,* and *Continuity* to this mission.

Other Hydran Warships

The Hydrans captured a Klingon D7 battlecruiser relatively intact. The Hydrans converted it to their technology and operated the ship as the 000-*Anarchist*. The Klingons considered this ship to be an insult and mounted several unsuccessful operations to destroy it. This ship used Exile Race personnel in some sections and Hydrans in specially-modified sections with Hydran atmosphere, gravity, temperature, and pressure. This was the only case of Exile Race personnel serving as crew on a Hydran warship.

Before the Interregnum, the Hydrans built and operated a class of cruiser listed by the Federation as the Grenadier. By the time of the General War, all of these had been cut up for scrap or lost in combat, except one, the *Spearcarrier,* which had been converted into a carrier and was used to train fighter pilots.

The Hydrans, like other races, use converted freighters as naval auxiliaries, including transports, carriers, minelayers, scouts, and many other types. Some of these were crewed by Exile Races.

The Hydran Police Forces

The Hydran police operate dozens of Gendarme-class police frigates.

Space 3rd Edition data for Hydran Gendarme Police Ship: Hull Volume: 600,000. Spaces: 1250. Loaded Mass: 5000. kSF: 45. Hull cHP: 650. Crew: 90. TL: 12. Compartmentalization Heavy. Hull Strength: Standard. SM: +10. cSM: +0. ASig: -8. Psig: -8.

Cruise Speed: Warp 7. Emergency Speed: Warp 9.25. Tactical Speed: Warp 3.2. Damage Control: 20 systems. Basic Stealth. Basic EmCon. Sensors (advanced) FTL.

Power One warp engine of 25,000 tons. Warp Thrust: 69,000. Output: 30000 MW. Dilithium Chamber: 65-ton. Impulse Engine: 6,000 tons. Impulse Thrust: 80,000. Output: 6,000 MW. Batteries: 2. Aux Reactors: 600 ton; Output: 6,000 MW.

Control: Main (Large Command Bridge), Aux (Small Bridge).

Armor: cDR 5. Shields: cDR 200

Weapons: 2 Fusion Beams; 1 banks of 1 Phaser-2 (360); 1 bank of 1 Phaser-G (Rear).

Accessories: Total life support with emergency supplies for 90 crew. Artificial gravity. 30 long stay quarters. 50 large long stay quarters. 1 Tractor Beam 1 Transporter Room 1 Full Medical Bay 1 Medical Lab. 2 Science Labs. 6 entry modules. 1 Probe Launcher. Turbolift System. Cargo 100,000.

1 Large Hangar Bay with room for 3 shuttles and two Launch Tube systems (each). This ship sometimes carries two fusion fighters, and will be equipped with rearming facilities for those fighters if they are carried. Shuttle workshops with space for 1 shuttle. 1 Shuttle in Storage.

Advanced Technology Warships

Late in the General War (Y182+), advances in ship design reached the point that new ships were being built with capabilities beyond those before them. These Advanced Technology Warships (also called X-Ships) were the most powerful vessels of their sizes. The technology proved unfeasible for the quickly-built "war" classes, but was applied to the older designs which were strong enough for these upgrades. A debate within Fleet Command existed as to whether construction of these expensive ships would be concentrated on Command Cruisers to act as flagships, or if entire squadrons of them would be built for independent operations. Eventually, the Lord Admiral CC, Ranger and Dragoon Cruisers, and Knight and Lancer Destroyers were built with X-Technology. While they were too late to make a major difference in the General War (and were coming into service right after the Klingons had deployed their own X-Ships), they did serve with distinction in the ISC Pacification and Andromedan War.

Stinger Fighters

The key element of the Hydran style of attrition warfare was the Stinger Fighter. These were developed during a civil war in the Lost Colonies, when nobody could afford to lose a warship (too few had survived the invasion) so the factions resorted to building armed shuttlecraft and limiting combat to fighter duels. (Any faction that committed its ships to combat was either very close to victory or about to be utterly defeated.)

Stingers carried fusion beams (that had to be reloaded by the ship) and gatling phasers (powered by the fighter's own engines). These were extremely deadly at close range, and cheap enough that a commander could afford to lose all of them if they just got within range of the enemy ships before being destroyed. These were progressively upgraded over time, with the Stinger-1 being replaced by the Stinger-2 about the time the General War began. The Stinger-3 was never widely used as it did not fit the launch tubes of existing ships; late-war X-ships carried the incredible Stinger-X fighter. A few Stinger-H fighters (with hellbores instead of fusions beams) were used in larger squadrons to provide a means of influencing the action at long range.

Space 3rd Edition data for Hydran Stinger-II Fusion Fighter: Hull Volume: 1000. Spaces: 30. Loaded Mass: 150. kSF: 1. Hull cHP: 40. Crew: 1. TL: 12. Compartmentalization Standard. Hull Strength: Combat Reinforced. SM: +5. cSM: -5. ASig: -13. Psig: -13.

Cruise Speed: Warp 2.7. Emergency Speed: Warp 2.7 (Can make rapid bursts to >3.2 to break tractor beams.) Tactical Speed: Warp 2.7. Damage Control: None. Basic Stealth. Basic EmCon. Sensors (advanced) FTL.

One "shuttle" warp engine of 12 tons. Warp Thrust: 60. Output: 3000 MW. Dilithium Chamber: 0.5-ton.

Control: Cockpit only.

Armor: cDR 5.

Weapons: 2 "compact" Fusion Beams (Cannot be re-armed by the fighter.); 1 "compact" Phaser-G.

Accessories: Total life support with emergency supplies for 1 pilot.

Hydran Fast Patrol Ships

These small gunboats have short range, a lot of firepower, and unstable engines just one turn of a wrench from exploding. Each has a crew of about 20, although enlarged command variants have a crew of almost 30. Basically, these are tiny versions of the Ranger cruiser (built by the same guild). Numerous variants exist, including the Harrier (fusion beams), Hellion (Hellbores), Howler (gatling phasers), Valkyrie (carries fighters). There is also a cargo version used for everything from landing marines to sweeping mines (when properly equipped). Such ships could be used by an adventure group operating in a single star system or several star systems within a few hundred parsecs.

GURPS SPACE 3rd EDITON WEAPON STATS

System	Spaces	Mass	Cost	Power
Fusion Beam	25	100	15	6000
Hellbore	35	150	35	9000+9000
Phaser-G	8	40	20	1500 per shot

PRIME DIRECTIVE ADVANCED COMBAT SYSTEM

The Advanced Combat System here is meant to replace the Basic Combat System in **GURPS Prime Directive** however, the language of the two systems is very similar. The changes from the Basic System include detailed accounting for movement, reach, and distance; and the more detailed hit location and injury rules. Players familiar with Basic Combat will quickly grasp this more advanced rules set.

You might notice that many of the rules deal with swords, shields, and other "medieval" weapons and think that these are holdovers from the fantasy roleplaying roots of the **GURPS** system and should have been removed. This is not in fact the case. At its most basic level, combat is a fight for survival and dominance, and you will use everything you can find to win. If your phaser runs out of power in a fight, will you surrender or pick up a sharp piece of metal blasted from some bulkhead? Faced with an enemy carrying a knife, will you accept being cut, or pick up the tray the drinks were served on and try to deflect the attack? Also, many tactical situations are better solved by low-technology weapons, which are often less noisy and avoid producing electronic signals that can be detected.

★Combat Turn Sequence

Characters act one at a time, until they have all taken a turn; then they start over. The *sequence* in which they act is determined by comparing the Move scores of all characters. The highest Move score goes first, the second-highest Move score goes next, and so on. In case of ties, the highest basic Speed goes first. If there is still a tie, roll dice to break it (highest roll goes first).

A turn *starts* when a PC chooses a maneuver, and *ends* when he chooses his *next* maneuver – that is, after all other characters have acted once. This means that the interval of time represented by a turn is different for each character: a turn represents *one second* of real time, but not necessarily the same second for any two combatants, because each fighter starts his turn at a different place in the turn sequence. It is important to realize that there is no "overall" turn that applies on the battlefield. Running through the entire combat sequence does not constitute a "turn" of any kind.

If a character generates an effect that has a duration (from a psionic power, for instance), then one full second of duration passes for each successive turn taken by the character who produced the effect.
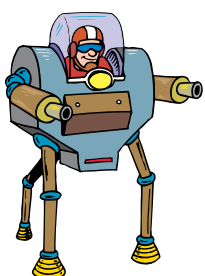
★Reach, Facing, and Movement

Each figure on the combat map must occupy one hex, and "face" toward one of the six adjacent hexes. Facing defines your front, right, left and back hexes (see illustration). Front hexes are the hexes you can see into, and easily move into. You can move into any adjacent hex, but sideways and backward movement are slower.

The distance you can attack depends on your weapon's reach. For a right-handed fighter, the right side is the weapon side, and the left side is the shield side. For a left-handed fighter, these are reversed.
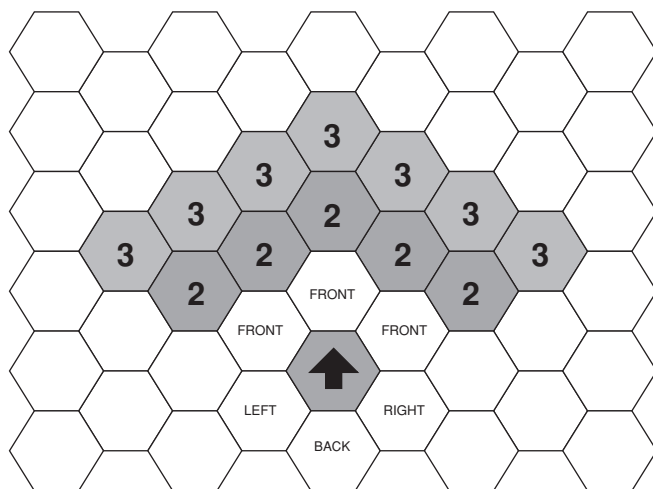
Reach of a Weapon

The reach of a bare-handed fighter is "Close" and one yard, while hand weapons have different reaches. Each of those reaches is defined as follows:

"Close" reach can strike only at targets in the PC's own hex. See Close Combat on Page 108.

1-yard reach can strike into any front hexes, as shown below.

2-yard reach can strike into any of 2 front hexes.

3-yard reach can strike into any of 3 front hexes.
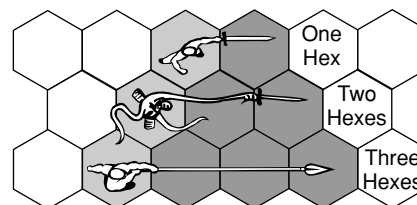
Some weapons have two reaches (a Star Fleet Marine's dagger can strike at "close" and "1-yard" range). Pole weapons can have a reach of 1, 2 or 3 yards. With a spear, you can have a reach of either 1 yard or 2 yards,

depending on how the weapon is held. A Klingon Two-Handed Sword has a reach of 1.

Most weapons with two or more reaches must be readied for a turn to "change grips" and go from one reach to another (e.g., a halberd with a 3-hex grip would have to be re-readied before you could use it to strike someone 1 or 2 hexes away). The weapon's description explains whether it requires a grip change.

Facing Changes During Movement

At the end of a move, if half (or less) of your possible movement is used, you may turn to face in any direction, unless you used an all-out attack. If you have moved more than half of your Move score, you may change facing by one hexside.

You may also change facing before the start of a Move maneuver, or during the move. A facing change costs 1 for each hex-side of change.

On a Move maneuver, you must change facing appropriately for each hex you enter. When going forward, either turn to face the hex entered (movement cost 1) or sidestep into it (cost 2). When moving to the side or backwards (cost 2), keep the same facing.

On an All-Out Attack, you may stand still and change facing. If you move, you must go forward. You may keep the same facing, or turn to face each hex as you enter it. You cannot change facing at the end of the move. Thus, a Gorn cannot start in front of someone and strike them from behind or the side, except with a *wild swing* (page 100).

Forward Movement and Facing

This rule governs facing when moving forward. It is only important on a *Move*, *Wait*, or *All-Out Attack* maneuver. Other maneuvers do not restrict facing when moving!

A forward move is a move into one of the front hexes. You must turn to face the hex as you enter it. If you go straight ahead, facing will not change; otherwise it will change by one hex-side.

This means that the PC can change direction while moving "forward." In three "forward" moves, a PC can run in a half-circle and end up facing the opposite direction (see diagram above).

If you don't want to move forward, you can step backward or sideways, keeping the same facing. Backward or sideways movement is not allowed in an all-out attack. As part of a Move maneuver, each hex costs double – that is, 2 movement points on good ground.

You can also "sidestep" into a front hex while keeping
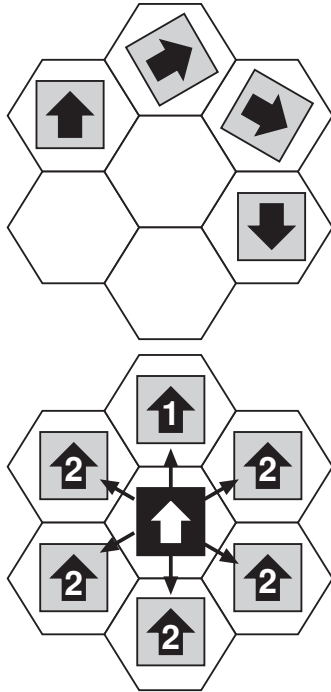
your same facing. This is allowed on an all-out attack, as well as a regular Move maneuver. It also counts double.

Costs for Movement

Use the following costs *only* when choosing the Move maneuver. For other maneuvers, "cost" does not matter. Movement points is equal to the Move score (a Move of 6 gives 6 movement points).

Direction of Travel

Forward: 1   Sidestep or Backward: 2

Positions

Crouching: +1/2   Kneeling: +2
Crawling: +2   Sitting: cannot move!
Lying down: only 1 hex per turn (belly-crawl or rolling)

Obstructions

Minor obstruction (e.g., a body, or another character, in the hex): +1 per body or person. A PC cannot go through an enemy's hex unless they *evade* (page 110).

Severe obstruction (e.g., several bodies, a solid wall, etc.): the hex must be bypassed or actually climbed.

Bad Footing

On treacherous ground, the cost to enter each hex is increased by 1, 2, or more. It depends on the GM's "realistic" view of the situation (mud, loose gravel, waxed floors, or whatever!). Movement on stairs (up or down) costs double. This could also apply when moving around on a ship or shuttle that is being rocked by enemy weapons fire or damage to its various controls and stabilizers.

Movement in foot-deep water costs double. Deeper water reduces all movement to 1 hex per turn. If such a stream is swift-moving, roll vs. DX (minus encumbrance) each turn. A failed roll means a fall, and Swimming roll to regain footing. Every failed Swimming roll sweeps the PC 3 yards downstream and has its normal choking effects.

Any PC in an obstructed or bad-footing hex also suffers a -2 on any attack. Defense is unaffected. Exception: If firing a missile weapon, taking time to aim will eliminate this penalty.

Sprinting

If a PC runs forward for two or more turns in a row, the second (and later) moves get a "sprint bonus" of 1 extra yard per turn. This bonus only counts if the ground is good and the character is running in a more or less straight line. Any deviation from "forward" movement will require a run at normal speed for one turn before getting the sprint bonus again.

Example: Lt. Commander Hale's Move is 4. He can run 4 yards forward. But on his second and later turns of running he gets the sprint bonus, so he can run five yards forward each second.

Other Problems

Such things as gravity, force fields, high winds (200mph on Hydrax), may all affect movement.

★Maneuvers

A maneuver is an action taken in combat. Start each turn by choosing a *maneuver*.

Move

Move, and do *nothing* else (except for the "free" actions listed on page 101 and 110). Any active defense is legal. You can Move in almost any position, but can only move at full speed if you are standing (see page 98).

You may attack during a Move – before, during, or after movement – but it is a *wild swing* (page 100). Attack with ranged weapons while moving will be at a penalty.

Change Position

This maneuver is used to get from any position to any other position (standing, sitting, kneeling, prone, etc.). You may not move on the turn you use this maneuver.

Characters lying down occupy two hexes; they cannot stand up directly from a lying position. They must first kneel (in either hex) and then stand up. Note, though, that if the position change is from kneeling to standing, or vice versa, they may do this as part of any "Step and . . . " maneuver.

Crouching does not require a "change position" maneuver. If in a standing position, a PC can elect to crouch at the beginning of any turn without a separate maneuver. If the PC doesn't move, they may crouch at the end of movement. However, they may not move and then crouch at the end of movement to avoid attacks! If crouching, a PC may stand up at any time without using a maneuver.

Any defense is legal during a change position maneuver, though some positions give a penalty for defense (see the Positions table, **GPD** page 86).

Example: Sergeant Takagi, disguised as a native, is observing an Orion landing site from behind a low rise, lying down to conceal as much of himself as possible. Seeing a sentry scan the area with a tricorder and then point him out, Takagi needs to escape, leaving the pirates to think that it was just a curious native that had been spying on them. On his first turn he changes position from Lying Down to Kneeling, choosing to kneel in the hex behind the rise for better cover. When his next turn comes around, he cannot immediately run (move at full speed) as he is still kneeling. He could stand and move one hex with a "step and ..." maneuver, but this would leave him exposed to the sentry's fire, so instead he changes position again to "crouching", which will let him move at full speed next turn. This will give the sentry only one low-odds shot before Takagi escapes into some bushes.

Aim

Aim a ready *ranged* weapon at a specific target. The target must be specified. Changing facing before aiming is allowed, but Move is restricted to two yards or half Move, whichever is less. The maximum Aim bonus is Acc+1 when moving. Aiming for one turn allows normal skill level plus a bonus based on the weapon's Accuracy modifier. See Accuracy, page 105.

Any defense may be used while aiming . . . but to do so will spoil the aim and lose all the accumulated benefits.

If injured while aiming, you must make a Will roll or lose the aim. Aim benefits are lost if the target moves out of sight (even for a second!).

An additional +1 bonus to hit is gained if prone, sitting down, beside or behind a wall, or in some other position appropriate for "bracing" a missile weapon. Aiming also eliminates the -2 for firing from an obstructed hex, or for bad footing.

Step and Ready

This is the maneuver used to pick up or draw any item and prepare it for use; you may move one hex before or after drawing the weapon. Note that, even if ambidextrous, you cannot ready one weapon on the same turn you attack with another.

This also includes "readying" an item if standing still and taking it from a table, wall rack, etc. It must be in your own or an adjacent hex.

Active defenses are legal if the shield, for blocking, or weapon, for parrying, is already ready when you're attacked. If the weapon or shield requires more than one turn to ready, you cannot use it until it is fully ready.

Readying a Weapon: You cannot use a weapon that is not "ready" – that is, in your hand and ready to use. Some weapons must be "readied" again after each attack (i.e., axe or a flail). You may use any legal defense while readying a hand weapon; you may dodge, block, or parry with another weapon. High ST lets you ready faster; if ST is 5 over the minimum ST of the weapon, it takes one less turn to ready it. ST 10 over the minimum allows you to attack every turn.

Reloading a weapon requires repeated "ready" maneuvers. When a weapon requires more than one Ready maneuver to prepare, you should keep track by saying (for instance); "Cocking the bow, one second . . . cocking the bow, two seconds . . . readying the arrow . . ." And so on.

Sling: 2 seconds to reload – can be fired every 3 seconds.

Bow: 2 seconds to reload – can be fired every 3 seconds.

Crossbow (your ST or less): 4 seconds to cock and reload – can be fired every 5 seconds. If ST is up to 2 greater than yours: 8 seconds to cock and reload – can be fired every 9 seconds.

Guns and Beam weapons: These are divided into three kinds: replaceable magazine, integral magazine and revolvers. See also the Speed-Load skill (page 24).

Integral magazines take 3 seconds of preparation, plus one second per round.

Changing magazines for a replaceable magazine gun (or stripping a clip into a Mauser-type action) takes 3 seconds (one to prepare, one to acquire, one to insert).

Revolvers: Single-ejecting revolvers take one second to prepare for unloading and one second per round to unload the empties. Reloading takes one second to prepare and two seconds per round to load, plus one second to ready for firing or carrying. Simultaneously-ejecting revolvers take three seconds of preparation plus one second per round of loading time.

Note that the Fast-Draw skill (**GPD** page 74) can speed reloading for an archer (to draw arrows) or a gunman (to grab a magazine or speedloader).

You may not block or parry while you are reloading a missile weapon. You may dodge, but you do not get the benefit of that turn of reloading. If you are cocking a crossbow or doing something else complex, you will have to start over if you dodge!

Picking Something Up from the Ground: This requires two turns. On the first turn, you Change Positions to kneel. On the second turn, you pick up the weapon and Change Positions again to stand. A sword, knife, etc., is automatically ready when you do so. An unbalanced weapon must be readied. It takes two turns to ready a polearm after you pick it up!

Step and Attack

Attack any foe with your ready weapon. Step one hex in any direction (or stand still), and use your weapon! The maneuver is the same, whether you strike with a hand weapon, fire a gun or throw a weapon. You may attack first and then move, if you choose.

The foe you attack must be within your weapon's reach (page 97). He must be in front of you, unless you are doing *wild swing*. A "wild swing" is a blow thrown at a foe to your side or rear. It's not likely to hit, but sometimes it's better than nothing. Defense is normal against a wild swing.

Wild Swing

A wild swing is at a -5 hit penalty, or a maximum attack roll of 9, or the current Darkness penalty, whichever is worst. You cannot aim at any particular part of the foe's body. If you are using hit-location rules, roll randomly. The foe you attack must be within your weapon's reach. You may not make a "wild" impaling attack at more than a 1-hex distance. You may swing wildly on an all-out attack – but it's not usually a good idea. An all-out attack cannot get a +4 skill bonus if you are swinging wildly. You may defend normally on the turn you attack. You may dodge, block or (if your weapon is still ready) parry. If you are using an axe or similar weapon, it becomes unready as soon as you swing it. So you can't use it to parry until after you take a turn – or more, if necessary – to ready it.

Attacking through an occupied hex

It is possible to attack "through" someone else if you have a hand weapon with a 2- or 3-yard reach. You may attack through friendly characters at no penalty (this is a basic part of your training with any long weapon). If you attack through an enemy's hex, the penalty is -4. If your attack passes along a line between two hexes, there is no penalty at all unless both hexes are occupied. If they are, treat it as a single occupied hex – friendly, unless both hexes are occupied by foes.

All-Out Attack

Attack any foe with hands, feet, or a ready *hand* weapon. You must move first and then attack – not vice versa. You may turn in place, or move up to two hexes (or half your movement, whichever is more) forward. You may ignore bodies on the ground and bad footing! You may not change facing at the end of your move. If you choose this maneuver, you may make *no active defenses at all* until your next turn. You have four ways to reflect your attack:

(a) Make two attacks against the same foe, *if* you have two ready weapons, or one weapon that does not have to be readied after use;

(b) Make one *feint* (see below), and then one attack;

(c) Make a single attack, at a +4 bonus to your skill!

(d) Make a single attack, at normal skill, doing +2 damage if you hit. (Obviously, pick *one* of the four options.)

Step and Feint

Move one hex in any direction and "fake" a hand weapon attack. You cannot feint at someone unless you *could* have hit him with an attack or all-out attack.

When you feint, roll a Quick Contest of Skills: your weapon skill against your foe's shield or weapon skill. (If he has no shield or hand weapon, or if his DX is better than his shield or hand weapon skill, he rolls against his DX instead.) A feint does *not* make any weapon unready. If you fail your roll, your feint is unsuccessful. Likewise, if you succeed, but your foe succeeds by *as much or more* than you do, your feint fails.

If you *make* your roll, and your foe *fails,* the amount by which you made your roll is subtracted from the foe's active defense if you attack him on your very next turn. For instance, if your skill is 15 and you roll a 12, your feint is a success and your foe defends against you at -3 next turn. (Your allies cannot take advantage of *your* feint; the defense penalty applies only to *your* attack. An exception to this would be if you are mind-linked or part of a group-mind, in which case you could make this work.)

If you and your foe *both* succeed, but you succeed by more, the *difference* between the amounts is subtracted from the foe's defense. *Example:* Your skill is 15, and you roll a 10. You succeeded by 5. Your foe's skill is 14, and he rolled a 12. He succeeded by 2. The difference is 3, so he will defend at -3 next turn.

A feint is good for one turn! But if you feint and then make an all-out attack, swinging twice, the feint applies to both attacks.

A feint is no good if your foe cannot see you. You cannot feint in the dark, from behind, etc. If your foe turns his back on you, or loses sight of you in some way, you will not lose your bonus if you attack on your next turn. However, if you lose sight of the foe, the bonus is lost.

You may use any legal defense on any turn you feint. However, if you feint and then parry with an unbalanced weapon, rendering it unready, you cannot attack on the next turn and your feint becomes pointless.

Shield Feints: After you have attacked your foe once by striking with your shield (see page 104), you may also feint with your shield, rolling vs. your Shield skill.

Step and Concentrate

This maneuver allows you to step one hex in any direction and then concentrate on one mental task. This may be the use of a psi power, an attempt to disbelieve an illusion, or any other similar action.

If you are hurt, knocked down, forced to used an active defense, or otherwise distracted, you must make a Will-3 roll to maintain your concentration.

Step and Wait

This maneuver lets you move one hex in any direction, change facing or stand still, and wait for a foe to approach. At any time before your next turn, if a foe is close enough, you may attack. If you stood still on your turn, you may step one hex forward and then attack. If the foe is moving to attack you, the longer weapon strikes first. If they are the same length, roll a Contest of Weapon Skills. With high skill, this allows a "stop thrust" strategy.

You do not have to attack the first foe that comes within reach; you may ignore one enemy and wait for another. You do not have to attack at all.

If more than one fighter is Waiting, and one announces an attack, then that attack (and the target's reaction, if it was the target's move) are both played out before another Waiting fighter can attack.

If no enemy comes within step-and-attack range, or if you choose not to attack, your turn is simply lost; you stood there waiting, and did nothing.

You may choose any legal defense on the turn you Wait.

This maneuver is also used for opportunity fire with a ranged weapon; see page 106, Note 4.

All-Out Defense

Defend yourself; do nothing else this turn. If you fail your defense roll against any attack, you may try *another* (different) defense – in other words, you get two defense rolls, using two different active defenses against the same attack. You are limited to *two* blocks and *two* parries per turn when you choose All-Out Defense (if you have two weapons, each can parry twice), and you can't parry twice with a weapon that becomes unready after a parry. If you run out of blocks and parries, you may only dodge each attack once – you can't dodge the same attack twice!

A character choosing the All-Out Defense maneuver may also take a single defense at +2 against each attack.

Long Action

Many actions will take more than a second to complete. In a combat situation, use the generic "Long Action" maneuver each second until you are finished. The GM will tell you how long it will take. In some cases, dice will be rolled to determine how long you will take to finish.

As a rule, no defense except dodging is possible during a long action, but the GM can vary this as he sees fit. Any sort of defense may also interfere with whatever you are trying to do.

Some things (like piling up rocks to stand on) can be interrupted in the middle if necessary, to take any necessary maneuver or other action. Other things (like dialing a telephone number) cannot be interrupted; if you stop in the middle, you will have to start over entirely.

While carrying out a long action, you should count the seconds each time you announce the maneuver. ("Replacing my weapon – one second" on the first turn, and "Replacing my weapon – two seconds and finished" on the second turn.) That way, the GM and the other players can keep up with what you are doing. In complex cases, you might actually want to write each player's actions down.

Free Actions

Some actions may be taken during any maneuver. Some examples:

Talk: You can always talk. (If the GM wants to be realistic, he should only allow one sentence's worth of communication per second. It is usually more fun when you ignore this limitation.)

Dropping an item: Any "ready" item can be dropped at any time during any maneuver. It may be dropped in any hex you move through, or any adjacent hex.

Crouching: You may crouch (to avoid missile weapons) at the beginning of any turn – but movement costs are increased by 50%. You cannot crouch and sprint. You may stand up again at any time.

SOME EXAMPLES OF LONG ACTIONS

Write a brief note	5 seconds per sentence
Read a brief note	2 seconds per sentence
Pick up a heavy object (weight greater than your ST)	2 seconds
Open an unlocked box, book, chest, briefcase, etc.	1 second
Find a loose item in a box, briefcase, etc. (if it's not hidden)	2d seconds
Find some item in your own pocket	1d seconds
Swallow a pill or potion	2 seconds
Light a match, cigarette, fuse, candle, torch, etc.	2 seconds
Replace a weapon in its scabbard	2 seconds
Drop a small item into your pocket	2 seconds
Search an unresisting person fairly thoroughly	1 minutes
Change clothes (casual clothes or duty uniform)	1 minutes.
Put on a suit of light armor	5 minutes
Put on full plate or ultra-tech combat armor	10 minutes
Swap data cartridges in a computer terminal (see Reload)	3 seconds

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Adverse Combat: Hit Penalties

Many things can make it harder for you to hit your target. Each one has a "hit penalty" which is subtracted from your skill before you roll.

Bad light: .... -1 to -9
Total darkness: .... -10
Bad footing: .... -2 or more, at GM's option.
Attacker is in a strange position: .... -2 or more, at GM's option.†
Blind: .... -6
Blinded suddenly: .... -10
One eye: .... -1 for hand weapon attacks, -3 for ranged attacks.
Clothes are on fire: .... -2
You are Crawling: .... -4
You are Crouching: .... -2
You are Sitting: .... -2
Off-hand attack: .... -4 no penalty if Ambidextrous
You are holding a Shield: .... -2 to attacks if using a *large* shield
ST under minimum ST for that weapon: .... -1 for each point of difference
Striking at Weapons:
    Knife, pistol, or other small weapon .... -5
    Polearm, spear, rifle, greatsword .... -3
    Any other weapon .... -4

†*Exception:* If you are firing a missile weapon, taking time to aim will also eliminate this penalty!

★Attacking The Enemy's Weapon

There may be times that you want to disarm an enemy rather than injure him, or you might face an enemy with some kind of armor and the only thing you can damage is his weapon, which by nature might not be inside his armor. A "close" weapon is in the user's hex. A 1-hex weapon is in the user's hex and directly in front, and a 2-hex weapon is in the two hexes directly in front of the user. However, you can always strike at a 2- or 3-hex weapon on the turn after it struck or feinted at you.

Cutting Through a Weapon

To chop through a foe's weapon, hit it with a cutting weapon. Only basic damage counts. A typical wooden-shafted weapon would have DR 3 and 8 HP. A phaser or firearm would have DR 5 and 1-2 HP before becoming non-functional; a tricorder might be DR 2 and 2 HP.

Breaking a Sword

To break a foe's sword, rapier, knife or other blade weapon, you must strike it with a cutting or crushing blow. It takes 4 hits of damage in a single blow to break a dagger, smallsword or rapier, 6 to break a knife, shortsword or saber, 8 to break a broadsword, 10 to break a larger sword. If your weapon is of better quality (e.g., biphase carbide or durasteel vs. steel), it takes only half as much damage to break the enemy's weapon. If his weapon is of better quality than yours it takes twice as much damage to break it.

Any weapon can be broken by parrying a heavier weapon. If you parry a weapon of at least 3 times the weight of your own weapon, there is a 1/3 chance that your weapon will break! This becomes a 1/6 chance if you have a fine weapon, or a 2/3 chance for a cheap weapon. To determine this, roll one die. A 1/6 chance comes up on a roll of 1, a 1/3 chance on a 1 or 2, and so on.

Defense Against Weapon Attacks

You may dodge an attack on your weapon. You may parry, if your weapon is ready – in effect, you are turning your weapon so the foe's blow misses or slides off harmlessly. You may not block an attack on your weapon. Your passive defense does not count into this defense!

Knocking a Weapon Away

To knock a weapon from a foe's hand, use an Attack maneuver, but state that you are attacking to disarm. Instead of regular attack and defense rolls, roll a Quick Contest of Weapons Skills. If you are striking at a hand-held missile weapon, your foe uses his DX instead of skill. You attack at a penalty appropriate to the weapon's size (see above). Weapons other than fencing weapons are at a further -2 for a disarm attempt. The defender rolls at +1 if his weapon is heavier than yours, +2 if it is twice as heavy, and so on. If you win, your foe drops his weapon in that hex; if you roll a critical failure, you are disarmed. Otherwise, there is no effect.

Dropped Weapons

When a weapon is dropped for any reason, place a counter in that hex to indicate the dropped weapon. Any character in that hex, or next to it, can pick up the dropped weapon. It takes one turn to kneel in the weapon hex or an adjacent hex, and a second turn to grab the weapon and stand up.

Once you have the weapon in hand, it must be readied if it is a weapon that requires readying after each use. Thus, a sword is automatically ready, but it takes two turns of readying for a polearm. It takes a number of turns equal to a shield's passive defense (1 for a buckler, up to 4 for a large shield) to ready it on your arm after you pick it up.

Broken Weapons

Knives, bows, crossbows, slings and similar weapons are always useless after breaking. For other weapons, roll one die. There is a 50% chance that it is still partially usable – refer to the appropriate paragraph below.

Swords: A broken sword does half its normal cutting damage, but is almost useless as an impaling weapon: Thrust damage, crushing only (because the tip is gone). A broken 2-hex sword has only a 1-hex range.

Smallswords and Rapiers: A broken smallsword is treated as a dagger, and a broken rapier is treated as a smallsword. The broken tip does not make the weapon less deadly – just shorter!

Spears: There is a 50% chance the head will break off where it joins the shaft – in which case, you now have a quarterstaff. Otherwise, you have a club, and there is a 1-yard spear, doing normal damage, lying on the ground in front of you.

Battleaxes: There is a 50% chance you now have a club, and a 50% chance the shaft breaks near your hand – in which case, there is a clumsy (-4 to hit) 1-yard axe lying in front of you.

Polearms: It all depends on where it breaks. There is a 33% chance you are left with an 8-foot pole (parries normally, attacks as a blunt pike); a 33% chance you are left with a quarterstaff, and there is a very clumsy (-4 to hit) axe on the ground; and a 33% chance you are left with a short club and there is a clumsy (-2 to hit) 2-hex battleaxe on the ground. Figure skill and damage according to the new weapon type!

Axes and Maces: The head is broken off, leaving you holding a short club.

Stun Batons: If the power pack is damaged or disabled, you still have a baton or nightstick, which is sort of a short club, or a short sword that won't do impaling damage.

Other Weapons: Use the closest type of weapon listed above, or let the GM make a logical decision about the possibilities (and roll, if there is more than one way for the weapon to break). A broken phaser is little more than a paperweight; a broken pistol is basically a rock.

★Defense

If you make your attack roll, you have thrown a blow that is *good enough* to hit him – *unless* he defends (unless you rolled a critical hit).

Your foe's defense is equal to the total of his *passive* defenses and his *active* defenses. Passive defenses always protect, but active defenses must be specifically chosen from those that are "legal" at the moment. This depends on the maneuver he chose on his last turn. There are three active defenses that can be used to protect you against an attack. When you are attacked, you may choose one active defense as part of your total defense roll. (If you took All-Out Defense, you may make two separate defense rolls against each attack.)

The defender rolls 3 dice; if he rolls *less than or equal to* his total defense, he defended. Otherwise, his defense was ineffective and your blow struck home. If your blow hits your foe, you can roll for damage.

A defense roll of 3 or 4 is *always* successful – even if your total defense was only 1 or 2! A roll of 17 or 18 is always a failed defense. *However*, your foe does not get to attempt a defense roll if you rolled a critical hit against him. If you are stunned, any active defense is at -4. Sometimes you will have no active defense—surprise attacks, sniper's shots, or a totally unexpected booby trap would be attacks against which no active defense is possible. Likewise, an unconscious person has no active defense. Note that Combat Reflexes gives +1 to any active defense.

Active Defenses

These include Dodging, Blocking, and Parrying.

Dodging

Your Dodge defense is the same as your Move score. You may dodge *any* attack, except one that you did not know about! You may not dodge an attack from your back hex – that is, directly behind you. Subtract 2 from your Dodge when you dodge an attack from a side hex. You may not dodge a ranged-weapon attack from a foe outside your field of vision. There is no limit to the number of times you may dodge in one turn.

Acrobatic Dodge: If you have the Acrobatics skill, you can try a "fancy" Dodge maneuver once per turn (spinning, jumping, tumbling, etc.). A successful Acrobatics roll gives a +1 to Dodge; failure gives a -2. This may be combined with a Retreat (see page 104).

Dodging Automatic Fire: Dodging automatic fire is really just taking "evasive action." Dodge each *group* of fire. Success means the entire group misses, failure means the entire group hits. Handle each separate hit normally.

Blocking

You must have a *ready* shield, which you use to "block" the attack. Your Block defense is 1/2 your Shield (or Buckler) skill, rounded down. You may only block one attack per turn, unless you chose the *All-Out Defense* maneuver. In that case, you may block two attacks per turn. In general, you can block any blade weapon, club, axe, spear, polearm, etc., whether swung or thrown. You may also block arrows, quarrels, slung stones and similar low-tech missiles. You *cannot* block bullets or beam weapons.

You may block only attacks made from your front hexes or your shield-side hex (left, unless you are left-handed). A block against a shield-side attack is at a -2. You may block thrown weapons coming from a side hex, but not missiles.

Most "shields" in **GPD** will be improvised. You may snatch up just about anything with which to block a blow! You may do this even if you don't have the Shield skill; your default skill is DX-4. The GM may rule on any "improvised shield" (figure a point or two). Without proper handles, such a shield would take two hands (or be penalized as unbalanced) but could be dropped without a DX check.

Parrying

Hand weapons can be used for defense as well as offense. A parry with a ready weapon is done at *half* skill with most weapons. Certain weapons use 2/3 skill. Always

round down when figuring parries.

Parrying with an unbalanced weapon will make it "unready" (polearms are an exception to this rule). See page 99. A weapon parry won't stop anything except hand weapon attacks. A further exception: A weapon has a 1/3 chance of breaking if it parries anything of three or more times its own weight! (If it breaks, that parry counts.) In general, only fencing weapons and knives are likely to break this way. See *Striking at Weapons,* page 102. You can also parry with a non-weapon of the proper size and shape, using the closest weapon skill. A pole or rifle could parry like a spear, a bow like a light club.

You may normally parry only one attack per turn, unless you are a Fencer (see **GPD** page 75), or are holding two ready weapons (in which case you may parry twice). If you take All-Out Defense, you may parry two attacks per turn (whether holding one weapon or two).

You may only parry attacks made from your front hexes or your weapon-side hex (the right, unless you are left-handed). If using a two-handed weapon (or using two weapons) you can parry attacks from either side hex. You Parry at -2 against an attack from the side.

If you successfully parry a bare-handed attack with a weapon, you may injure your attacker. Immediately roll against your own weapon skill. If you hit, your parry struck the attacker's limb squarely; roll normal damage. (If your attacker used Judo or Karate, you are penalized at a -4 to this "to hit" roll.)

Special Parrying Rules

Thrown weapons may be parried, but at a -1. Thrown knives and similar weapons are parried at -2. *Knives* and equally small weapons are at -1 to parry *with.* Flails are at -4 to parry *against.* Quarterstaves and Klingon two-handed swords parry at 2/3 of skill rather than 1/2.

Fencing weapons use a unique fighting form. If you have the Fencing skill and appropriate gear, parry is 2/3 Fencing skill. Furthermore, you may parry *twice* per turn, rather than just once. (An All-Out Defense will let a Fencer parry *any number* of times!)

Many fencers carry a dagger as a secondary weapon. The dagger can also parry at 1/2 the fencer's Knife skill. (-4 to skill for an off-handed weapon; -1 to Parry ability for using a knife; total, 1/2 Knife skill, -3). See also the Main-Gauche skill in **GURPS Compendium I** on page 134.

Retreating

Retreat: This is not a separate defense; it is an option you may add to any active defense, by moving one hex in any direction away from your attacker. Retreating adds 3 to any attempt to Dodge, Block or Parry.

You may not retreat into an occupied hex. You may change facing by one hex-side, if you wish. Your "retreat" move takes place immediately.

If a retreat takes you out of the reach of a hand weapon, the foe still gets his attack. And if your foe was making an all-out attack, retreating does not put you beyond the reach of his second attack.

You cannot retreat in a sitting or kneeling position, or

while stunned. You can retreat (by rolling) if you are lying down. You can retreat only once per turn. In other words, once you retreat, you may not retreat again until your own next turn.

Dodge and Drop: This is similar to a retreat – except that a Dodge and Drop may be used against a ranged attack. A character may drop to the ground while dodging, earning a +3 bonus to his Dodge roll. (You may not retreat from a ranged attack.) Like a retreat, it applies to all of your defenses against one foe that turn (including all Dodge rolls against gunfire). It has the disadvantage of having the character end up on the ground, however – it takes him 2 turns to get back to his feet.

Any cover that the character drops behind does not count against the initial shot that inspired the Dodge and Drop, but is effective against subsequent shots at that character. Similarly, the GM may allow characters to use the dodge and drop to move up to 1 hex away in an effort to avoid explosions and such. This may allow the character to get behind cover, in a trench, etc., and avoid the blast.

Passive Defense

When you are attacked, you *may* also have a "passive" defense (armor, shield, etc.). Passive defense *always* protects you, even if you are unconscious or unaware of the attack. If you have *any* passive defense at all, a defense roll of 3 or 4 will succeed.

Armor: The passive defense from your armor depends on its type – see **GPD** page 116 – varying from 1 to 6.

Shield: The passive defense of your shield is 1-4. However, your shield's PD only protects against attacks from in front of you and your shield side. It protects against all attacks while you are lying down, unless you state, for some insane reason, that you are on top of the shield.

If you have your shield slung on your back, it will offer a little passive defense. Subtract 1 from the regular PD of the shield, and apply this to attacks from the back (only), but not to other attacks. You could carry an extra shield strapped to your back – but it would add weight!

★Ranged Weapons

A "ranged weapon" is any weapon that is used at a distance. This includes thrown weapons, missile weapons, and beam weapons. There are several different types of ranged weapons, each with its own characteristics.

Thrown Weapons

If a hand weapon is designed to be thrown, anyone may throw it by rolling against the appropriate thrown-weapon skill. For instance, the Knife-Throwing skill is not the same as the Knife skill, even if the knife is the same. The general Throwing skill allows you to throw any weapon (or anything else you have handy). The Weapon Table indicates which weapons can be thrown.

Throwing a grenade, brick, rock, tricorder, or similar object is considered an attack. Use Throwing skill or DX-3. See **GPD** pages 86 and 89 for penalties for hitting a specific target. A rock, grenade or similar item weighing a pound or less can be thrown 3.5 yards times your basic ST.

Missile Weapons

Missile weapons include bows, crossbows, slings, guns and beam weapons. A low-tech missile weapon's range and damage are governed by its user's ST.

Crossbows are very complicated weapons. If you want to use one, see **GURPS Basic Set** page 114.

Ranged Weapon Stats

For each ranged weapon, four numbers are listed, describing that particular weapon's special characteristics:

Snap Shot Number (SS): If your adjusted "to hit" roll is greater than or equal to this number, you may fire without aiming, yet incur no -4 snap-shot penalty, as long as the target was in view at the beginning of your turn.

Accuracy Modifier (Acc): This is the bonus a user gets with this weapon if he takes at least one turn to aim. Some weapons have a very high Acc, but you can never get an Acc bonus of more than your skill. In addition, only 1/2 of the weapon's Acc may be used during most combat siutations; only sniper or ambush fire get the weapons full Acc. Characters with the Combat Reflexes advantage ignore this limitation.

Scopes add to a weapon's Accuracy modifier in aimed fire. Add half a scope's power of magnification to its Acc – e.g., a 4x scope adds +2. Scopes give -1 to effective skill of unaimed shots; they are clumsy.

Half Damage (1/2D): The range in yards at which the power of the weapon has fallen off so much that it only does half its normal damage (roll normally, and then divide the result in half, rounding down). Realistically, most weapons lose striking power gradually over distance, but a detailed calculation would be unplayable. When firing at a target beyond the 1/2D range, ignore the weapon's accuracy modifier; random variations have canceled whatever inherent accuracy the weapon had.

Maximum Range (Max): No attack is possible beyond this range, because the weapon won't reach that far.

Example of Ranged Combat: Marine Private Dimsum has a Phaser Rifle; this weapon has the following ratings: SS 12, Acc 8, 1/2D 500, Max 1000. His Beam Weapon (Phaser) skill is 11. While on guard duty, he spots a Klingon with a Disruptor Rifle about 600 yards away. Dropping behind a rock (and calling for assistance!) he fires at the Klingon; this is a "Step and Attack" Manuver. His skill with the phaser is 11, less than the SS rating for this weapon, so the -4 penalty applies. But at 600 yards, a -14 penalty is also applied, reducing his chance to hit to a minus 7 (11-4-14= -7). Fortunately, he can still hit on a roll of 3, but luck isn't with him and he misses.

The Klingon ignores the attack.

Private Dimsum settles down and carefully aims at the Klingon (this is an "Aim" Maneuver) while the Klingon continues to move forward; the range has dropped to 550 yards. On the next turn, Private Dimsum fires again. The snapshot penalty no longer applies, so his roll to hit is 11 (his skill), plus 8 for the Acc bonus of his weapon, minus 14 for the range, giving him a roll to hit of 5 or less (11+8-14=5). He hits, but does only 1/2 damage as the range is

over the 1/2D rating of his weapon. The Klingon's body armor absorbs the damage, and he settles down to take a return shot; this is also an "Aim" Manuver.

On the next turn, both decide to fire. As the Klingon's Move rating is better than Private Dimsum's, he fires first. The Klingon's disruptor rifle skill is 21 (he is a champion marksman) and as he Aimed during the previous turn he gains the Acc bonus of his weapon (which is 8), minus 14 for the range, giving him 15 or less (21+8-14=15) to hit — and he does! As he is at less than the 1/2D range of his weapon (600 yards), his attack hits with full force. Private Dimsum falls to the ground, wishing that he wasn't wearing a red shirt.

Attacking with a Ranged Weapon

When using a ranged weapon, your to-hit number is figured by:

(1) Taking your base skill with the weapon.

(2) Modifying for size of target, as shown on the table on **GPD** page 176.

(3) Modifying for target's range and speed (done as a single modifier), also from the table on **GPD** page 176.

(4) Modifying for the specific weapon's accuracy, if you have taken at least a turn to aim. Your bonus for accuracy cannot exceed your base skill level.

(5) Modifying for conditions (snap shot or extra aim, bracing, darkness, and so on) including any special conditions determined by the GM.

The result is your effective skill. A roll of this number, or less, is a hit.

Size of Target

The table on **GPD** page 176 shows a range of sizes; round up to the next larger size, and read the modifier in the second column of the table. Objects larger than man-sized give a bonus to hit; smaller objects give a penalty.

Target's Speed and Range

The target's speed and range give a single modifier. The sum of range (in yards) and speed (in yards per second) gives a number from the table on page 176 of **GPD**.

Examples: A target at 50 yards, with a speed of 30 yds/sec (60 mph) has a speed/ range of 80 yards: modifier -10. A target at 5 yards, moving 1,000 yds/sec, has a speed/ range of 1,005 yards: modifier -17. A target at 60 yards, moving 2 yds/sec, has a speed/ range of 62 yards: modifier -9.

Ranged Attack Modifiers

Aiming Time
    Snap Shot .... -4 if effective skill is greater than or equal to SS
    One Turn .... +1/2 Acc
    Two Turns .... 1/2 Acc+1 (max possible if walking)
    Three Turns .... 1/2 Acc+2
    Four or more Turns .... 1/2 Acc+3
Bracing a weapon .... +1 if aiming
Erratic movement
    A man sidestepping as he runs (halve Move) .... -1
    A man evading wildly (max Move 2) .... -2
    A rat running across the floor .... -3
    A hummingbird or equally unpredictable target .... -4
Firing Upward and Downward
    Higher target .... +1 yd. to range per yard higher
    Lower target .... -1 yd. to ranger per 2 yd. lower
Firing on the Move (x3 for crossbows, x6 for bows)
    Walking (max Move 2) .... -1
    Running (Move 3+) .... -2
Firing Through an Occupied Hex .... -4 per occupied hex (Note 1)
Pop-up Attack .... -6 (Note 2)
Rolling to Hit Wrong Target .... Normal roll, maximum of 9 (Note 3)
Shooting Blind .... -10 or roll of 9, whichever is worse
Target's Position
    Behind someone else .... -4 for each intervening figure
    Prone behind minimum cover, head down .... -7 to hit.
    Head only .... -5 to hit
    Head and shoulders exposed .... -4 to hit.
    Prone behind minimum cover, head up to observe .... -5 to hit.
    Prone or crawling without cover .... -4 to hit.
    Body half exposed .... -3 to hit.
    Behind light cover .... -2 to hit.
    Crouching, sitting, or kneeling without cover .... -2 to hit.
Opportunity Fire (includes Snap Shot penalty) (Note 4)
    Evaluating target before firing .... -2 to hit.
    One hex being watched .... -2
    Two hexes being watched .... -4
    Three or four hexes being watched .... -5
    All hexes along a line being watched .... -5
    Five or six hexes being watched .... -6
    Seven to ten hexes being watched .... -7
    More than ten hexes being watched .... -8
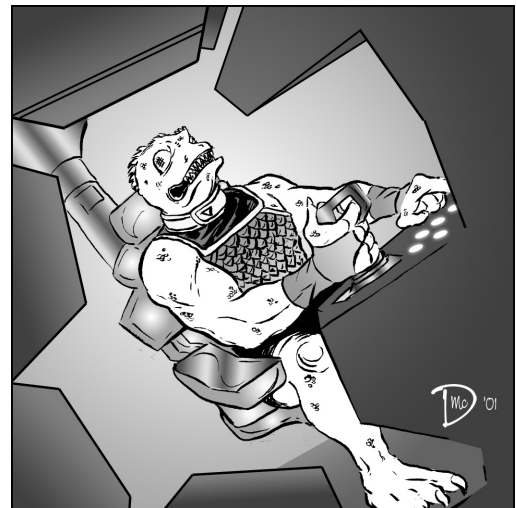
Note 1: You can target an enemy if you can draw a straight line between any part of your hex and any part of his. Any character "in the way" gives a -4 penalty; add the total penalty for each character in the way! Someone lying down is never "in the way" unless you, too, are on the ground. Someone kneeling or sitting is not in the way unless either you or your target is also kneeling or sitting.

Note 2: This involves moving one hex or less from cover, attacking, and then returning to cover (ducking around a corner, out of trench, etc.). Such an attack cannot be aimed and always has a -4 Snap Shot penalty, in addition to a further -2 for the difficulty of the maneuver.

Note 3: A miss with a ranged weapon may hit the wrong target. Anyone "in the way" may be hit. The target is hit on a flat 9 or less, or at what the roll to hit was, whichever is less. Roll first for the target closest to you. If you miss (or if the target dodges) roll for the next target, and so on. Keep rolling until you hit, or your attack is blocked or parried, or you run out of targets. If your attack went along a line between two occupied hexes, roll randomly to see which one you check first.

Note 4: This involves a Step and Wait maneuver. You are standing still watching a specific area. All of the area must be in your field of vision. Only opportunity fire against a single hex (such as a door or window) allows you to Aim. Otherwise, watching more than one hex does not allow Aiming. Typically, if a target appears in the specified area (i.e., a ship corridor), you must fire; take an extra -2 to make a   Vision roll to identify the target before taking shot.

Scatter

When you throw a grenade or similar object, you may say that you are "lobbing" it with a high trajectory rather than throwing it in a straight line. You still pick one hex to aim at, and make your attack roll in the usual way. If you miss your attack roll, you missed your target by a number of yards equal to the amount by which you missed your roll – or half the distance to the target, whichever is less. Round up.

To determine the direction of your miss, roll one die. Take the direction you are facing as #1, the next direction clockwise as #2, and so on. Your grenade misses in that direction, by the number of yards determined above.

★Guns

This section will give general rules for all type of high-tech hand weapons, from black-powder weapons through 20th-century guns and on to science-fiction weapons such as phasers, disruptors, plasma rifles, and fusion guns.

Recoil

Weapons which recoil have a hit penalty for each added shot; this is the Rcl number. This penalty is applied to each successive shot until there is a minimum 1-second pause between shots. If your ST is below the minimum listed for the weapons, the penalty is doubled for each point of difference, and a 2-second pause is required to re-establish shooting position.

Firing any weapon with one hand doubles the Rcl penalty. Removing or folding the stock of a weapon multiplies Rcl by 1.5 (round up). Note that folding the stock also lowers SS by 2 and Acc by 3. Also double Rcl if firing from an unbalanced or strained position.

Virtually all **GPD** beam weapons have no recoil.

Single-Shot Weapons

The earliest must be loaded with loose powder and bullets. Each barrel or chamber must be loaded separately. Loading time for matchlocks and wheellocks is 60+ seconds. Loading time for smoothbore flintlocks and caplocks is 20+ seconds; for rifled versions, 30+ seconds. Rate of Fire (RoF) given for such weapons is the time necessary to load; e.g., the RoF of a matchlock is 1/60+. A roll on Black Powder Weapons skill is required to successfully load such a weapon.

Many guns may be fired once a turn; they take time to reload, charge, or cycle. Many "single-shot" weapons may be fired up to three times a turn with repeated trigger pulls. This is shown by a RoF of "3~."

Shotguns: Firing shot from a shotgun gives a +1 to hit; roll each die of damage individually and apply it to DR. Damage from shotgun slugs is normal, except that any damage that penetrates armor is *doubled* due to the large size of the bullet.

Automatic Weapons

By definition, a fully-automatic weapon continues to fire as long as the trigger is held. The shots fired by one trigger pull are a burst. Many automatic weapons have selective-fire capability – they can be set to fire single shots.

Rate of Fire

The Rate of Fire (RoF) for an automatic weapon is the number of rounds it fires each turn. If the gun starts firing at the beginning of the turn, and the trigger is held for the whole turn, the gun fires the RoF number of rounds.

If the gunner takes any other action (such as moving, changing facing or dodging) before firing, some of the time that could have been used in firing is expended. Any action that takes less than 1/2 of Move allows full RoF; an action that takes 1/2 Move or more allows 1/2 RoF.

Counting Shots: If a firer wishes to control automatic weapons RoF, roll against weapon skill. A success allows the desired number of rounds if RoF is 12 or less. Over RoF 12, success allows the desired number of rounds, plus or minus two. Failure means the whole RoF is fired.

Number of Hits in a Burst

A burst is divided into groups of no more than four shots. A separate roll to hit must be made for each group fired. The firer rolls against his Guns or Beam Weapons skill, modified by Recoil of the weapon.

The table below shows the number of shots that hit, depending on the success of the roll. Note that if three or four shots were fired, a roll that misses by 1 is still a hit with one shot. A miss by 2 or more is a miss with all. Any bullet that does not hit the intended target might hit the wrong one (see page 106, Note 3).

A critical hit with a group of shots is a hit with all the rounds. Only *one* shot does damage according to the Critical Hit Table, however. A critical miss with a group also means only one roll on the Critical Miss Table.

Rounds in Group	Roll Made by (margin of success)						
	-1	0	1	2	3	4	5+
1	0	1	1	1	1	1	1
2	0	1	1	1	1	1	2
3	1	1	1	1	2	2	3
4	1	2	2	3	3	3	4

Damage from a Burst

Every round in a burst has a chance to damage the target separately. Damage is separate for each round, not cumulative. This affects armor penetration. The PD and DR of the target must be applied separately to each round that hits.

Exception: For beam weapons with automatic fire, total the damage from all rounds striking the target in each one-second burst. If eight 2d rounds are fired, and five of them hit, apply them to the target's armor as a single 10d attack.

Recoil from Burst Fire

When a weapon is fired on automatic, the Rcl number is a penalty to the effective skill level on the firing roll for the *first* group. This penalty is added again for each four-round group, or partial four-round group, after the first. (-1 becomes -2 and then -3; -2 becomes -4 and then -6; and so on.) This penalty continues to add as long as that burst continues, even in subsequent turns!

The Rcl number is doubled for a base Skill level below 12. Rcl is also doubled for each point of ST below that required for the weapon. These doublings are cumulative – that is, ST below list *and* Skill below 12 *quadruples* the Rcl number.

Aiming Successive Groups

An automatic-weapon firer can use his weapon like a hose, aiming even as he fires (walking the impact onto the target), as long as he can see where his rounds are going (make a Vision roll, at +1 for using tracers, and +2 for firing all tracers at night). After one four-shot group, this adds one-half the weapon's Accuracy bonus (half Acc if the character has combat reflexes). Each successive group fired this way also gives +1 for aiming, up to the normal maximum +3 for aiming. Automatic weapons can use the "walking" effect even when firing on the move, if the firer watches his target while running. However, on any but the flattest ground, this requires a roll vs. DX or Vision (whichever is worse) every turn, to avoid a fall. GMs may apply penalties for especially bad terrain; aliens with lots of eyes may not need to roll at all . . .

Area Effect

Automatic weapons can be fired against several targets in one burst. All these targets must be within a 30º angle. When playing on a hex-grid, let this be any angle described by two spots which are 5 hexes apart and 10 hexes from the firer.

The targets must be engaged in succession, and the firer must announce, before rolling to hit, how many rounds he will use on each one. Calculate the attack separately for each target. If the targets are more than one yard apart, traversing between targets wastes some rounds. For RoF of 16 or below, one round is lost for each yard between targets. For RoF over 16, two rounds are lost for each yard.
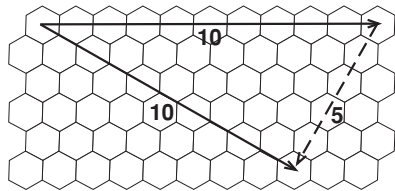
Suppressive Fire

This is used to attack an area, rather than any specific characters. Militaries often use this type of fire to "pin down" the enemy while friendly forces maneuver into an advantageous position (or out of a bad one).

When using suppressive fire, any man-sized target in the area is attacked by the rounds of the burst at an effective skill of 6. This rule should be used any time characters are firing unaimed burst of automatic fire in the general direction of the enemy.

★Close Combat

Using the Move, Step and Attack or All-Out Attack maneuvers, you may move into an enemy-occupied hex—this is close combat. When you move into an enemy's hex, you may attack him in any of several ways.

You may also try to evade and slip past the enemy without contact. If you use the Move maneuver to enter an enemy-occupied hex, you must either try to evade, or to slam the opponent!

When you enter an enemy-occupied hex, you occupy half the hex. You have the half of the hex from which you entered; he has the other half. To enter any of your front hexes on the enemy's side, you will have to evade him and "move through" him.
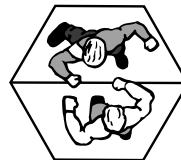
Weapons for Close Combat

Most weapons cannot be used in close combat. The exceptions are knives and daggers; pistols (slug-throwers or beam weapons); brass knuckles and similar devices; and anything else small and easily managed. All weapon attacks (except for fists) are at -2 in close combat.

Pistols can be used in close combat, but not aimed. Ignore speed/range modifiers!

Brass knuckles will add +2 to the damage you do with your fists. A set of brass knucks (one for each hand) costs $7 and weighs one pound. It takes two seconds to put each brass knuck on. They cannot be grabbed by the enemy or dropped accidentally, but give you a -2 to use any other weapon in that hand.

A *blackjack*, or "sap," can only be used in close combat or when you are adjacent to an unsuspecting foe. A blackjack does Thrust/Crush damage (**GPD** page 90).

Shields in Close Combat

In close combat, a shield provides its passive defense. Any attack you make in close combat (except for the initial slam or step-and-attack, when you move into the foe's hex) has a penalty equal to the passive defense of your shield! Any DX roll you attempt in close combat, after your first turn of close combat, has the same penalty.

It takes one turn, with a successful DX roll, to get rid of your shield during a close combat.

Example: Orion Pirate Captain Bariak Malvon is in the middle of a bar brawl, using a serving tray as an improvised shield. The serving tray provides a PD of 1 (as ruled by GM). He is currently in close combat with a VERY angry Gorn. He makes an attack with his Brawling skill, which has a skill level of 15. Due to the shield, however, this is reduced by 1 to 14. On his next turn, Bariak decides the shield's PD isn't worth the reduction of his attacks. (Besides, the Gorn's fist bent the tray.) To discard the serving tray (which he is holding by one of its handles), Bariak must succeed at a DX check. However, because it is AFTER the first turn of close combat, Bariak's DX roll is reduced by 1 (the PD of the shield). If he had been holding the shield in both hands (without a hand through the handle) he could have just dropped it as a free action.

Maneuvers in Close Combat

Step and Attack Maneuver

Step into the foe's hex and attack him. If you are already in his hex, you can step out and attack with a 1-hex weapon – or stay in the hex, make a close attack, and step out – unless he has grappled you. If he is holding you, you may still choose a maneuver every turn, but you cannot leave the hex until you break free – you're trapped. Possible attacks are:

Grapple: You grab the foe. To do so, you must win a Quick Contest of Dexterity (see **GPD** page 17); you are at +3! You must have at least one empty hand to grab with. Grappling does no damage, but the foe is at -4 DX and may not leave until he breaks free, or you let go. (Note that if you grapple with a foe of more than twice your ST, you do not prevent him from leaving. At the most, you're a nuisance. A man can grab a bear, but he can't keep the bear from walking away.)

You may grapple with both hands, or only with one. If you are holding your foe with both hands, the only further attack you can make is to try for a strangle, takedown or pin. If your foe is kneeling, lying down, etc., you are at +6 on your DX roll. But you must kneel or lie down yourself in order to grab him! You may do this as part of your "grapple" attack – just dive right in there!

Grab the foe's weapon: You must have an empty hand and win a Quick Contest of Dexterity. On later turns, you may then try to wrest it from the foe; each attempt takes a full second and requires you to win a Contest of Strength. If you lose the contest, you lose your grip on his weapon.

Grab the foe's weapon arm: As above, but for a weapon you cannot grab (like a dagger). If you win the Contest of Dexterity, you grab the weapon arm or hand. This counts as a Grapple. You cannot take the weapon away, but you can force the foe to drop it by winning a Contest of Strength; you could then try to pick up the weapon yourself.

Attack with a weapon: If you have a legal close combat weapon in hand (see page 108) you can use it. Weapon attacks in close combat are at a -2 to hit.

Attack bare-handed: This may be an ordinary punch (Thrust-2 crushing damage); an attempt to bite (1d-4 crushing damage for human teeth, more for some creatures); a punch using the Karate (**GPD** page 76) or Brawling (**GPD** page 73) ability; or a Karate kick doing -1 damage.

Attempt a takedown: You may only do this if your foe is standing and you have already grappled him. Roll a Quick Contest of Skills: your ST, DX or Judo skill (whichever is better) against your foe's ST. (If you are already on the ground, you have a -5 penalty.) If you win, your foe falls down in the same hex and any adjacent hex (your choice – remember, a prone man occupies two hexes). If he was holding you, he loses his grip. If you lose, you suffer the same effects! If nobody wins, nothing happens.

Attempt a pin: You may only do this if your foe is already on the ground. Roll a Contest of Strength. The heavier fighter gets +1 to his roll for every 10 pounds he has over his foe. If you win, your foe is pinned and helpless; you must stay there to hold him down, but you can

free one of your hands for other actions. If you lose or tie, nothing happens.

Choke or strangle: You must already have grappled the foe by the neck, with both hands. You cannot do anything else with your hands until next turn!

Roll a Quick Contest – your ST vs. your foe's HT. If you win, your foe takes as many hits of damage as you win by, and you also inflict suffocation damage as per the rule on page 00. Otherwise, nothing happens.

Break free: For maneuver purposes, this is an "attack," even though it does no damage. If you are being grappled, you cannot move away until you break free by winning a Quick Contest of Strength. Your foe is +5 if he has you pinned but is only using one hand, or if you are not pinned but he is holding onto you with both hands. Your foe is at +10 if he has you pinned; in that case you may make only one Break Free attempt per 10 seconds.

If you successfully break free, you may immediately move one hex in any direction. Note: If your foe falls unconscious, you are automatically free!

Slam: This is described under the Move maneuver.

Step and Ready Maneuver

Draw a weapon. This should be a weapon you can use in close combat (Page 108). Use the Step and Ready maneuver (even if you can't step) to draw a weapon from its sheath or holster, or to pick it up off the ground in your hex or an adjoining one. Make a DX roll to get it successfully. A critical failure (17 or 18) means you dropped the weapon while trying to draw it! If you have the Fast-Draw skill, you may use it in close combat – but you must make two rolls, one (vs. DX) to get the weapon, and one (vs. your skill) to get it fast. If you miss the second roll, you readied the weapon normally.

Change Position Maneuver

You may change positions freely during close combat. Exception: If you are on the ground and pinned, you cannot change positions unless your can break free, as described above.

Move Maneuver

Slam. You may try to slam (i.e., run into) your foe when you first enter his hex. You are trying to run into him and knock him down. A shield helps. You cannot make a slam attack if you start in the same hex with your foe!

To hit your foe, roll a Quick Contest of DX. He is at a -2 if you entered from the side or if he's not standing; you win automatically if you entered from behind. If you win (or tie), you slam into him; if you lose, he avoided you, and you must move at least two more hexes, if you have that much movement left.

If you slam into your foe, roll a Quick Contest of ST, with the following modifiers, to see if you fall down:

+2 if you moved more than one hex toward the foe, or if you were running last turn and moved one hex this turn.

-2 if the foe moved more than one hex toward you, or was running last turn and moved one hex this turn.

+2 if you have a medium or large shield; -2 if the foe

has one of those shields.

+2 if you slam the foe from behind.

The loser falls down, and may also be knocked backward. The winner falls down, too, if he fails to roll at least his (adjusted) ST! Note that a shield helps knock your foe down, and that your foe is more likely to keep his feet if he was also running toward you!

A slam attack does no damage to either fighter unless he rolls a 17 or 18 on his ST roll. In that case, he is unhurt but stunned.

If you slam your foe, knock him down, and win the Contest of ST by more than 5 points, you can keep right on moving! This is an "overrun," and is most often seen when a large creature slams into a man.

Knockback from Slam Attacks: When one fighter knocks another down in a slam attack, there is a chance the fallen fighter will be knocked backward as well as down. This happens only when one fighter keeps his feet and the other falls.

Roll a Quick Contest of Strength. If the fallen fighter wins or ties, he is not knocked backward. If he loses, he is knocked back one hex for every 2 points by which he lost – round down, but always at least 1 hex. Any wall, fighter or other obstruction will stop him. If he hits another fighter, he stops in the hex with that fighter, who must make a roll (ST+3 or DX+3, whichever is better) to avoid falling down himself! The fighter who initiated the slam attack cannot "bounce" back more than 2 hexes.

Flying Tackle. This is a special type of slam. The tackler gets one extra hex of movement. The target may attempt to Dodge unless being tackled from behind; if he dodges, the tackler falls to the ground. If the tackle is not dodged, roll the Contest of ST as for a Slam. The tackler is at +2, but he automatically falls down. The target is at -2 if he tried to Dodge and failed. If the tackler wins the contest by more than 4, he automatically grapples his foe.

Trample. This tactic (treat as a contest of DX) is only effective if used by a large being. A large creature can take a turn to trample its foe – or do half the regular "trampling" damage just by moving through. Roll a Contest of DX to see if the victim is trampled. A man-sized fighter cannot "trample" without stopping unless he is running through a swarm of small creatures.

Escape. If you start in the foe's hex and he is not grappling you, you can move out of the hex through any of the three hexes on "your side" of the combat hex. You cannot leave through the hexes on the foe's side unless you can evade him – see next entry.

Evading

Evading is moving through the foe, to leave the hex on his side. You can attempt this as part of any maneuver that allows movement.

You *cannot* evade if a foe is holding you. You must also have enough movement to get out of the enemy hex! If your movement ends in the enemy hex, you cannot evade or escape on that turn.

First, ask if your foe is trying to stop you. If he chooses to let you go, you have automatically "evaded." No roll is needed. If your foe wants to stop you, roll a Quick Contest of DX, with your DX modified as follows:

-5 if the foe is standing up.

-2 if the foe is kneeling.

+2 if you entered the hex that turn, from his right or left.

+5 if you entered the hex that turn, from behind him.

+5 if the foe is lying down.

If you win, you have evaded him and you are free to move out. If you lose or tie, he got in your way and stopped you.

Free Actions

These can be combined with any maneuver in close combat.

Release your grip. Let go of the foe, if you are grappling him.

Throw away your weapon. This automatically succeeds and takes no time. You may do this to get a useless weapon out of your way, or to deprive the foe of a chance to grab a useful weapon (e.g., a blackjack) from you. This can also be used to drop a non-weapon (tricorder, bar tray, geology specimen) that you happened to be holding when attacked and need to get rid of in order to use your hands.

Other Maneuvers

All-Out Attack, *All-Out Defense*, *Feint*, *Aim*, *Concentrate* and *Wait* maneuvers are not possible in close combat. Any close combat is – by definition – almost "all-out" anyway, and the other maneuvers require a degree of planning and coordination that is impossible when you are nose-to-nose with your opponent. If you want to try some other action during close combat, the GM will be the judge of its feasibility.

Defense in Close Combat

The only active defense that works in close combat is Dodge. Exception: if you have the Brawling, Judo, or Karate skill, allowing you to parry bare-handed, you can use the Parry defense.

You may choose to "dodge and retreat" in close combat, if the enemy is not holding you. Add 3 to your defense and back out of the hex – that is, leave on your side, moving one hex! If the foe is grappling you, you cannot do this.

Multiple Close Combat

Any number of people may be involved in a close combat. This can be difficult to show with miniatures – especially if some figures are standing and other figures are lying down. A good compromise is to allow a fighter to declare himself in "close combat" with an opponent while still in the next hex.

Up to two characters may combine in an attempt to take a single foe down; up to three may combine in an attempt to pin a single foe. In either case, use the ST (or DX) of the attacker with the best score, and add 1/5 (round down) of the ST or DX of each of his helpers.

Striking Into a Close Combat

If you are not, yourself, involved in a close combat, but your allies are, you may want to help them. You can do this by standing outside the close-combat hex(es) and striking at a foe who is in close combat.

Your attack is at a -2, plus any modifier for the foe's position (lying down, for instance). If you hit, your foe's only legal defense is to dodge.

If you miss, or if your foe successfully dodges, you may hit someone else in the hex. Roll randomly to see who you "attack" first, if there is more than one other fighter in the hex. No attack roll you make, whether it is against a friend or foe, can be at better than a 9. If you hit, the victim may dodge. Keep rolling until you run out of targets or you actually hit someone.

★Injury and Hit Location

If an enemy fails his defense roll, you have hit him. See Weapon Damage, **GPD** page 118.

When you strike at an enemy, you may choose what part of his body you will attack. Each part of the body is different – easier or harder to hit in a fight, and having different reactions to major damage. Roll for success in your attack on this spot (with the modifiers from the list on page 112). If you miss by a single point, you may (or may not) have hit something else. Otherwise, you just missed the enemy entirely. When striking a target, check the list on page 112 for special rules, instructions, and conditions.

For random damage, roll 3 dice to see what was hit. The numbers on the diagram at right refer to the total of the three dice, e.g., 3 = brain, 7 = hand. If there is more than one of something, use a second die-roll to determine which one was hit. Some things cannot be hit randomly.

If the enemy is wearing armor, the armor's Damage Resistance is subtracted from the damage you roll. Armor covers six different parts of the body: head, torso, hands, feet, arms and legs.

Advanced Damage and Injury Rules

Most of the rules on pages 91-92 of **GURPS Prime Directive** still apply. Specifically, shock, knockdown, and stunning are unchanged, as are the First Aid and Natural Recovery sections. Additional rules and changes necessary for the advanced combat system follow.

Knockback

When you hit someone very hard with a weapon, you may knock him backward. For every full 8 hits of bullet, crushing, or cutting damage you roll, move the foe one hex directly away from you. Calculate knockback damage before the damage resistance of the foe's armor is subtracted. It may protect him from injury, but it won't keep him from feeling the blow!

Anyone knocked backward must make a DX roll to avoid falling down. A successful roll means he lands on his feet. If you knock your foe into something large, he will stop when he hits it. The results (including possible damage to whatever is hit) will be as if you had thrown him into it. See Throwing Things, **GPD** page 84.

Knockout

Any blow to the head or brain, or any crushing blow to the vitals, may knock the victim out. The victim must make a HT roll or fall unconscious. Any blow to the brain that does more than HT/2 is an *automatic* knockout. The Critical Head Blow Table is an optional rule in **GURPS Basic Set** page 202 and will be in a future **GPD** product.

Crippling Injuries

In the Advanced Combat System you do not take "generic" damage; each wound hits a specific part of the body. Enough damage in one blow will cripple a limb.

A hand or foot is crippled if hit for *more than* HT/3 (i.e., the original HT score divided by three). An arm or leg is crippled if it takes *more than* HT/2 points of damage. And excess damage to limbs, hands, or feet is lost; ignore it.

The crippled limb, hand or foot may be lopped right off; it depends on the type and amount of damage—GM's ruling. To recover, see *Crippling Injuries* in **GPD**, page 91.
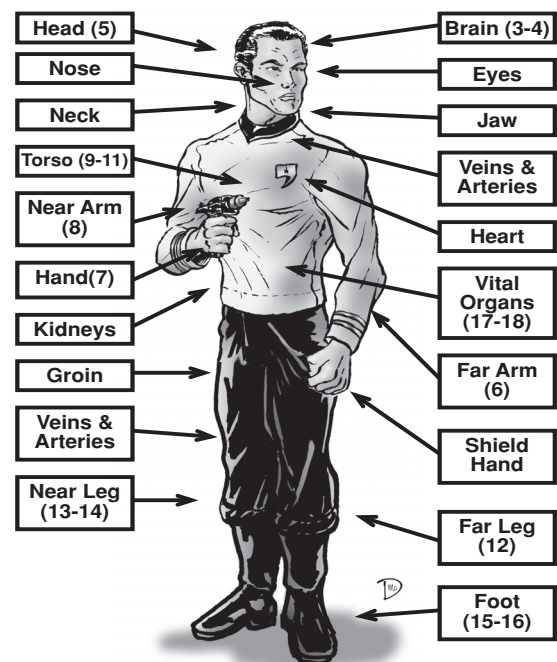
Massive Damage: "Blow-Through"

The amount of damage the limbs can take is limited; damage over HT/3 on the hands and feet, or HT/2 on the arms or legs, cripples the limb instead of dealing additional hits of damage.

For a single blow to the torso, Impaling or bullet damage of more than HT is lost . . . it just goes "through" the victim and is wasted. For the head or vitals, damage over HT/3 is lost.

Beam weapon attacks do double the above maximum damage to torso, head or vitals.

However, there is no maximum damage for injuries to the brain. There is also no maximum damage cutoff for weapons doing more than 15 dice basic damage; such huge weapons do so much damage going through that any "wastage" is moot.

Head (5) — Brain (3-4) — Nose — Eyes — Neck — Jaw — Torso (9-11) — Veins & Arteries — Near Arm (8) — Heart — Hand (7) — Vital Organs (17-18) — Kidneys — Far Arm (6) — Groin — Shield Hand — Veins & Arteries — Far Leg (12) — Near Leg (13-14) — Foot (15-16)

Hit Locations

This section presents more detailed hit location rules for humans and humanoids. ***GURPS*** has modified rules for animals and vehicles.

BRAIN (3-4)
Modifier: -7
Miss By 1 Hits: TORSO
Multipliers: Bullet (x4), Crush (x4), Cut (x4), Imp (x4)
Blow-Through: —
Special Effects: Skull provides DR 2. Critical hits use *Critical Head Blow Table.* Any blow that does exactly 0 (or more) damage requires a HT roll to avoid *knockout.* Victim stunned on hits over HT/3. Victim *knocked out* automatically on hits over HT/2.

EYES (—)
Modifier: -9 (-10 through helm's eyeslits — only with missile or thrusting attacks)
Miss By 1 Hits: HEAD
Multipliers (except on BRAIN hit): Bullet (x1), Crush (x1), Cut (x1.5), Imp (x2)
Blow-Through (except on BRAIN hit): Bullet (HTx3), Energy (HTx6), Imp (HTx3)
Special Effects: Critical hits use *Critical Head Blow Table.* More than 2 hits of damage blinds the eye. An impaling or missile hit (if the missile is less than 1 inch across) gives and automatic BRAIN hit; skull's DR does not protect.

HEAD or FACE (5)
Modifier: -5
Miss By 1 Hits: TORSO
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x2)
Blow-Through: Bullet (HTx3), Energy (HTx6), Imp (HTx3)
Special Effects: No DR from helmets without full-face protection.Critical hits use *Critical Head Blow Table.* Any blow that does exactly 0 (or more) damage requires a HT roll to avoid knockout.

NOSE (—)
Modifier: -6
Miss By 1 Hits: HEAD
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x2)
Blow-Through: Bullet (HTx3), Energy (HTx6), Imp (HTx3)
Special Effects: No DR from helmets without full-face protection. Critical hits use *Critical Head Blow Table.* Any blow that does exactly 0 (or more) damage requires a HT roll to avoid knockout. Roll against HT-1 (at +5 for High Pain Threshold or at -1 per point of damage for Low Pain Threshold) or be stunned.

JAW (—)
Modifier: -6
Miss By 1 Hits: HEAD
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x2)
Blow-Through: Bullet (HTx3), Energy (HTx6), Imp (HTx3)
Special Effects: No DR from helmets without full-face protection. Critical hits use *Critical Head Blow Table.* Any thrust/crushing blow that does exactly 0 (or more) damage requires a HT roll to avoid knockout. Roll against HT-2 or HT minus damage (whichever is lower) or be stunned.

NECK (—)
Modifier: -5
Miss By 1 Hits: TORSO
Multipliers: Bullet (x2), Crush (x1.5), Cut (x2), Imp (x2)
Blow-Through: Bullet (HTx3), Energy (HTx6), Imp (HTx3)
Special Effects: Use the PD and DR of the TORSO

(unless a heavy helm is worn, in which case its PD and DR should be used instead). Victim is *stunned* on damage over HT/3. Any crushing blow that does over HT/3 damage requires a HT roll to avoid a crushed throat; if the throat is crushed, the victim must make a HT roll every turn, taking 1 hit of damage if he fails, until he dies or receives medical attention. Any cutting blow that does over HT damage requires a HT roll to avoid decapitation (i.e., instant death).

VEINS and ARTERIES (—) (Cutting attacks only.)
Modifier: -4 (radial or femoral artery, in the arm and leg respectively), -7 (jugular vein or carotid artery, in the neck)
Miss By 1 Hits: ARM (radial), LEG (femoral) or NECK (jugular or carotid)
Multipliers: Cut (x2) for radial or femoral artery; Cut (x3) for jugular vein or carotid artery
Blow-Through: Cut (HTx3)
Special Effects: Surrounding bone gives +1 PD. On a critical hit, the artery or vein is torn open. This automatically inflicts 1 hit per 2 turns (radial or femoral artery) or per turn (jugular vein or carotid artery), until the victim dies or receives medical attention.

TORSO (9-11)
Modifier: 0
Miss By 1 Hits: —
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x2)
Blow-Through: Bullet (HT), Energy (HTx2), Imp (HT)
Special Effects: —

NEAR (WEAPON) ARM (8)
Modifier: -2
Miss By 1 Hits: —
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x1)
Blow-Through: Any (HT/2)
Special Effects: Damage over HT/2 cripples arm; this stuns the target. Excess damage is lost.

FAR (SHIELD) ARM (6)
Modifier: -2 (-4 if a shield is carried)
Miss By 1 Hits: —
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x1)
Blow-Through: Any (HT/2)
Special Effects: Damage over HT/2 cripples arm; this stuns the target. Excess damage is lost.

HAND (7) (Roll for left or right.)
Modifier: -4
Miss By 1 Hits: —
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x1)
Blow-Through: Any (HT/3)
Special Effects: Damage over HT/3 cripples hand; this *stuns* the target, and anything in that hand is dropped. Excess damage is lost.

SHIELD HAND (—) (Only if a shield is carried; otherwise, see HAND.)
Modifier: -8
Miss By 1 Hits: —
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x1)
Blow-Through: Any (HT/3)
Special Effects: Damage over HT/3 cripples hand; this stuns the target. Excess damage is lost.

VITAL ORGANS (17-18) (Missile and thrusting attacks only.)
Modifier: -3
Miss By 1 Hits: TORSO
Multipliers: Bullet (x3), Crush (x1), Cut (x1), Imp (x3)
Blow-Through: Bullet (HTx3), Energy (HTx6), Imp (HTx3)
Special Effects: Any crushing blow that does exactly 0 (or more) damage requires a HT roll to avoid *knockout.* Impaling or bullet attacks have a 1 in 6 chance of hitting the HEART instead.

HEART (—) (Missile and thrusting attacks only.)
Modifier: -4
Miss By 1 Hits: TORSO
Multipliers: Bullet (x3), Crush (x1), Cut (x1), Imp (x3)
Blow-Through: Bullet (HTx3), Energy (HTx6), Imp (HTx3)
Special Effects: On any bullet or impaling hit that does damage equal to or greater than HTx3, an additional HT roll is required to avoid *instant death.*

KIDNEYS (—) (Only from behind. Missile and thrusting attacks only.)
Modifier: -4
Miss By 1 Hits: TORSO
Multipliers: Bullet (x3), Crush (x1.5), Cut (x1), Imp (x3)
Blow-Through: Bullet (HTx3), Energy (HTx6), Imp (HTx3)
Special Effects: Any crushing blow that does exactly 0 (or more) damage requires a HT roll to avoid *knockout.*

GROIN (—) (Missile and thrusting attacks only.)
Modifier: -3
Miss By 1 Hits (roll 1d): TORSO (1-2), NEAR LEG (3-4) or FAR LEG (5-6)
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x2)
Blow-Through: Bullet (HT), Energy (HTx2), Imp (HT)
Special Effects (humanoid males only): Use the PD and DR of the armor on area 11 (lower torso). On a hit, make a HT roll at -1 for every point of damage or be *stunned.* Make a second (unmodified) HT roll to avoid *knockout.* High Pain Threshold gives +5 to these rolls; Low Pain Threshold doubles the penalties.

FAR LEG (12)
Modifier: -2
Miss By 1 Hits: —
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x1)
Blow-Through: Any (HT/2)
Special Effects: Damage over HT/2 cripples leg; this stuns the target, and a two-legged target falls down. Excess damage is lost.

NEAR LEG (13-14)
Modifier: -2
Miss By 1 Hits: —
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x1)
Blow-Through: Any (HT/2)
Special Effects: Damage over HT/2 cripples leg; this stuns the target, and a two-legged target falls down. Excess damage is lost.

FOOT (15-16) (Roll for left or right.)
Modifier: -4
Miss By 1 Hits: —
Multipliers: Bullet (x1), Crush (x1), Cut (x1.5), Imp (x1)
Blow-Through: Any (HT/3)
Special Effects: Damage over HT/3 cripples foot; this stuns the target, and a two-legged target falls down. Excess damage is lost.

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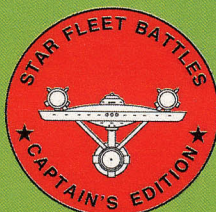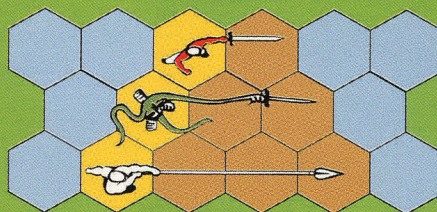
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