

GRADUATION EXERCISE



PRIME DIRECTIVE
GAMEMASTER'S SCREEN
AND ADVENTURE

**TASK
FORCE
GAMES™**

TABLE #1: INITIATIVE/LEVEL OF ACTION TEST		
◆ Roll SPEED Characteristic D6 vs. 4/6/8 ◆		
SL	Level of Action	Initiative
Complete	Complex LoA	3 Initiative Points
Moderate	Simple LoA	2 Initiative Points
Minimal	Minimal LoA	1 Initiative Point
Failure/Botch	Failure/Botch LoA	0 Initiative Point
◆ Take BEST roll for Level of Action (LoA) ◆ ◆ Add points of ALL ROLLS for Initiative ◆		
LoA	Actions	Defensive Mods
Complex	2 Simple Actions	No Mod
Simple	Simple Action + 1/2 Move OR No Action + Full Move	+1 Flat
Minimal	Simple Action + Move 1m OR Move 1 meter	+2 Mod
Failure	No Action	+4 Mod
Botch	No Action	No Def. Actions Allowed

TABLE #2: TO HIT AND DAMAGE NUMBERS	
◆ Roll Combat Skill Task Dice vs. 4/6/8 ◆	
◆ Determine Base D#s on appropriate Weapon Table ◆	

TABLE #3: DEFENSIVE ACTION TEST	
Roll SPEED Characteristic D6 or SKILL Task Dice vs. 4/6/8	
Type of Attack	Defensive Maneuver/Task Dice
Ranged Attack	Dodge = SPEED Characteristic D6
Melee Attack	Parry = Melee Dice
Martial Arts Attack	Block = Martial Arts Dice
SL	Defensive Action Effects
Complete	Attack Misses, No Damage Inflicted
Moderate	-4 to Base D#
Minimal	-2 to Base D#
Failure	No Effect
Botch	+2 to Base D#

TABLE #4: ARMOR AND ARMOR EFFECTS	
ARMOR RATINGS (AR) – For Example 3–4–5: ◆ 3 = ENERGY AR (vs. Phasers, Pulsers, Fusion, etc.) ◆ 4 = KINETIC AR (vs. Bullets, Kicks, Punches, etc.) ◆ 5 = EDGED AR (vs. Swords, Knives, Claws, etc.)	
◆ SUBTRACT appropriate AR from Modified D# ◆ Character takes whatever positive D# value remaining	

TABLE #5: SUMMARY OF WEAPONS EFFECTS ON AR	
– Phasers: IGNORE first point of ENERGY AR. – Disruptors: Resolve attack vs. KINETIC AR. – Fusion Weapons: IGNORE first point of ENERGY AR. – Gauss Guns: IGNORE first 2 points of KINETIC AR. – Hellbores: Resolve attack vs. target's SMALLEST AR. – Photon Grenades: HALVE target's ENERGY AR.	

MOD TABLE #1: CHARACTER DAMAGE MODS APPLIES TO ALL TESTS	
Level of Damage	Mod
1 or more boxes of Stun OR Lethal Damage filled in	+1 Flat
1/2 or more boxes of Stun OR Lethal Damage filled in	+2 Flat
Only 1 box of Stun OR Lethal Damage left unfilled in	+3 Flat

SKILL TRICODES			
STRENGTH		DISCIPLINE-PSIONICS	
Jumping	4/6/8	Amnesia	6/8/10
Rope Climbing	3/4/5	Command	6/8/10
Swimming	3/4/5	Confusion	6/8/10
Wrestling	6/8/10	Mind Bar	6/8/10
ACCURACY		Aid Mind Bar	4/6/8
Acrobatics	4/6/8	Mind Meld	6/8/10
Drive (Vehicle)	4/6/8	Mind Scan	6/8/10
Fine Work	4/6/8	Mind Touch	6/8/10
Fire (Weapon)	4/6/8	TECHNICAL	
Free Climbing	4/6/8	Cloaking Device Tech.	6/8/10
Heavy Weapons Ops	4/6/8	Comm. Systems	4/6/8
Lethal Damage Attack (AMA)		Computer Systems	4/6/8
Martial Arts	4/6/8	Console Operation	4/6/8
Melee Combat	4/6/8	Damage Control	6/8/10
Nerve Strike (AMA)		Demolitions	4/6/8
Pilot (Vehicle)	4/6/8	Electronics	2/4/6
Ride (Animal)	4/6/8	Field Equipment	1/3/5
Skiing	4/6/8	• Tricorder Ops.	4/6/8
Sleight of Hand	4/6/8	Impulse Drive Systems	6/8/10
Sniper	4/6/8	Jury Rig	6/8/10
Stealth	3/5/7	Life Support Systems	6/8/10
Throwing	4/6/8	Mechanics	2/4/6
Vulcan Nerve Pinch	2/4/6	Medical Systems	6/8/10
Zero G. Maneuvering	4/6/8	Power Gen. Systems	6/8/10
SPEED		Sensor Systems	6/8/10
Quick Draw	6/8/10	Shield Systems	6/8/10
System Speed	4/6/8	Ship's Weapons Syst.	6/8/10
LEADERSHIP		Transporter Systems	2/4/6
Interrogation	6/8/10	Warp Drive Systems	6/8/10
Negotiation	4/6/8	GENERAL KNOWLEDGE	
Oration	6/8/10	Administration	4/6/8
Persuasion	4/6/8	Cultural Knowledge	2/4/6
Seduction	4/6/8	First Aid	2/4/6
LOGIC		History	2/4/6
Astrogation	2/4/6	Language	2/4/6
Computer Prog.	2/4/6	Law	4/6/8
Cryptography	4/6/8	Medicine	2/4/6
Investigation	6/8/10	Natural Sciences	4/5/6
Mathematics	4/6/8	Philosophy	4/6/8
INTUITION		Physical Sciences	4/5/6
Art	6/8/10	Star Fleet Regs & Ops	1/2/3
Bribery	4/6/8	Surgery	4/6/8
Evaluation	6/8/10	PERCEPTION	
Fast Talk	4/6/8	Blind Fighting	6/8/10
Gambling	2/4/6	Shadowing	4/6/8
Security Procedures	6/8/10	Tracking	6/8/10

DISCIPLINE	
Resist Interrogation	6/8/10
Survival (by terrain type)	4/6/8

A/I MODS BY ARMOR TYPE — Hummer Helmet & Light Field Armor – No A/I Mod, Standard Field Armor – +0/1/1 Exp., Light Skirmish Armor – +0/1/2 Exp., Skirmish Armor – +0/2/3 Exp., Assault Armor – +0/3/4 Exp.

Phaser Type & Grade	D#s	Energy
Hand Phaser (.5 kg)		1pp (100)
Stun-1	2/4/6	(1)
Stun-2	4/6/8	(3)
Lethal-1	2/4/6	(6)

Pistol (1 kg)		2pp (200)
Stun-1	2/4/6	(2)
Stun-2	4/6/8	(4)
Stun-3	6/8/10	(6)
Lethal-1	2/4/6	(7)
Lethal-2	4/6/8	(10)

Rifle (5 kg)		5pp (500)
Stun-1	2/4/6	(5)
Stun-2	4/6/8	(6)
Stun-3	6/8/10	(8)
Stun-4	8/10/12	(11)
Lethal-1	2/4/6	(10)
Lethal-2	4/6/8	(14)
Lethal-3	6/8/10	(18)

HEAVY WEAPONS

Scatter Phaser (8 kg)		4pp (400)
Stun-1	4/6/8	(4)*
Stun-2	6/8/10	(6)*
Stun-3	8/10/12	(10)*
Lethal-1	4/6/8	(12)*
Lethal-2	6/8/10	(20)*

Repeater Phaser (12 kg)		11pp (1100)
Stun	Burst 6/9/12 Stream 4/7/10	(35) (70)
Lethal	Burst 6/9/12 Stream 4/7/10	(75) (150)

* The Scatter Phaser has the ability to fire multiple emitter arrays to fill a fan-shaped area with phaser energy. The energy listed above is **per set of arrays** utilized in a given attack.

Pulser Type & Grade	D#s	Energy
Pulse Pistol (1.25 kg)		1pp (50)
Stun-1	1/3/5	(3)
Lethal-1	1/3/5	(6)
Pulse Rifle (7 kg)		6pp (300)
Stun-2	3/5/7	(5)
Stun-3	5/7/9	(7)
Lethal-2	3/5/7	(10)
Lethal-3	5/7/9	(14)

Prim. Ballistic Weapon Type	D#s	Rds
Pistol	2/4/6	1
Rifle	3/5/7	1

Mod. Ballistic Wpn. Type	D#s	Rds
Pistol	3/5/7	15
Sub Machine Gun (SMG)	4/6/8	30
Rifle	4/6/8	30
HEAVY WEAPON		
Light Machine Gun (LMG)	6/8/10	100

Disruptor Type & Grade	D#s	Energy
Pistol (1 kg)		2pp(200)
Stun-2	4/6/8	(4)
Lethal-2	4/6/8	(8)
Rifle (5 kg)		4pp(400)
Stun-2	4/6/8	(8)
Stun-3	6/8/10	(12)
Lethal-2	4/6/8	(16)
Lethal-3	6/8/10	(20)

DISRUPTOR HEAVY WEAPONS

Repeater (Bipod Mount) (12 kg)		10pp(1000)
Stun-2	Burst: 4/7/10 Stream: 4/6/8	(25) (50)
Stun-3	Burst: 6/9/12 Stream: 6/8/10	(35) (70)
Lethal-2	Burst: 4/7/10 Stream: 4/6/8	(45) (90)
Lethal-3	Burst: 6/9/12 Stream: 6/8/10	(60) (120)
Cannon (Tripod Mount) (25 kg)		20pp (2000)
Stun-4	8/13/16	(80)
Lethal-3	8/11/14	(120)

Plasma Type & Grade	D#s	Energy
Pistol (1 kg)		2pp (160)
Lethal-1	3/5/7	(8)
Rifle (5 kg)		6pp (480)
Lethal-2	5/7/9	(16)

HEAVY WEAPON

REPEATER (12 kg)		12pp (960)
Lethal-2	Burst: 6/9/11 Stream 5/8/10	(35) (70)

HYDRAN WEAPONS

Type and Grade	D#s	Energy
Fusion Pistol (1 kg)		3pp (300)
Lethal-1	3/5/7	(9)
Lethal-2	6/8/10	(12)
Fusion Rifle (5 kg)		6pp (600)
Lethal-1	3/5/7	(12)
Lethal-2	6/8/10	(15)
Lethal-3	9/11/13	(18)

Weapon Type	D#s	To Hit	Rad.
Methane Grenade	4/6/8	5/7/11	20/5/1

Hellbore Gren.	D#s	To Hit	Rad.
Blast	6/8/10	5/7/11	15/5/1

Weapon Type	D#s	Fuel
Methane Discharger	6/8/10	20 Units

Flechette Pistol	D#s	Rounds
Full Spread	2/5/10	(100) 3000
Single Needle	1/1/1	(1) 250

Class of Thrown Weapon	Range
Light	50m
Medium	30m
Heavy	10m

Gauss Gun Table		
Type & Grade	D#s	Rounds
Pistol (1.5 kg)		32
Lethal-1	3/5/7	(1)
Rifle (7 kg)		96
Lethal-2	5/7/9	(1)
HEAVY WEAPON		
Repeater (14 kg) (Tripod Mounted)		400
Lethal-3	Burst: 8/11/14 Stream: 5/8/10	(20) (40)

Melee Weapons – Damage by Class		
Class	D# Values	Minimum Str.
Light	1/3/5	2
Medium	2/4/6	3
Heavy	3/5/7	4

Characters STR exceeds STR for Wpn.	Mod to D# Light/Med/Heavy
by 1	+0/0/1
by 2	+0/1/2
by 3 or 4	+1/2/3
by 5 or 6	+2/3/4
by 7 or 8	+3/4/5
by 9 or 10	+4/5/6

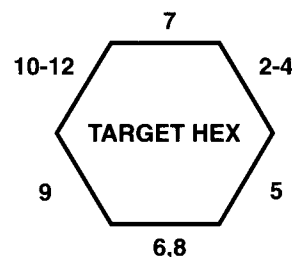
PHASER GRENADE TABLE				
Setting	D#s	To Hit	Radius	"X"
Stun-2	6/8/10	4/7/11	20/5/1	6
Stun-3	8/10/12	5/7/11	15/4/1	4
Lethal-2	4/6/8	6/8/11	10/3/1	2
Lethal-3	6/8/10	7/9/11	5/2/1	1
Pepperbox	-2 Flat	AA	AA	AA

*AA in this table means "As Above"

Photon Gren.	D#s	To Hit	Radius
Blast	8/10/12	7/9/11	5/2/1

Flash & Fragmentation Grenade Table			
Type	D#s	To Hit	Radius
Flash	1/3/5	6/8/11	10/4/1
Frag.	3/5/7	6/8/11	8/3/1

SCATTER DIAGRAM



DIRECTION OF THROW

MASTER WEAPONS RANGE TABLE		RANGE			
WEAPON	Point Blank	Normal	Moderate	Long	Extreme
Hand Phaser	2m	3–10m	11–15m	16–20m	21–25m
Phaser Pistol	2m	3–10m	11–20m	21–30m	31–35m
Phaser Rifle	3m	4–150m	151–300m	301–400m	401–500m
Scatter Phaser (Heavy Weapon)	3m	4–10m	11–15m	16–20m	21–25m
Repeater Phaser (Heavy Weapon)	3m	4–200m	201–400m	401–700m	701–1000m
Disruptor Pistol	2m	3–10m	11–20m	21–25m	26–30m
Disruptor Rifle	3m	4–150m	151–275m	276–350m	351–500m
Disruptor Repeater (Heavy Weapon)	3m	4–250m	251–475m	476–650m	651–900m
Disruptor Cannon (Heavy Weapon)	5m	6–200m	201–300m	301–500m	501–1000m
Plasma Pistol	2m	3–8m	9–10m	11–17m	18–25m
Plasma Rifle	3m	4–200m	201–300m	301–350m	351–500m
Plasma Repeater (Heavy Weapon)	5m	6–350m	351–500m	501–650m	651–850m
Gauss Pistol	2m	3–12m	13–14m	15–18m	19–23m
Gauss Rifle	3m	4–75m	76–200m	201–275m	276–350m
Gauss Repeater (Heavy Weapon)	5m	6–250m	251–400m	401–650m	651–800m
Pulse Pistol	2m	3–8m	9–15m	16–18m	19–21m
Pulse Rifle	3m	4–65m	66–175m	176–225m	226–400m
Fusion Pistol	2m	3–7m	8–12m	13–15m	16–18m
Fusion Rifle	3m	4–100m	101–225m	226–300m	301–450m
Grenade Launcher (Parabolic Arc Weapon)	20m	21–175m	176–300m	301–400m	401–650m
Modern Ballistic Pistol	2m	3–10m	11–17m	18–20m	21–25m
Modern Ballistic SMG	3m	4–15m	16–40m	41–75m	76–100m
Modern Ballistic Rifle	4m	5–75m	76–150m	151–300m	301–600m
Modern Ballistic LMG (Heavy Weapon)	5m	6–100m	101–300m	301–600m	601–950m
Primitive Ballistic Pistol	2m	3–5m	6–10m	11–15m	16–20m
Primitive Ballistic Rifle	3m	4–10m	11–15m	16–25m	26–40m
Thrown (Balanced)	2m	50% TR	75% TR	100% TR	+200% TR
Thrown (Unbalanced)	2m	25% TR	50% TR	75% TR	+150% TR
Light Bows	2m	25m	75m	125m	125+m
Heavy Bows	2m	25m	125m	250m	250+m
Flechette (Needler) Pistol	2m	3–8m	9–14m	15–20m	21–25m

Defensive Action Tricorder Modifiers Table	
Defender's Condition:	Tricorder Mods
A/I Level This Turn is Complex	No Mod
A/I Level This Turn is Simple	Flat +1
A/I Level This Turn is Minimal	Flat +2
A/I Level This Turn is Failure	Flat +4
A/I Level This Turn is Botch	No Defensive Action possible
Each successive Defensive Maneuver, after the first, during a single turn	+1 Flat /Successive Defensive Maneuver
SL	Effect on Damage
Complete	Completely Negated
Moderate	–4 D#
Minimal	–2 D#
Failure	No Effect – Take Full Damage
Botch	+2 D#

Tricorder Range	Distance in meters
Point Blank	Up to 1m
Close	1m–24m
Normal	25m–1,000m (1 km)
Moderate	1,001–5,000m (5km)
Long	5,001–15,000m (15km)
Extreme	15,001–25,000m (25km)

TRICORDERS – Range or Situation	Mod
Scanning at Point Blank Range	–2/3/4 Exp.
Scanning at Close Range	–1 Flat
Scanning at Normal Range	No Mod
Scanning at Moderate Range	+1 Flat
Scanning at Long Range	+2 Flat
Scanning at Extreme Range	+4 Flat
Scanning for a General Class	No Mod
Scanning for a Specific Class	+2 Flat
Scanning for a Particular Object	+4 Flat
Subject present in Huge Quantities	–2/3/4 Exp.
Subject present in Extreme Quantities	–1/2/3 Exp.
Subject present in Large Quantities	–1 Flat
Subject present in Small Quantities	+1 Flat
Subject present in Minute Quantities	+2 Flat
Subject present in Infinitesimal Quantities	+4 flat
Subject is Shielded or Obscured	+1 to +8 flat
Using the wrong type of Tricorder	+2 Flat

TRICORDER ANALYSIS MODIFIERS	
Scan SL was Complete – No Modifier, Scan SL was Moderate –	+1 Flat, Scan SL was Minimal – +2 Flat, Scan Failure – No Test Possible, Scan Botch - +8 Flat

RANGED WEAPONS COMBAT TABLE	
• SITUATION – Target is:	MODS
Immobile	–2 Flat
Moving across Firer's field of vision	+1 Flat
Moving directly toward/away from Firer	–1 Flat
Moving Erratically	+1/2/4 Exp.
Dodging	See Dodge
• TARGET SIZE – Target is:	MODS
Huge (greater than 30m tall/wide)	–4 Flat
Very Large (greater than 10m tall/wide)	–2 Flat
Large (greater than 3m tall/wide)	–1 Flat
Small (less than 1m tall/wide)	+1 Flat
Very Small (less than 25cm tall/wide)	+2 Flat
A Point (less than 5cm tall/wide)	+4 Flat
Target Range – Consult Range Effects Table	
• TARGET OBSCURATION – Target is:	MODS
25% Obscured (Human Sized)	+1 Flat
50% Obscured (Human Sized)	+2 Flat
75% Obscured (Human Sized)	+3 Flat
90%+ Obscured (Human Sized)	+4 Flat
• FIRER'S MOVEMENT – Firer Moved:	MODS
Up to half movement rate this turn	+1 Flat
Over half half movement rate this turn	+2 Flat
• FIRER'S POSITION – Firer is/has:	MODS
Unstable Footing/Position	+1–>3 Flat
Moving Erratically	+4 Flat
• FIRER'S CONDITION – Firer is/has:	MODS
Taken any Stun or Lethal Damage	+1 Flat
Taken 1/2 or more of Stun or Lethal Capacity	+2 Flat
Only 1 box of Stun or Lethal Capacity left	+3 Flat
Unable to see target	+6/7/8 Exp.
• FIRER'S AIM – Firer is/has:	MODS
Taking a Snap Shot	+2 Flat
Aimed Shot	–1/Action
Targeting Heads Up Display (HUD)	–1 Flat
• WEATHER CONDITIONS	MODS
Pulse weapon fire through mist/fog at normal range or greater	+2 Flat
Bow fire in light wind	+1 Flat
Bow fire in heavy wind	+3 Flat

MELEE & MARTIAL ARTS TO HIT MODS TABLE	
• SITUATION – Defender is/has:	MODS
Melee Defender is unarmed	–2 Flat
• DEFENDER SITUATION – Defender is:	MODS
Immobile	–2 Flat
Prone	–2 Flat
Unable to see attacker	–4/5/6 Exp.
Unstable footing/position	–1 –> –3
• DEFENDER COVER – Defender is/has:	MODS
25% Cover	+1 Flat
50% Cover	+2 Flat
75% Cover	+3 Flat
90% Cover	+4 Flat
• DEFENDING AGAINST OPPONENTS	MODS
Facing Multiple Opponents	–1 Each
Attacked from rear quarter	–2 Flat
Defender parries	See Parry
• PREVIOUS INJURIES – Defender has:	MODS
Taken any Stun or Lethal Damage	–1 Flat
Taken 1/2 or more of Stun or Lethal Capacity	–2 Flat
Only 1 box of Stun or Lethal Cap. remaining	–4 Flat
• DEFENDER SIZE – Defender is:	MODS
Small (less than 1m tall)	+1 Flat
Very Small (less than 25 cm tall)	+2 Flat
Tiny (less than 5 cm tall)	+4 Flat
Large (greater than 3m tall)	–1 Flat
Very Large (greater than 10m tall)	–2 Flat
Huge (greater than 30m tall)	–4 Flat
• ATTACKER POSITION – Attacker is/has:	MODS
Unstable Footing/Position	+1 –> 3 Flat
Unable to see defender	+6/7/8 Exp.
Taking a Snap Shot	+2 Flat
• PREVIOUS INJURIES – Attacker has:	MODS
Taken any Stun or Lethal Damage	+1 Flat
Taken 1/2 or more of Stun or Lethal Capacity	+2 Flat
Only 1 box of Stun or Lethal Cap. remaining	+3 Flat

ODC TRICODES: 1 point ODC damage – 2/4/6, 1/2 or more ODC damage – 4/6/8, 1 point remaining – 6/8/10, All ODC damage – Completely Damaged

LEVEL OF DAMAGE TABLE – OBJECT TO BE DAMAGED	Eye Hole	Medium Sized Hole	Man Sized Hole	Destroyed
Hand Held Device	—	—	—	6/0
Table Mounted Device	—	—	—	8/0
Console/Wall Mounted Device	—	—	—	10/1
Big Stand-alone Device	—	—	—	12/1
Real Big Stand-alone Device	—	—	—	16/1
Huge Stand-alone Device	—	—	—	20/2
Leather Door/Flap	1/0	2/0	3/0	4/0
Wooden Door/Wall	1/1	2/2	3/2	5/2
Low Tech Stone/Concrete Wall (also Rocks/Stone/Rubble)	2/2	4/3	6/3	10/3
Reinforced Stone/Concrete Wall	3/3	6/4	9/4	18/4
Low Tech Metal Door/Wall	4/5	8/6	12/6	32/6
Alloyed Metal Door/Wall	5/6	10/8	15/8	50/8
Armored Metal Door/Wall	10/8	20/10	30/10	100/10
High Tech Security Plastic Door/Wall	12/10	24/12	36/12	120/12
AFV (Armored Fighting Vehicle) Armor	20/12	40/15	60/15	200/15

GRADUATION EXERCISE A PRIME DIRECTIVE ADVENTURE

Prime Central

The D-Section Rec Dome, the general purpose sports facility and the single largest enclosed area at Prime Central, was absolutely packed on this, the last day before the Graduation Exercises were to begin. The Senior Human team had just pulled out a last-minute, surprise defeat of the Senior Rigellians in the Terran Baseball tournament, and the crowds were starting to break up.

Jarahnn Keller, the Prime Central Senior Testing Officer, looked over the slowly dispersing spectators and smiled. He was gratified to see the Senior Candidates relaxed enough to engage in a little bit of gruelling, good natured competition. That was good, and it boded well for their class. Jarahn turned away from his scanner and snapped on his gloves — enough of official duties; now it was time for *his* Prellarian NullGrav Ball game!

Dohn and Robin burst into their prep quarters still flushed with excitement and bathed with sweat from their game. In their haste and exuberance they almost tripped over Luxemburgh, seated as he was in the middle of the floor.

"What are you doing on the floor, Lux?" asked Dohn as he tossed his treasured real-leather baseball glove onto his bunk.

"If you must know, Dohn, I'm meditating, preparing myself for the next few days." The young lieutenant closed his eyes and began to quietly chant.

"There'll be time to meditate on the way out to the Exercise, Lux," Robin chimed in.

"Besides," Dohn continued as he headed for the showers, "you missed a classic game!"

"You worry too much...about everything, Lux," quipped Robin as she wiped the sweat from her brow.

"Listen you two, tomorrow we are going to get shipped off to who-knows-where for God-knows-how-long to do who-knows-what. I think it's important to prepare mentally as well as physically."

"You're the doctor, Doctor. But you shouldn't sweat it, Lux. This is just the icing on the cake!"

**Shuttle Tahm'Shree Record Log – 45 Days Later
Dust Cloud Formation GSN:WN-R2694-J
Close to the Federation/Romulan Neutral Zone**

"We're getting the readings from the last Dee-Em array. Null A, Null B, ah, all null, all the way down the board!"

"Well," said Doctor Mizari'Jhot as he turned away from the shuttle's sensor station, "that's that. If we can track movement in this mess, then spotting cloaked ships should be the next step. Bahri," the elderly Cygnan scientist turned to address his daughter across the cramped cabin of the survey shuttle, "would you please lock in all the relay crosslinks and finalize the telemetry protocol?"

"Of course, father." Bahri'Jhot, a striking young woman with skin that shone like polished ivory, turned to the Communications Panel and began to key in the data.

"Oh, it will feel so good to get back to the station and stretch our legs! Four days is an awful long time to rely on these Sonic Showers!" Doctor Jhot said as he struggled to get comfortable in the enclosed area.

"Oh, I don't know, Doctor Jhot," Akorri'Rahn, the young Cygnan pilot, said as he smiled with pleasure toward Bahri'Jhot. "I can think of lots worse company to spend a few days cramped up with on a survey shuttle!"

"Well, Akorri, we've got at least six weeks of testing on these new detector arrays before we'll need to hop out here again. What are you going to do to occupy the time?"

"Well, Doctor Jhot, I was hoping that Bahri might have some ideas..."

Mizari'Jhot smiled knowingly to himself. Poor Akorri; if he only knew what he was getting himself into! Bahri had made it clear in a hundred subtle ways that she was not all that interested in the young pilot, but he was either unaware of her signals or ignoring them all together! Bahri could certainly do worse than this young man. Akorri had been working hard to fill in the gaps in his education that had prevented him from entering the Academy. Like many Cygnans, while Akorri was extremely adept technically, he was undisciplined and had fallen behind in his other studies. After failing the Star Fleet Academy entrance examination for a third time, a dejected Akorri had swallowed his pride and joined the Auxiliary Shuttle Corps as a contract civilian pilot. He wound up flying survey/supply shuttles to and from Starbases and Deep Space Listening Posts, promising himself all the while that he would get his General Studies scores up enough to re-apply to the Academy.

It had now been five months since Akorri had been assigned to shuttle pilot duty on DSLP 78, and in that time Doctor Jhot had to admit that he had taken quite a liking to the young man, enough to have begun tutoring him for his next Academy entrance exam. Besides, once he got his priorities in order, the Doctor had no doubt that Akorri had Career Officer written all over him.

"That's not such a bad idea, Bahri. You have been working awfully hard these past few weeks. Maybe you and Akorri should take some time off. You could go out to ..."

"Father," Bahri's tone was polite, but cold, "Ghost Watch needs both of us right now. There will be time for vacations...later." An uncomfortable moment of silence passed through the cabin.

"I guess it's time to get us out of here," Akorri sighed.

"Yes," said Bahri, "Good idea."

**DSLP 78 Station Log: 17:51 Hours
Bridge, Federation Deep Space Listening Post 78
Close to the Federation/Romulan Neutral Zone.**

The door glowed white-hot and began to buckle under the force of the plasma blasts. The technicians barricaded in

the room felt the beginnings of real fear, but Rhodes gathered his wits and continued to send out the mayday.

"Mayday! Mayday! Mayday! Federation DSLP 78 is under attack. I repeat, Federation DSLP 78 is under attack. Cloaked ship. Mayday! Mayday! Mayday!"

Rhodes knew that they were probably jamming his transmissions, but there was nothing else to do. He could only hope that Akorri would pick up the signal and flee...with Mizari'Jhot and Bahri. He continued the mayday signals when all at once, the door gave in to the fury of the blasts and a stun grenade rolled into the room. Rhodes closed his eyes.

"Run, Bahri. May Y'Ghan protect you."

**Shuttle Tahm'Shree Record Log: 17:52 Hours
Dust Cloud Formation GSN:WN-R2694-J
Close to the Federation/Romulan Neutral Zone**

The trio sped toward the edge of the Dust Cloud in awkward silence. Just minutes later, Bahri'Jhot turned with a start from the Comm panel.

"Father, I'm picking up something from the station."

Responding to the concern in his daughter's voice, Doctor Jhot said, "Let me hear, Bahri."

"Mayday! Mayday! Mayday! Federation DSLP 78 is under attack. I repeat, Federation DSLP 78 is under attack. Cloaked ship. Mayday! Mayday! Mayday! ZZZZHHHHTTTTKKKKKK"

"Father, that was Adam, wasn't it?" There was genuine fear in Bahri'Jhot's voice as the transmission broke up.

"Akorri, take us in closer. I need to know what's going on over there."

"No, sir..."

"Akorri, I do not need to remind you..." The elderly Cygnan said as he turned to face the young pilot.

"Yes, sir, you are in command of this expedition, and I acknowledge that, but look at the facts. Here." Akorri pointed to the sensor display where the station's badly garbled sensor feeds were shown. "These warp emissions mean that this is a real warship of some sort. It came in cloaked and jammed the station's communications. We may be the only ones who heard that mayday." He paused as he went over the information one more time. "The tactical feeds make it clear that the raider has knocked out the station's defense systems and has boarded it in force. It could be an Orion out to make a quick profit, but it could be a Romulan, and there is no way to know for sure from these readouts. If it is a Romulan ship, then that can only mean one thing — they've found out about Project Ghost Watch, and they want *you*. There is nothing we can do against that ship with this shuttle."

"But we can't just abandon everyone on the station! We have to help them!" the Doctor said, just as the transmissions from the station, both verbal and sensor feed, cut out leaving an eerie silence in their place.

"Sir," Akorri met the Doctor's gaze with a look both pleading and defiant, "that vessel is faster than us and could blow us right out of the sky if it wants to, and there is nothing that I could do to stop it. The only reason it has not come for

us already is that it probably cannot pick the shuttle out against the radiation of the Dust Cloud behind us. They are going to discover that a shuttle is missing, and they will find out where that shuttle went..."

Dr. Jhot paled as he considered just exactly what Akorri's pause meant.

Akorri continued. "My responsibility is to get you and Bahri out of here safely and to inform Star Fleet. We won't accomplish anything by simply surrendering to them!"

"But how will we get away without them following us, Akorri?" cried Bahri. "That ship has got to be faster than we are."

"It is, but we have the Dust Cloud on our side."

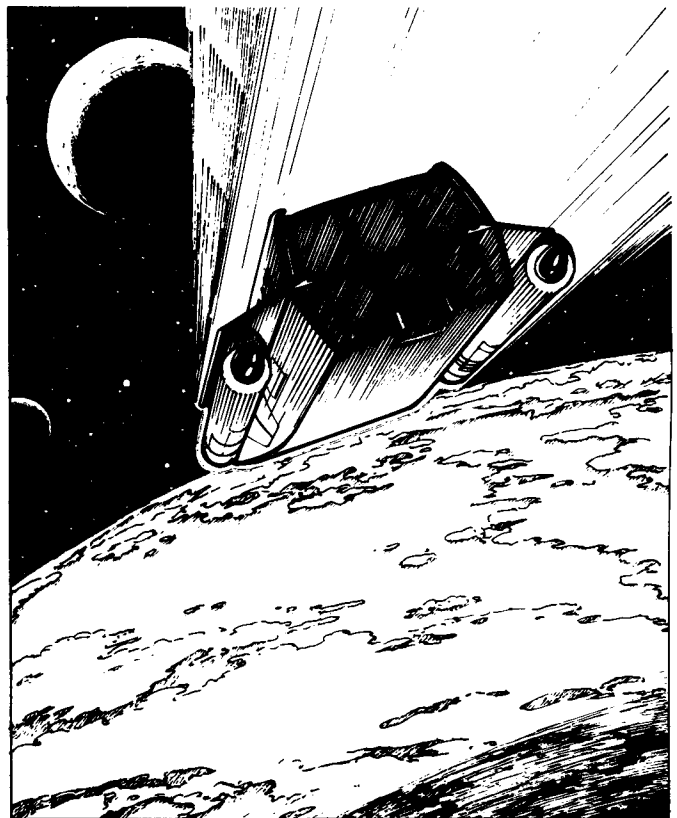
"You can't fly a shuttle at warp through the Dust Cloud, Akorri. That's insanity!"

"Would you rather wait around here, Doctor? I can lay down some false trails in the Dust Cloud and perhaps buy us some time."

For just an instant, the conflict showed on Mizari'Jhot's face. All of his people on the station, his hand-picked technicians and researchers, his friends, all the Federation personnel. How could he leave them?

"Sir, the ship is headed this way. We'll be in its tractor range any moment now." Akorri was not *quite* telling the truth. The ship had not started to move yet, and it was a long way out of tractor range, but that could change, and could change faster than he would be able to do anything about it.

Mizari looked at his daughter's face and saw the fear in her eyes. "Akorri, get us the hell out of here!"



PLOT SYNOPSIS

As the final test before being upgraded to Prime Team status, Seniors at Prime Central are sent on a cooperative survival exercise, with minimal equipment, through harsh and often dangerous terrain. The point of the exercise is to set the Team down on a planet, provide them with a difficult goal to accomplish, leave them there for two or three weeks to do it (with no aid or communication from the Prime Central Test officers), and then to judge how well they work together. Often the point of the exercise is not actually to accomplish the objective, but to build up the Team's cooperative abilities and to cement the necessary sense of camaraderie and interdependence required of a successful Prime Team.

Following training exercises aboard both the *Copernicus* and the *Suffolk*, your Team's final exercise will take place in a jungle area on Sebelia IV, a world in the Hesperius sector close to the Romulan Neutral Zone. The Team is told that they will be dropped off deep in the jungle and left to their own devices for up to 21 days. In that time they are expected to reach an end-point camp, a "Comm Hut" that has been established in the foothills of the major cross continent mountain range, about 150km (!) to the northeast. (This is the former research site where the original survey team set up camp many years ago.) Once there, the Team will trigger the recall beacon stowed within the Hut, signalling their transport vessel to return and pick them up. The Team is told that they are expected to reach the Hut within 14 days, although they theoretically have 21 days in which to complete the test. Of course, if the recall beacon hasn't been activated by the end of the third week, the Cruiser will beam the Team up anyway, from wherever they are at the time. If this happens, they will have 'failed' in the perceived objective of the exercise, that of actually getting to the Hut, and will be judged on their activities during the exercise. Needless to say, the Team will try to make it to the Hut as quickly as they can. It's a matter of pride! Sounds simple? Nah! There are a few wrinkles that promise to make this an entirely non-routine, and memorable, Graduation Exercise!

First, the terrain itself is full of surprises. There are wild creatures, carnivorous plants, quicksand, virtually impenetrable jungle undergrowth and fierce rivers with intimidating whitewater sections. If the Team decides to use the river to get to the Hut, then they will have to deal with the aquatic fauna (large, big teeth, hungry) that inhabit the waterways. Even if this WERE a regular exercise, it would be hard, but to make things more difficult for the players, another problem drops into the Team's lap...and at the worst possible time.

Romulans and Orions and Cygnans...oh my!

This adventure takes place in Y164, well before the General War started, and a decade before the Romulan invasion of the Federation. The Federation had deployed hundreds of Deep Space Listening Posts along its borders to listen in on the communications of its neighbors in addition to tracking the movement of ships along and across the Neutral Zone and the borders. The DSLPs on the Romulan border had a further purpose — to track the ion trails of cloaked Romulan ships. While the bases and listening posts on the border could not track a cloaked ship, they could track the static discharge from the evaporating ion trail it had left behind. While this meant that they could only tell where a Romulan ship had been several days before, the Romulan ships were slow and could not have moved all that far from their last known position.

The Treaty of Smarba changed all of that forever. The Klingons taught the Romulans how to build fully-capable warp vessels, and a handful of such ships appeared in Romulan service. Tracking them was a nightmare as they could have covered vast distances by the time their ion trail evaporated and produced the tell-tale signature of a cloaked ship.

Cygnan professor Mizari Jhot was doing research on a more advanced tracking system for years, but the handful of cloaked Orion ships were not a significant threat and were not worth a significant research budget. When the faster Romulan ships began appearing in Y160 (and the Federation realized that there would be hundreds of them within a decade), it gave the good professor a hefty increase in his budget and (a few months before this adventure) moved him to a new Deep Space Listening Post (#78) on the Romulan border. DSLP 78 was so secret that the majority of Star Fleet itself did not know that it was anything more than an ordinary DSLP. Like all newly-deployed DSLPs, #78 took quite some time to get its systems online and calibrated. While other DSLPs were sending a constant stream of data to the nearest bases (a stream that would be missed if the DSLP was attacked), DSLP 78 had a tendency to drop 'off the net' at odd intervals, and without notice, and Sixth Fleet Command said this was *not* to be considered an emergency requiring immediate investigation. This order was regrettable.

Romulan spies, in a successful espionage mission, have recently uncovered the station's true purpose. The Romulan High Council initially called for a preemptive strike to destroy the station. Realizing that an official action such as this would undoubtedly lead to an unwanted war with the Federation, they settled on a much subtler alternative. The Romulans hired an Orion Light Raider to raid the station, accompanied by a Romulan Praetorian Team, led by Senior Praetorian Crusia Malak, backed by a Marine Strike Platoon. The obvious presence of the Orions will lend plausible deniability to the Romulan's claim that they had nothing to do with the attack. With the station in ruins, all the personnel captured or dead, and with all the research data safely in their hands, the Romulans would have ample time to assess the threat, if any, posed by the Federation research, and to devise counter-measures if necessary.



The joint Orion/Romulan attack goes off like clockwork. Subspace communications from the station are jammed as the Orion Light Raider closes in. While the Marines aboard the station are initially successful against the Orion boarding parties they encounter, they are eventually overwhelmed by the Praetorians (supported by a platoon of Romulan assault troops). The rest of the station personnel are rounded up, and all the research data is purged from the computers. The only hitch for the attackers is that at the time of the attack, the stations' project leader, the brilliant Dr. Mizari'Jhot (who was known by Romulan intelligence to be present), and his daughter Bahri'Jhot are away from the station aboard a shuttle (along with the shuttle's hotshot pilot) conducting a scanning experiment in a nearby dust cloud.

Aboard Federation shuttle *Tahm'Shree*

As they complete their experiments and begin to return to the station, the three Cygnans receive the muted distress calls from DSLP 78. The shuttle pilot, a young Hot Shot named Akorri'Rahn (who, incidentally, has a major thing for Bahri'Jhot) immediately turns back into the dust cloud, over the protests of the Jhots, in a desperate attempt to escape detection. Too late. The Orions have determined that a shuttle is missing and detect the *Tahm'Shree's* ion trail, leaving Senior Praetorian Malak in a difficult spot. If she lets the shuttle go, the involvement of the Romulans in the attack might be revealed. (She cannot be certain that the base didn't transmit that information.) Once she discovers the identity of the shuttle's occupants, she realizes that they cannot be allowed to escape, regardless of the danger, and orders the pursuit of the shuttle, hoping to make quick work of capturing it before a Federation patrol arrives.

In the ensuing chase Akorri'Rahn proves to be an excellent pilot (as he has always loudly bragged to anyone who would listen!), and he manages to elude his vastly more powerful adversary by laying some false trails, but not before taking some serious damage to his warp drive systems. By the time he pilots the failing shuttle out of the dust cloud, there isn't enough power to reach any other vessels with subspace communications. Realizing the need to safely land the shuttle before he loses all power, he points it toward the nearest Class M planet, which is (WAIT FOR IT!), Sebelia IV!

The participants in the exercise (hereafter referred to as "the Team"), now several days into their jungle adventure, and having already gone through a few rough spots, suddenly receive an emergency hail on their communicators.

"Federation research shuttle Tahm'Shree pursued by cloaked raider. Power Failing. Mayday! Mayday! Mayday!"

Well, after the very surprised Team talks the very surprised Shuttle Pilot down near their position, the fun really begins. The Orions enter the planet's orbit a few hours later and (using a false ship name) start hailing the downed shuttle, hoping to get them to reveal their position. (As Sebelia IV is used for jungle warfare training, it is littered with dozens of wrecked shuttles and other vehicles, and enough time has elapsed that the energy readings have dwindled to zero.) The Team finds itself in a race to get to the downed shuttle before the ship above can locate it. Once the Team does get to the shuttle, they will have to race for the Hut with the Cygnans in tow and call for a pick up. (They realize that with the inherent danger of attack by the raiders, there is no way that they can simply wait for the scheduled pickup, still several days away.)

There are difficulties, of course. At first, the Cygnans are reluctant to reveal the nature of Project Ghost Watch to the Team, so when it does come out later (when, SURPRISE!,

the Romulans show up), there will probably be some hot words exchanged. Of course, the Team might also be reluctant to inform the Cygnans that they are, in fact, not officially a Prime Team yet, but simply on their final exam. And then there are the Romulans themselves, including the well-armed Praetorians who pleasantly put themselves between the Team (who are armed with Combat Knives and sharp sticks) and the Hut. Then the Team has to deal with dragging an old man, his daughter, and a sulky, irritable Hot Shot who feels out of his element over many kilometers of treacherous jungle. This is most definitely NOT a picnic!

The Romulans start to close in, and the Team needs to do **Something Brilliant** to acquire some weapons and mislead their pursuers, while keeping everyone safe and together. The flash floods don't really help, and neither do the swarms of Mud Bats. In the end, the Team whittles down both the Romulans and Orions and makes it to the Hut to trigger the beacon. While their recall ship warps its way back to Sebelia IV to make the pickup, the remaining Praetorians surround the Hut, and a big fight ensues. The *Suffolk* shows up on cue. Spooked by the sudden, unexpected appearance of a Federation warship, the Orion Captain swiftly beams up the surviving Romulans (and Orions) from Sebelia IV and departs the scene. With the Praetorians gone, no proof remains of any "official" Romulan involvement in the mission. [The Orion ship loads the DSLP 78 personnel into a shuttle and leaves it behind with disabled engines and a bluff that there is a bomb aboard which will detonate if a transporter is used to retrieve the occupants. The *Suffolk* cannot take the chance of calling their bluff and must break off pursuit to rescue the overcrowded shuttle before the inhabitants perish, and protects lives before pursuing an enemy.]

The Team passes their Final Exam with Honors, and the full-fledged Prime Team completes its first historic mission.

This is, of course, just one of the possible outcomes to the adventure. The Mission Success Level will depend upon keeping the Cygnans alive and out of the hands of the Romulans. Providing proof or strong evidence that the Romulans were behind the attack on the station and the pursuit across the planet will all feature in the Success Level.



INITIAL MISSION BRIEFING – PRIME CENTRAL

Inform the players that they have just completed the grueling, year-long training course required to turn an ordinary member of Star Fleet into a Prime Team member, the elite of the elite, and are about to be sent out on their Graduation Exercise. During the early part of their training at Prime Central, the various candidates were matched up with each other in numerous and varying combinations. Later, as the majority of the candidates washed out, the remaining few were matched up to complete the program in somewhat more permanent "Training Teams". The idea is that if a Training Team shows a sufficient degree of cohesiveness and group ability, then they may emerge from Prime Central training intact as a group and go on to form the core of an entirely new Prime Team. This is relatively rare, however, as most graduates of Prime Central return to their original ship assignment to join the established Prime Team there. Occasionally, they will be parcelled out to fill gaps left in Prime Teams aboard other ships. This latter fate is no embarrassment as any assignment to a Prime Team is an amazing accomplishment, but it is considered to be **the big win** to emerge as a brand new Prime Team, ready to write its own history. ALL Training Teams want to *go for the brass ring* of forming their own Prime Team, establishing their own traditions and creating their own entry in the Glory Lists.

All that remains now is the Graduation Exercise. Your Team is one of six being sent out accompanied by a Tactical Officer who will serve as a temporary Briefing Officer for all Teams while aboard the *Copernicus*. You are not told where you are going, or just exactly how long this final exam will take, but you have a feeling that it will take place far from Prime Central.

On the eve of being shipped out, the Camp Commandant, Major-General Gailen Babcock, a legend within Star Fleet, reviews the Team one last time. Major-General Babcock is a powerful presence, a short and stocky man who seems to fill a room when he appears. He walks up to the podium and begins.

"At ease, gentlemen." [He consults the data-reader on the podium and addresses the player designated as the nominal Team Leader.]

"Colonel Keller has said some good things about your Team here. Very impressive. But before you get any ideas in your heads about picking out a Team name or designing any emblems or any other such nonsense, let me tell you that I do not necessarily share the Colonel's overall opinion of your performance and that it is I who shall recommend to Star Fleet Command which Training Teams should and should not become Prime Teams.

"Now, that is not to say that I am necessarily displeased with your performance overall. In fact, I have been watching you all rather closely through the course of training, and I have no doubts that each and every one of you will make an exceptional Prime Team member. However, I just don't yet see the level of cohesiveness and interdependence that I feel is required to send you off together. Your Graduation Exercise will show me whether you really have the stuff to make it as a brand new Prime Team. Good Luck."



THE JOURNEY

After completing their review by Commandant Babcock, the Team members pack the few belongings they are allowed to bring with them and are shuttled up to the orbiting Fleet Tug *Copernicus*. The tug, which supports the Sixth Fleet on the Romulan border, wanders its way out to the border for almost a month, picking up and dropping off the thousand and one things that the Sixth Fleet needs. (You may wonder how your Team got lucky enough to take a long ride out to the Romulan border. The truth is that there were bunks available in the cargo pod and no one with a higher priority wanted them, so Prime Central was allowed to fill them!)

Eventually, the tug arrives at Starbase #12. From there, each Team will be sent on to their individual final exam. Since the tug has just arrived with spare parts, mail that could not be sent by subspace communications, and other items from home, every ship in the sector comes by the Starbase over the next few days to pick up their share of the loot. These same ships will be assigned the duty of taking a Prime Team (-in training) or two to drop off on some desolate moon or awful planet.

Aboard the *Copernicus*:

Rescue the hostages! (A training simulation)

Deck Seven aboard the pod slung beneath *Copernicus* is used as a training area for the purpose of testing the Teams (and others) in various ways during the trip. There are computer rooms and exercise areas where the Teams can practice and study, but more importantly, there is the area known only as "The Station". Here they have simulated the layout of a small section of a pod on a Commercial Platform — rooms, passageways, corridors, etc. (See the maps on pages 26–29.) This layout is essentially identical to a whole series of small bases (including System Stations and DSLPs among others) and has a wide variety of uses.

Your Team is taken to Deck Seven and informed that although they are about to undertake a training session, they should react at all times as if they were in a real-life situation. The phasers they will be issued will feel and act in the same manner as a standard phaser — the only difference will be that these phasers emit simple beams of light which register as points of faux Stun (and Lethal) Damage when they strike the photosensitive training suits worn both by your Team and by the *Copernicus* personnel taking the roles of the Hostage and the "bad guys". The Tactical Officer assembles your Team and begins the mock briefing.

"As you are all aware, the *Copernicus* is docked at the Telyar 7 station after escorting the Marlovian Ambassador to the summit. While we all thought that this would be a breeze mission, a Code 2 alert has been issued detailing a potential 'situation' which has developed on the station. A team of renegades has kidnapped the Ambassador, his daughter, and the Ambassador's Aide-de-Camp and are threatening to kill them if their demands are not met.

"Fully aware that the "good guys" could simply lock in on the Ambassador and his party with the transporter and beam them out of danger, the renegades have wired a bomb to the Ambassador which (they claim) is triggered by the transporter effect. They have also threatened that if any attempt is made to beam any of the *renegades* out of the cargo area, they will detonate the bomb by remote control. If not for this, we could simply lock in on the Ambassador and his party and beam them out of danger.

"The renegades have apparently taken refuge in one of the numerous cargo handling and storage areas of the station, but as they have taken over numerous portions of the station's computer system in that area, we cannot monitor their exact movements. We have successfully disabled the cargo transporter in that section. The lives of the Ambassador and his party are in your hands."



Equipment Allocation for the training simulation

ALL TEAM MEMBERS RECEIVE -

Skirmish Armor (*) (Fitted with Photo-Constrictor devices as described in *Weapons Usage and Combat*)
Hand Phaser (*)
Communicator

TEAM MEDIC RECEIVES -

MedKit (*)

MARINE SC HEAVY WEAPONS SPEC RECEIVES -

Phaser Rifle (*)

SENIOR MARINE SC RECEIVES -

3x Phaser Grenades (*)
3x Flash Grenades
Tactical Tricorder

SCIENCE/ENGINEERING CHARACTER RECEIVES -

Science/Technical Tricorder

(*) -- All the equipment marked with the (*) symbol has been modified for the exercise. The modifications are explained below. No additional equipment is available.

Weapons Usage And Combat

The weapons, armor, and medkit used by the Team for the purposes of this training exercise are specially modified to make this a simulation and not a real fire fight. (The flash grenades function as normal.) The weapons (the phasers and phaser grenades) produce a low intensity laser, and the armor and the exposed portions of the character's uniform are coated with a laser sensitive layer. This reacts to being struck by the "phasers" by inflating a series of constricting bladders under the character's uniform and armor undercoat. In this way, the person in the armor will lose mobility and reaction time (and suffer discomfort and a bit of pain) similar to that of actually taking damage in combat! The suit also gives visual clues as to the type of attack being employed. A Stun attack will produce a blue splotch on the target's armor while a Lethal attack will produce a red splotch. The phaser grenades work in exactly the same manner.

When they are employed properly during the training exercise, the modified medkit operates by deflating the "damage" bladders, "reducing" the damage suffered by the character. This function is controlled by a small computer in the medkit which communicates with the inflatable bladders in the suits. The medkit functions in all other ways as a standard medkit.

Martial Arts skills may be employed at full contact levels, but Lethal Damage Attacks may NOT be employed.

When a character, PC or NPC, takes enough "damage" to either knock him unconscious or kill him, the special suit he is wearing will freeze up completely, and the Tactical Officer monitoring the exercise will instruct the character over his communicator to "stay down." The Tactical Officer is closely monitoring the character's actions and is in complete control of the section of the ship in which the exercise is taking place via the ship's computer. If a character wants to do something that he knows that he can't really do because of the nature of the exercise, such as using a weapon to cut through a door, wall panel, or cable, then he simply states out loud (or into his communicator if he's trying to be stealthy) what he's trying to do. The Tactical Officer will let the computer decide the degree of success the character achieves. (Actually, the player still rolls his task dice and determines the SL as normal, but the GM tells the player that the Tactical Officer says "OK, the computer says that **this** happens.")

Note to the GM: The Tactical Officer is watching over the Team at all times, and if one of them is getting ready to do something that he shouldn't, owing to the simulated nature of the exercise, then he will get on the communicator and tell the character to cool it. If necessary, he will pull the plug on the whole exercise to keep anyone from getting hurt.

The "Ambassador" And His "Party"

The role of the Ambassador is played by crewman Stan Menkowitz, the ship's chief cook. Stan is a natural ham and has played similar roles numerous times in the past. Stan realizes that the point of the exercise is for the Primes to do the work, but he still can't resist the temptation to soliloquize from time to time, especially at a tense moment in the confrontation. For the purposes of the exercise, Stan uses the Ambassador NPC Template on page 135 of the Prime Directive rulebook.

The role of the Ambassador's daughter is played by Sorria Sarhadi, a senior Lieutenant in the Engineering department. Sorria uses the NPC Template for a Security Guard Captain, page 142 of the Prime Directive rulebook, and as you can see, she is quite capable of taking care of herself!

The role of the Ambassador's Aide-De-Camp is played by CPO Dennis Collins, a logistics and supply supervisor, using the Aide-de-Camp NPC Template on page 135 of the Prime Directive Rulebook. Dennis usually plays the strong and silent type. He won't attack his captors (unless they make it **impossible** to resist) and won't do a lot of talking. He will passively resist the "bad guys" as much as possible by moving slowly, refusing to comply with instructions, etc.

What The "Bad Guys" Are Up To

The "bad guys" for this simulation are seven members of the Security Detail aboard the Tug. (Use the Security Guard-Grunt NPC Templates for six of the "bad guys" and the Security Guard-Captain NPC for the leader — refer to page 142 of the Prime Directive rulebook.) They are "armed" with phaser pistols, Field Armor, and communicators. One of the bad guys (Number 2) has a Phaser Rifle. All their equipment has been modified exactly as described above. For the purposes of the exercise, they refer to themselves and each other as "Number 1", "Number 2", etc. right up to "Number 7". The Security Captain is "Number 3", just to confuse the Primes. Note that all of the "bad guys" are assumed to have the Pilot (Shuttle) skill and are capable of "Getting Away In The Shuttle" as discussed below.

The fictional situation in this exercise is that the "renegades" are trying to escape "the station" with their hostages by taking over the shuttle bay and flying off in a shuttle! Once they get into space, they know that no ship will dare to attack them with the Ambassador and his party on board. (The fact that they claim to have wired the Ambassador to a bomb which is triggered by the transporter effect means that they are safe from the ship's transporters as well.) They will rendezvous with another ship waiting nearby and be off! The perfect crime? Were it not for our heroes...and the fact that the bad guys are dealing with a computer security lock-out of the shuttle bay area of the station. (Again, this is all part of the simulation.) It is going to take the bad guys time to gain enough control of the local systems to be able to launch the shuttle. However, they have already defeated the physical security systems and gained local control of the life support systems in the area, so that the good guys cannot monitor their activities. The team will have 57 minutes before the bad guys gain complete control of the computer system in the shuttle bay area. (57 minutes is a rough guess; they may be able to do it faster!) If the hostages are still in the bad guy's hands 57 minutes after the Team gets turned loose, the Team fails. It's that simple.

Two of the bad guys (Numbers 6 and 7) are hiding in the Maintenance Compartment (either in the Maintenance Office, Tool Locker, the two Maintenance Shops, the station spares hold, the elevators, or the smaller rooms in that compartment). Assume that they have made Complete SLs for their Stealth attempts to hide in the piles of containers and other junk in the compartment. Have each of the Team members make a Reciprocal Response test (Perception) to spot either of them hiding in the shadows. Of course, a Tricorder Scanning SL of Moderate or better is going to spot one of them anyway, while a Complete SL will spot both. If the Team does miss them, then they will stay in hiding and alert the other bad guys that they're coming. They will then fall behind the team and attack them from the rear when they encounter the rest of the bad guys and are distracted.

Two more bad guys (Numbers 4 and 5) are holed up in the Cargo Master's Compartment (anywhere in the office, either break-bulk cargo hold, the cargo transporter room, or anywhere else in that compartment). Assume that there is a large number of packing containers piled up all over the com-

partment, and that this pair will follow the same game plan as the pair in the Maintenance Compartment. Note that the rear-most large door from the Cargo Elevator section has been sealed. If either of these pairs reports that the Primes are on the way, or go more than three minutes without contacting Number 2, then the *other* pair will move quickly toward the shuttle bay and take up positions there.

The rest of the bad guys are in the shuttle bay, getting ready to make good their escape! Number 3 (the ringleader) is in the Upper Level Shuttle Control Room, guarding the hostages, while Number 1 (the computer-literate bad guy) is trying to gain control of the computer. Number 2 is in the Lower Level of the shuttle bay. (Remember that he has the Phaser Rifle!) As noted above, one of the pairs of sentries will most likely join the rest of the bad guys in the shuttle bay before too long. Once the team makes it to the shuttle bay, all hell will break loose (in a simulated manner, of course). The bad guys will try to pin the Team down while Number 3 and the hostages try to get to the shuttle. The fight should revolve around the Team's efforts to get to the Shuttle Control Room and shut everything down.

STARTING DEPLOYMENT

The Team sets up in the compartments just off the right end of the map, on decks 6 or 7 or both. They can enter through the doors or air ducts. They'll have to fight their way through the Cargo Master's and/or Maintenance Compartment to get into the shuttle bay.

MISSION REVIEW

Following the rescue, the team will go through a Mission Review by the Tactical Officer, the instructor sent along for the ride by Prime Central for just this purpose. No IPs, Professional or Heroic Reputation, or Seniority are gained or lost because of the *Copernicus* simulation.

Complete SL—The Team recovers all the hostages alive and captures/kills all the renegades.

Moderate SL—Any of the renegades escape.

Minimal SL—Any hostage dies.

Failure—Any hostage dies **and** any renegade escapes.

Botch—All hostages die.

There isn't much room for wheedling here. The objectives were simple: recover the hostages and capture the renegades. The team has got to do some pretty fancy fast talking to be able to convince the Tactical Officer to even give them the chance to raise their Mission Review by a level.

Even if they did poorly (*especially* if they did poorly), let them take the time to review their actions and discuss where they might need some work in the future. Encourage the Team to talk about the exercise and the things that they did well and the things they should have done better. Did they work well as a Team, or did they all just "do their own thing" without relying upon each other? Did they have a plan of action where they **made** things happen, or did they simply wander around **reacting** to the bad guys? Did they make the optimum use of their skills and equipment and the terrain, or did they assume that "they were better" than the bad guys and march right up to them? In any event, the Team (and the players) should come out of the exercise with a greater degree of confidence and unity than they went into it with. That's what the exercise is for!

Aboard the *Suffolk*

When the *Copernicus* finally arrives at Starbase #12, your Team is handed over to the Light Cruiser *Suffolk*, under the command of Captain Aaron Sullivan. Captain Sullivan receives the Team and informs them that they are being turned over to Commander Layla Doran, the ship's Briefing Officer. Commander Doran is an Alpha-Centauran who tells the Team in no uncertain terms how unhappy she is to have to baby-sit a batch of NeoPrimes. She informs the Team that they will most certainly stand regular stations while on board, in addition to whatever additional duties she can think up.

At some point during her initial briefing of the Team, Doran will let slip that the Team's final exam will take place on Sebelia IV, the same location as her Final Exam many years earlier. (An exam that *her* Team, the White Tigers, aced in record time! The Tigers are, at the moment, back at Prime Central integrating replacements after a bad mission. She will NOT let the team use the Tigers' empty quarters.)

The Team is broken up into Marine and Naval officers and Enlisted Quarters, where the displaced crew they are "hot bunking with" are not particularly pleased to see them. Commander Doran finds a seemingly never-ending series of trivial and unpleasant tasks for the Team to perform (mess duty, assigned to the Quartermaster for inventory and strip-down of equipment, maintenance duty, etc.). The sole exception is that Medical Division characters are assigned normal duty in Sick Bay. The Chief Surgeon aboard the *Suffolk* is a fairly pleasant Andorian named Dr. Krymeric who treats the Medic fairly.

Research on the subject of Sebelia IV

While onboard the *Suffolk*, the Team would be wise to access the ship's library computer to get information about Sebelia IV. While the GM shouldn't **encourage** them to look, he should make it very easy [no task roll is required] for the Team to get the following information if they do decide to look.

SEBELIA IV [Oslo System, Hesperius Sector]

Sebelia IV is a marginal Class M planet, with a mean noontime temperature of 40° C (or just over 100° Fahrenheit) and an atmospheric moisture threshold close to 100%. Sebelia IV has three primary continental land masses and virtually no polar ice regions for most of the year. The northern hemisphere of the planet experiences a median daylight period of 13 hours 39 minutes of the 22-hour local day upon the Summer Solstice and for 8 hours 51 minutes upon the Winter Solstice. Sebelia IV is orbited by two moons, neither of which possess atmosphere. The irregular orbital periods of these moons cause extreme tidal surges to occur at various times during the Sebelian year, prompting flash floods on the inland rivers and severe flooding in coastal areas.

Sebelia IV possesses a rich and diverse ecosystem. Numerous predatory animals and plants have established niches in the jungle hierarchy. Predation appears to be the primary expression of adaptation for both ground and water based flora and fauna on the planet.

The soil of Sebelia IV is rich in toxic trace elements, rendering the ground and river-borne water tables undrinkable. The natural precipitation, however, is uncontaminated, and abundant water is available in the thick, hollow stems of the Richardson Climber Vine, pictured below.

The Richardson Climber Vine is also notable in that the Vine is often found in a symbiotic relationship with the 'Tret Magnofolia. The Magnofolia is a moss with a strong bio-ferrous make up that appears to be sensitive to the planet's magnetic field. Green Magnofolia is always encountered on the northern-facing surface of a Climber Vine, while Yellow Magnofolia is always encountered on the southern-facing surface of a Climber Vine. Marginal nutritional value is also derived from the Vine's melon-like fruit, one of the very few indigenous plants edible by Federation member races. Purple Vine Fruit is sufficiently ripened to eat, while Yellow Vine Fruit is unripened and causes nausea and vomiting. While almost all of the Sebelian aquatic flora and fauna is too richly contaminated with the toxic elements found in the water table to be edible, many of the mammalian land dwelling creatures are safe for consumption by most Federation member races.



Sebelia IV is deemed an Open World, having been determined to contain no emerging sentient races. Rejected for colonization due to its marginal environment and the toxicity of its soil, Sebelia IV has most recently been used as a Jungle Training World by Star Fleet. Numerous training courses have been conducted upon the planet. The preceding data is compiled from Federation Planetary Surveys 12627/BBL-AK6 [Author: Walden Richardson] & 64926/FTS-JJ12. [Author: Lessul'Tret]

BACKGROUND CHARACTER INVOLVEMENT

There are several potential background situations open to the characters.

1. Any Technical Division or Cygnan character may roll vs. a 6/8/10 tricorde to see if they are familiar with Dr. Mizari Jhot and his earlier work. (Project Ghost Watch is, of course, much too secret for any PC to know about.)

Complete SL means that the character has actually met Dr. Jhot (at a scientific conference, perhaps) or has read extensively about his career and work. The character will know that Dr. Jhot is one of the most brilliant researchers in

the field of sensor technology. The character also knows that the Doctor has not been seen or heard from in several months now.

Moderate SL means that the character knows generally about Dr. Jhot's work in the field of sensor technology.

Minimal SL means that the character knows that Dr. Jhot is a well respected Federation scientist.

Failure means that the character has never heard of Dr. Jhot. There is no **Botch SL** for this test.

2. ONE male character, the one who rolls highest on this test, will be the character who captures the affections of Bahri'Jhot. All characters roll their BR. Cygnan characters add a flat +2 to their rolls. The character who rolls highest is **The One**. If two or more characters tie, have them roll single D6s until one rolls higher than the others to determine the winner.

3. There is a chance that one or more of the characters will know something about Crusia Malak, the commander of the Praetorian Team they will face at the end of the adventure. Roll versus a 8/10/12 tricode.

Complete SL means that the character has actually faced Crusia at some point in the past and knows that she is an up-and-coming star in the Praetorian Guard with some daringly successful missions to her credit. The character also has it on excellent authority that Crusia is an honorable officer who will *always* keep her word.

Moderate SL means that the character knows that Crusia is a top agent of the Praetorian Preditrade and is considered to be a resourceful and honorable operative.

Minimal SL means that the character has heard of Crusia and knows that she is an important figure in the Praetorian Guard.

Failure or Botch means that the character is unfamiliar with Crusia.

FINAL BRIEFING AND EQUIPMENT ALLOCATION

Commander Doran assembles your Team for a last time as the ship enters orbit.

"We have just entered the orbit of Sebelia IV, and it is time for you to begin your final test. We're going to drop you down in the middle of the jungle, point you in the general direction of a Recall Beacon that is hidden away in a Communications Hut some distance away from where you've started, and watch the clock as you make your way toward the Comm Hut. (Maps are provided on pages 30 and 31.) The sooner you trigger the Beacon, the better you've done, and the sooner we will return to pick you up.

"Now, I expect that it should take you no more than 14 local days to find the Hut and trigger the Recall Beacon. While this is not a hard and fast deadline, two weeks is the usual limit for a successful exercise. As for equipment, here are your equipment vouchers. There will be no further equipment requests considered for this mission.

"Now, I don't really need to tell you that the point of this exercise is to see how well you work together as a Team under the harshest conditions. Sebelia IV is nothing more than a huge, hot, insect-infested swamp, and there are creatures there more than capable of turning any one of you into a tasty morsel for lunch, so the threat is a very real one. Be smart and work together.

"Well, that's it. We'll be back in three weeks to yank you back up from wherever you get lost in the jungle. Or, if you can actually get to your target point in one piece, we'll be back shortly after you trigger the Beacon. Report to transporter room four at 0630 hours. Dismissed!"

Equipment Allocation

ALL CHARACTERS RECEIVE –

Jungle Fatigues (fitted with transporter ripcord)
Hiking Boots
Field Pack (including an additional 2-liter canteen)
Field Dressing Kit
Combat Knife
One Dose of Nutroboost just before Beam Down

TEAM MEDIC RECEIVES –

Basic Medkit AND Advanced Medkit*

TEAM LEADER RECEIVES –

Two Communicators
Back Pack Minicomputer (BPMC)
Mission Outline Chip (with Topographical Map)
Survival (Jungle) Chip

***Special Note to the GM:** The Medkit(s) issued for this mission do not contain the hypo-administered stimulant loads normally found in a standard issue Medkit. These stimulants are the components of the Medkit which allow it to aid in the reduction of Stun Damage (as detailed in Section 6.1 of the Prime Directive rulebook). It is important to inform the players that, due to the nature and purpose of the Graduation Exercise, these aids are not available to the Team. It's all part of the mission.

IMPORTANT NOTES TO THE GM

The concept of the Graduation Exercise is that of a well-planned series of events, and things will happen when the Team gets to the places where the scenario says: "Things Happen Here Now." The Team will usually encounter things when they have traveled far enough to reach a certain encounter point or at the beginning or end of a specific day.

As with all role-playing adventures, though, the players will not always follow the expected path, and you should remain flexible to their ideas and decisions. They may decide that they don't wish to travel on the river itself, preferring to make their way to the Comm Hut travelling along the riverbank. It is, of course, also possible for players to use the NPCs as player characters, if they so desire, which will allow you to vary the pacing of the adventure. This may require some serious spur-of-the-moment decisions on your part, but let's face it, it's all part of the job!

Clever players may wish to fashion crude bows and arrows out of local materials. If this is the case, then you should consider the following guidelines. A character can attempt to make a bow and arrows by making an Accuracy characteristic task test versus a 6/10/14 tricode. If the character actually has the skill Fire (Bow), or if he possesses a Personal Interest Skill that might apply to the task, like Bower/Fletcher or even Ancient Weapons, then he would use *that* skill versus a 3/5/7 tricode instead. When considering the following SL results, please remember that the makeshift weapons being fashioned here are going to be made with poor tools and scavenged materials. Under these conditions, there is no reason to believe that a character in the jungle could whip up a bow and arrows that would be as good as the weapons listed in the Prime Directive rulebook.

Complete SL means that the character has constructed a bow that is equivalent to a Medium Ranged Weapon, but has only one-half the range characteristics listed for Light Bows on the Master Weapons Range Chart (MWRC) in the Prime Directive rulebook.

Moderate SL means that the character has constructed a bow that is equivalent to a Light Ranged Weapon, but that has only one-half the range characteristics listed for Light Bows on the MWRC in the Prime Directive rulebook.

Minimal SL means that the character has constructed a bow that is equivalent to a Light Ranged Weapon, but that has only one-quarter the range characteristics listed for Light Bows on the MWRC in the Prime Directive rulebook.

Failure means that the character was unable to construct a viable weapon.

Botch means that the character has constructed a weapon that he believes is a sturdy one but, in fact, is seriously flawed. The first time he tries to use the weapon, the string will break or the bow itself will snap or the weapon will in some other way fail. (The technical term for this is Oooooops!)

Finding the materials and actually putting together the bow will require that a character stop all forward progress for D3 hours while he searches for materials and actually attempts to construct the weapon and fashion the arrows. This time is spent per *attempt*, not per success (i.e., a Failure or Botch will still take the full time).

A character who constructs a bow will automatically be able to construct a D6 arrows for every additional hour he spends. Remember that any bows constructed during the mission will count as "primitive" weapons, and as such the Ballistic AR of any Romulan or Orion armor will be increased by +1 for the purposes of reducing the damage inflicted by the bows.

The Beam Down

The Team is met in the transporter room by Captain Sullivan, Commander Doran, and Dr. Krymeric. Krymeric administers a hypo of Nutroboost to each of the characters. After a few salutary comments, the Team is beamed down to the surface — materializing in a small clearing in the jungle. The humidity is incredible in the early morning heat as a light rain falls all about them.

Have each character make a Perception Characteristic task roll. Whoever rolls highest notices that the bark of one of the largest trees in the clearing is scarred with graffiti. Upon closer inspection, the Team finds that the tree is covered with people's initials and dates going back many years. (The initials **LD** stand out prominently.) After adding to the scores of initials on the tree, the Team is ready to get going!



THE TRIP TO THE COMM HUT

After examining their BPMC Terrain Map (see page 30), the Team should quickly discover that there is really only one viable route to the north.

The first part of the route entails following a series of overland "trails" that seem to lead more or less due north. The problem is that these are Game Trails cut by the constant passage of the local beasts. [A successful Survival (Jungle) roll will provide some insights as to this point.] While these trails are rough and reasonably difficult to travel, with forward progress slowed to a crawl at times, they are still an improvement over trying to slog through the deep jungle with its swampy ground and huge tangles of incredibly dense thorny undergrowth.

The trails only run about half the way up to the foothills, however. To complete the trip, the Team will need to travel up a large river that runs along the floor of the valley. It intersects the trail about 85 kilometers south of their destination and leads right into the lake that is overlooked by the Comm Hut (see page 31). Of course, the Team needs to construct some sort of raft and paddles, and the trip up the river will be against the slow moving current. As they begin to enter the foothills of the mountain range, the river bed will get progressively rougher, and there will be two sections of rapids that they will need to walk around anyway. (You can't paddle against white water!) Besides that, the river snakes and twists around a great deal. It looks as though taking the river will take almost as long as walking.

Sore legs from walking and aching shoulders from paddling — it's all part of the exercise! If the Team decides to ignore these two routes and elects to just hoof it through the deep jungle, they should get all of about 20 or 30 kilometers north before the Cruiser returns to pick them up! (This is rough, jungle terrain we are talking about here. Be sure they realize after a day or two of making 1 kilometer per day that this isn't going to work.)

MARCHING UP THE TRAIL

As far as the Team knows at the outset of the adventure, they need to travel 150 kilometers in 14 days or less, or about 11 kilometers a day. Usually this wouldn't be enough to make the Team members break into a sweat, but getting through the jungle isn't easy! As long as the characters stay on the game trail indicated on their BPMC map, they should be able to achieve a sustained march rate of about two kilometers an hour. For the first three days, until the Nutroboost wears off, the characters will be able to march a number of hours a day equal to 1.5 times their Stun Damage Capacity (SDC). Starting on the fourth day, the characters will be able to march only a number of hours equal to their SDC. (These limits are imposed due to the extreme difficulty of the terrain and the overpowering heat and humidity.)

Marching Fatigue

If any character attempts to march more hours in a single day than allowed by the limits discussed above, then there is the chance that the character will become **Fatigued**. For each half hour or portion thereof that a character exceeds his daily march limit, he must roll a Fatigue test versus a base 4/6/8 tricode. The Task Dice used for this test are equal to one-half the character's Stun Damage Capacity (SDC), rounded down.

Complete SL indicates that the character digs into some deep reserve of energy and is all but unaffected by the exertion of the long march. Should he continue marching, he may roll for Fatigue in the next half hour with only his current Repeated Task Attempt mod and any Level of Damage (LoD) mods applied to his tricode.

Moderate SL means that the character is beginning to wear down and tire. He takes one point of Fatigue Stun Damage (see below). Should he continue to march, he may roll for Fatigue in the next half hour, but with an additional +2 to his Fatigue tricode, *in addition to* his Repeated Task Attempts and LoD mods.

Minimal SL means that the character is pushing the limits of his endurance. He takes two points of Fatigue Stun Damage (see below). Should he continue marching, he may roll for Fatigue in the next half hour, but with an additional +4 to his Fatigue tricode, *in addition to* his Repeated Task Attempts and LoD mods.

Failure means that the character has exhausted himself and can simply go no farther. He takes four points of Fatigue Stun Damage and is incapable of marching any farther that day. (He will be the one seated on the ground breathing heavily and leaning against the nearest tree!)

Botch means that the character has pushed himself beyond the limits of his endurance and drops in his tracks! The character automatically takes enough Fatigue Damage to fill in all his SDC boxes, plus one. The character is now considered to be **Severely Fatigued**. (See below.)

For each Fatigue test past the first that a character makes in a single day, a flat +1 Repeated Task Test mod is applied so that the second Fatigue test of the day would be made with (at least) a flat +1 mod, the third with (at least) a flat +2 mod, etc.

Note also that the SL-derived mods *are not* cumulative, and that a character is only ever subject to the most recently acquired SL-derived mod. For instance, if a character had achieved a Minimal SL on his first Fatigue roll, and then managed to achieve a Moderate SL on his second Fatigue roll, his third Fatigue roll would be subject to only the +2 mod for the (most recently achieved) Moderate SL, *not* +6 for the Minimal and Moderate SL mods combined. This would be in addition to any Repeated Task Attempts and LoD mods, of course.

Fatigue Stun Damage is recorded on the character's SDC track just like regular Stun Damage, but you will need to keep track of it separately for the purposes of reducing it. Put a small "f" over the boxes filled in due to Fatigue Stun Damage. (One stun box records either type of Stun Damage, not both.) Fatigue Stun Damage *cannot* be automatically reduced by one box an hour like regular Stun Damage, and to even be able to make a Fatigue Stun Damage Reduction test at all, the character must rest for an entire hour. A character with both regular Stun Damage and Fatigue Stun Damage must make separate rolls to first reduce the regular Stun damage (at the regular rate) and *then* to reduce his Fatigue Stun Damage. Remember, though, that Fatigue Stun Damage acts just like regular Stun Damage as regards the Level Of Damage mods described in section (5.22) of the Prime Directive rulebook and that these LoD mods *do* apply to the initial Fatigue tests, as described above. A character being carried cannot recover from Fatigue Stun Damage; he must rest without moving. (A character can recover from Fatigue Stun Damage while riding on a raft, however.)

A character who accumulates sufficient Fatigue Stun Damage to exceed his SDC actually passes out from exhaustion and is then considered to be **Severely Fatigued**. A character who becomes Severely Fatigued falls unconscious and must wait at least **six** hours before being able to make a Stun

Damage Recovery test, where a single SL of Minimal or better will reduce the character to simply Fatigued, with all but one of his SDC boxes filled in. A Failure or Botch result means the character must wait another six hours before testing again, but there are no Repeated Task Attempt, or any other mods, applied to the subsequent roll(s).

As noted in the Equipment Allocation section, the Medkits provided to the team for this mission do **not** contain the stimulants that normally allow them to aid in the reduction of Stun Damage.

Getting Lost

"Two trails diverged in a yellowy green jungle, and I took the one less travelled by. That has made all the difference...as I am now completely lost!"

There are several points along the game trail where the path branches and forks. At every location on the GM's map marked with a Compass Rose symbol, the Team must make a Survival (Jungle) roll to see if they take the right branch of the trail.

Complete SL means that the characters deftly pick out the correct branch of the game trail and continue on their way with no lost time.

Moderate SL means that the characters start off in the wrong direction, but quickly realize their mistake as the trail peters out about an hour beyond the split. The team loses a total of two hours getting back to the split in the trail, whereupon they automatically head off in the right direction. (The time counts against their March Time for the day, but doesn't get them any farther up the trail.)

Minimal SL means that the characters pick the wrong branch of the trail, but get themselves re-oriented about two hours beyond the split. The team loses a total of four hours getting back to the split in the trail, whereupon they automatically head off in the right direction. (The time counts against their March Time for the day, but doesn't get them any farther up the trail.)

Failure means that the team confidently heads off on the wrong branch of the trail. It takes them 2D6 hours to realize their mistake and the same length of time to get back to the split in the trail. The Team loses a total number of hours equal to twice the 2D6 roll before getting back to the split, whereupon they automatically head off in the right direction. (The time counts against their March Time for the day, but doesn't get them any farther up the trail.)

Botch means that the team picks the wrong path and gets completely turned around while hiking down it. The Team realizes that they have made a mistake only at sunrise the next morning, and they spend the rest of their marching day getting back to the split in the trail. (The team will get back to the split in the trail just when they decide to call it quits for the day.)

"Hey, Lux, if we've been travelling East all this time, why is the sun coming up over *there*?"

Should the characters leave the trail for any reason to wander into the deep jungle (such as to go to rescue the passengers of a crashed shuttle?), they will move at about one-quarter of their normal march rate. (Swampy ground, dense undergrowth with thorns, no good lines of sight, etc.) Furthermore, to return to the game trail from the deep jungle will require a Survival (Jungle) task test. Apply a flat -2 to the tricode if the characters have downloaded the Library

Computer information about the planet. Any SL above Failure will get the characters back to the trail in good order. A Failure result will still get the characters back to the trail (they all know it's "over there somewhere"), but it takes twice as long as normal. A Botch result sends the characters off in a random direction. Let them try to orient themselves again the following morning when the sun comes up again.

PLANNED ENCOUNTERS

On **Day Two**, just after the Team gets going for the day, the character with the lowest Discipline stat will spot someone in the jungle about 30 meters off the trail. When he has pointed it out to the other characters, have them all make Perception rolls. Whoever rolls highest will inform the rest of the Team that he thinks the character is someone from their graduation class — perhaps more than one Team has been sent to the same jungle area on Sebelia IV!

The character in the jungle, however, is an illusion created by a large, hungry plant which uses a special Psionic ability to lure its food. As the Team approaches, the plant looks into the mind of a Team member and finds the memory of an acquaintance from Prime Central — and plans to lure them into the jungle with the familiar image.

When the Team goes to investigate, they will see **Kyle Laird** standing in a clearing motioning to them. (Indicate that at least one of the Team members will recognize him as a Team member who travelled out on the *Copernicus* with them.) If any of the Team members decide to call out to him, "he" will motion to them to be quiet, holding his finger to his lips and pointing into the jungle. If one of the characters gets bold and decides to get closer, things get very interesting.

"Kyle" attacks!

For the first and subsequent rounds of combat, the creature attacks the character and rolls against a 5/7/9 Melee to hit tricode. The creature inflicts damage as follows:

Complete SL inflicts 3 points of Stun Damage from the toxins on its fronds and **Snares** the character. A Snared character cannot use any of his Movement, is at a flat +2 for all of his Accuracy based task tests and his A/I test, and is incapable of Blocking the creature's further attacks. A Snared character can only become Unsnared if the creature is killed or rendered unconscious via Psionic attack. Resolve the creature's subsequent attacks with a flat -2 to its Melee attack tricode.

Moderate SL inflicts 2 points of Stun Damage and **Partially Snares** the character. A Partially Snared character still cannot use any of his Movement, but is capable of escaping from the creature if he wins a Strength versus Strength contest. (Use the "Point" system on page 41 of the Prime Directive rulebook, and set the "winning" number to 6.) Each Strength task takes 1 TiC to perform. A Snared character cannot use any of his movement and is at a flat +1 for all of his Accuracy based task tests and his A/I test. A Partially Snared character may still Block the creature's subsequent attack, but with a flat +2 to his tricode. Resolve the creature's subsequent attacks with a flat -1 to its Melee attack tricode.

Minimal SL inflicts 1 point of Stun Damage and **Loosely Snares** the character. A **Loosely Snared** character must make and win a single Strength versus Strength test in order to move away from the creature. (This takes 1 TiC.) If the character loses the contest, he may try to escape again with his next action, assuming that the creature has not achieved a Moderate or Complete SL by that time. A Loosely Snared

character is at no disadvantage other than the possible loss of movement.

Failure means that the creature has failed to successfully attack the character. However, this SL does NOT reveal the creature's true nature to the character. Inform the character that "he feels something unseen moving against his legs and feet."

Botch means that the creature not only fails to grab the character with its tentacle-like fronds, but also drops the psionic illusion. The entire Team now sees it for what it is!

Once the creature successfully attacks a character, then that character (and that character only) may see the creature for what it is. He can inform the others, but they will still see it as Kyle until they are attacked.

The Giant Psionic Carnivorous Fern (GPCF)

Strength - 6	Abilities: Melee Combat - 4/4
Accuracy - 4	LDC - 15
Discipline - 8	SDC - 15
Speed - 5	Movement - 0

If the character goes unconscious (or tries to play dead!), the creature will stop excreting Stun toxins and will start excreting digestive fluid! The character will take 1 point of Lethal Damage each turn until rescued by his teammates. The creature itself is incapable of movement, but it is huge and may simultaneously attack as many characters as come near it with no penalty.

As a general rule of thumb, a character that tries to attack the creature with a Combat Knife or tries to aid or rescue a Snared teammate is close enough to be attacked. If the players are smart, however, they may have already tied their Combat Knives to the end of poles to form spears. If this is the case, they may attack the creature without being subject to its attacks. In this case though, since they won't be able to see the creature for what it really is, all their attacks are at a flat +2. The characters still see themselves attacking Kyle. The creature may not Block.

A Vulcan Psionic character who uses Mind Scan will have to roll against a Reciprocal Response Test (RRT) based on the creature's Discipline. Roll the RRT secretly, and if the character's SL is reduced to Fail or Botch, then simply inform him that "He detects nothing." A Minimal SL will reveal some "non-human life presence in the vicinity," but will not identify Kyle as a disguised creature. A Moderate SL will indicate that there is something "unusual" and non-human in the clearing, but will not pinpoint Kyle as the guilty party. A Complete SL alerts the character that Kyle is actually some sort of creature in disguise. If the Psionic character uses any of the following "offensive" abilities, Command, Confusion, Amnesia, Mind Scan, or (good luck!) Mind Touch, then the normal SLs for those abilities are ignored and the following results are used.

Complete SL = GPCF takes 3 points of Stun Damage

Moderate SL = GPCF takes 2 points of Stun Damage

Minimal SL = GPCF takes 1 point of Stun Damage

Failure = No Effect

Botch = Character takes 8 points of Stun Damage

If a Psionic character is able to "knock the plant unconscious," then it immediately stops all activity, releasing any snared characters and dropping the Psionic illusion. Of course, all the character's Psionic attacks will be resisted as described in Mind Scanning, above.



ON THE TRAIL

Attack of the Mud Bats!



At the location marked "M" on the GM's map, the Team will emerge from the jungle at the top of a steep hill. The hillside in front and below them has recently been washed out by the heavy rains and is a sloppy, muddy mess. However, the Team can easily see where the trail resumes its way back into the jungle at the bottom of the slope. All the Team has to do is slog their way down the muddy hill and get back on their way.

Relatively easy, until you consider the fact that a flock of Sebelian Mud Bats has recently taken up residence in the hillside. The clumsy passage of the characters will perturb them sufficiently to cause them to attack! The slope is 65 meters from the point where the Team emerges from the jungle at the top of the hill to the point where the trail resumes at the bottom. While the characters are trudging their way down the hill, they are subject to a flat +2 to their A/I rolls, reflecting the additional care they need to take to stay on their feet and the overall difficulty in making their way down the slope. Also, the character's Movement will be one-half of its normal value, with a minimum Movement of 1 meter. (A character working his way down the hill **can** stand still if he wishes, but he will still have to make an Accuracy test, as follows, at the beginning of each turn.)

While the character is working his way down the slope, he must make an Accuracy Task test at the beginning of each turn to stay on his feet. The base tricode is 3/5/7. Any SL of Minimal or better is sufficient to keep the character on his feet. If a character scores a Failure or Botch, however, he loses his footing and starts rolling and sliding down the hill and will take Stun Damage equal to the distance he rolls divided by 10 when he gets to the bottom and crashes into the trees. This damage can be reduced if the character is tough. Roll the character's base SDC in D6 versus a Tricode equal to the amount of damage caused by the fall as the Minimal SL value. The Moderate and Complete SL values would be that number plus 2 and plus 4, respectively. For instance, a fall of 30 meters would cause 3 base SDC points. The Damage Reduction tricode would then be 3/5/7. A fall of

45 meters would be 5/7/9, etc. A character will roll 20 meters each turn that he is rolling down the hill.

The Mud Bats will emerge from the mud when the first character has gone at least 15 meters down the slope, and they will attack the characters on the following turn. (There are twice as many Mud Bats as there are Team members, and the GM should keep track of the number of Mud Bats, marking them off as they are killed or as they return to the mud.) The Mud Bats can fly up to 40 meters in a single action and still attack. Assume that the Mud Bats always have Simple Actions and that they will act at the same time. (Make only one Initiative roll for the whole flock.) The Mud Bats attack with their razor sharp claws. However, since the Bats are so small, a special D# system is used when they attack.

Complete SL causes 1 point of Lethal Damage.

Moderate SL causes the character to make his Accuracy task test at +4 to stay on his feet.

Minimal SL causes the character to make his Accuracy task test at +2 to stay on his feet.

Failure has no effect.

Botch means that the Mud Bat has broken off combat and burrowed back into the mud. It takes no further part in the combat.

Note that the listed mods for keeping one's footing are cumulative.

The Mud Bats have only one point each of SDC and LDC. ANY attack SL of Minimal or better will kill or stun the things. Of course, taking into account their small size and the darting nature of their movement, all the characters' attacks are at a flat +2. Also, since the Mud Bats are able to move **much** faster than the characters and easily flit in and out of reach, a character can only attack a Bat that is going to attack the character that turn. Two characters standing right next to each other can double up their attacks on a single Bat, but essentially it is every man for himself. The characters can attempt to Dodge, but any Dodge attempt is resolved with a flat +2 to the tricode and adds a flat +2 to their Accuracy test that turn. A Dodge Botch automatically starts the character rolling downhill. The Mud Bats will continue to attack as long as there are any Mud Bats left and any PC has not re-entered the Trail at the bottom of the hill.

The Mud Bats

Accuracy - 4

Speed - 5

Discipline - 2

Abilities: Melee Combat - 4/4

LDC - 1 (1)

SDC - 1 (1)

Stuck In A Rut?

At the location marked "Q" on the GMs map, the Team stumbles across a patch of quicksand, roughly camouflaged by the leaves which cover the trail. Allow the characters to make a Survival (Jungle) test. If the lead character is making the test, give him a flat -1 to his tricode.

Complete SL means that the quicksand patch is identified and easily avoided.

Moderate SL means that the quicksand patch is spotted but its boundaries are hard to spot. The characters waste about five minutes skirting the patch.

Minimal SL means that the character spots the patch at the last possible moment. Whichever character is in the lead of the party will automatically fall in.

Failure or Botch means that the character misses the patch all together. Whichever character(s) are in the lead of the party automatically fall into the patch and will likely pull at least one other Team member in with him!

A character who falls into the patch is in no actual danger as long as he doesn't panic. If he simply lays still and lets his teammates haul him out, he will float. If, however, he tries to get himself out or tries to "swim for the edge," the churning motion of his actions will start to pull him under. Paradoxically, the stronger the character is the faster he will sink. Each turn a character tries to free himself, have him roll his Strength characteristic in D6 and read the results as if it were the Initiative portion of the A/I roll, keeping a running tally of the results. When the character's total reaches 10, then he has gone under. A submerged character takes 1 point of Stun Damage every number of turns equal to his SDC. Once he is unconscious, he takes 1 point of Lethal Damage every number of turns equal to his LDC. Of course, by then his teammates should have hauled him back out, right?

Unexpected visitors...

At the location marked "U" on the GMs map, the Team leader's communicator beeps. It is, of course, the Cygnan scientists and their damaged shuttle. When the Team leader initiates communications with them, the Cygnans quickly spill the *whole* story: the attack on DSLP 78, the desperate escape through the dust cloud, etc., etc. Having been tricked by the Psionic Plant a few days previously, one hopes that at least ONE of the players is skeptical of the story.

In any event, the Cygnans tell the Team that their power is failing and that they are going to try to make an emergency landing, and Akorri manages to land the crippled shuttle very close to the Team's position.

About four hours later, the Orion ship enters the orbit of the planet and starts broadcasting "rescue" messages. The Team is able to determine these are bogus because the Orion ship claims to be the *Suffolk* but doesn't seem to know about their presence on the planet. The Team now knows that the pressure is on.

[NOTE: At this point, the Team does NOT know that the Romulans are involved. The Cygnans think (but are not certain) it was an Orion attack, and nothing has indicated any other possibility.]

The Team races (they had BETTER race) directly to the downed shuttle and picks up the dazed Cygnans. The shuttle is completely trashed, and there is absolutely nothing of any use left on it. Mizari'Jhot seems to have suffered the most in the crash. Although the Team members can easily tend his visible wounds (scratches and bruises, mostly), the Doctor seems to drift into and out of lucidity.

Over the next few days, as the Team members pay special attention to the downed Cygnans, protecting them from the dangerous surroundings, Bahri will mistake her feelings of gratitude for those of love and will believe that she is falling for one of the Team members. Akorri becomes openly contemptuous of the Star Fleet characters, especially THAT one. Ultimately this will lead to an open confrontation between the two. Dr. Jhot's condition has not improved, and Bahri yells at the Team to treat him more gently.

And of course, no one has forgotten that the Orions are most certainly looking for them. There is simply no way the Team is going to be able to simply sit in the jungle for three weeks until the *Suffolk* shows up to get them, not without being captured by the Orions. Time is the Team's enemy, and they realize that sooner or later the Orion ship's sensors are going to find them! They have to make it to the Comm Hut and summon help!

GMCs Just Want To Have Fun!



At the location marked "C" on the GM's map, the Team begins being stalked by a Generic Marauding Creature (GMC). (These are game trails after all.) Every ten minutes after the Team passes by this point, have each character make a Perception roll versus a 8/10/12 tricode. (A character with at least a 2 in Tracking rolls versus a 6/8/10 tricode instead.)

Complete SL means that the character looks into the jungle and stares right into the large eyes of a big, hungry-looking Beast, causing the creature to attack. (They hate to be stared out!)

Moderate SL means that the character catches a momentary glimpse of something big gliding through the jungle "right over there!"

Minimal SL means that the character thinks he heard something out in the jungle, but he's not sure where or what.

Failure or Botch means that the character is unaware of the creature's presence.

Unless the Team spots the creature beforehand and triggers an encounter, the creature will attack one hour after it starts stalking the Team. Unlike the Mud Bats, this is NOT a nuisance encounter, but a very real, very deadly attack. Allow the characters one last Perception test just before the creature pounces. (This is a pretty good place for the character with whom Bahri has become infatuated to do something patently **Heroic**.)

If the creature scores a **Complete SL** on his attack, then he has grabbed a PC in his jaws (doing only 2 points of damage instead of 8) and will attempt to drag him back into the jungle. Other than that, the creature will only break off combat if it has either killed a PC (and then attempts to drag his body back into the jungle for a quick snack) or once it has been reduced to less than one-half of its LDC. In either event, the creature will spring out of the melee and sprint back for the safety of the jungle. All characters who were in combat with the creature when it breaks off combat (for whatever reason) may make a final attack at a flat -2 to their Melee tricode. If a living character is being dragged off, he may continue to attack, of course.

The Generic Marauding Creature

Strength – 6	Skills
Accuracy – 6	Animal Cunning – 4/4
Speed – 6*	Melee – 6/6
Logic – 1	Climb(Trees) – 6/6
Intuition – 4	Detect Prey – 8/8
Discipline – 6	Stealth – 6/6
Perception – 8	

*[Movement = 30 meters]

LDC – 12 [1][2][3][4][5][6][7][8][9][10][11][12]

SDC – 12 [1][2][3][4][5][6][7][8][9][10][11][12]

The GMC has an innate AR of 0-2-2. The GMCs claws count as Medium Weapons which, after Strength mods, have D#s of 4/6/8.

Please note: Human Team members who see the GMC will feel that it looks like a bizarre cross between a tiger and an ape, Vulcans will feel that it most closely resembles a “full-grown Prizarri, but with fewer legs,” and all other races not familiar with Terran or Vulcan fauna will simply feel that it is a “big nasty-looking critter.”

Hey, Who Invited The Romulans?

At the location marked “P1” on the GM’s map, the Team, with the Cygnans in tow, bumps into their first enemy patrol. Five Romulans (an ante-Decurion and four soldiers) are out scouring the jungle for the escaped scientists. (You will find their details in the NPC section.) The Romulans are **trying** to be stealthy, but failing miserably. Remember, as far as they know, they are tracking down a batch of civilian scientists and have no idea that they are about to go up against a Federation Prime Team, albeit a Team-in-training!

Set the situation up so that one of the Team members spots the Romulans about 50 meters away. Give the Team a few minutes to figure out what they are going to do, but remind them that the patrol is rapidly approaching their current position and contact *cannot* be avoided.

Let the Team **Think Of Something Brilliant**, and then allow them to implement their plan. The Team shouldn’t have too hard a time taking down the unaware patrol, but there is another aspect to this encounter. The Romulan patrol will be expected to report in at regular intervals — has the Team taken this into account? If the Romulans don’t report in, it will alert the other patrols that something is definitely up. The whole point of **this** encounter is to inform the Team in a subtle manner that the Romulans have got something to do with the whole affair, and not just the Orions as the Cygnans had believed.

Encourage the Team to think that both Romulan and Orion troops are scouring the jungle for them. Add to their confusion by reminding them that Romulan renegades often raid the Federation border, and that some Orion ships have Romulans in their crew. The point is that, as in a real military operation, it should never be entirely clear exactly what forces are in play. Also, this encounter might cause the Jhots to let on a little more about Project Ghost Watch than they had told the Team earlier.

What a lousy break...

When the Team arrives to the point marked “B” on the GM’s map, the Team will have a moment to catch their breath and reflect on the following facts. The good news is that the

Team now probably has some equipment, and that the intersection with the river is only about another five kilometers down the trail. The bad news is that not only are the Orions/Romulans **sure** to suspect that something is up when they lose contact with their patrol, but also that it is here that Dr. Jhot stumbles and breaks his leg. (His Movement is now maxed out at 1 meter per turn.) He naturally tells the rest of the party to go on without him. Bahri cries. Akorri sulks. Dr. Jhot raves. The Team grits its teeth and hopefully will elect to either build a litter or designate a Team member to carry the poor old guy. You **HAVE** to play the whole situation out and milk it for all it’s worth. This should serve to slow the party down to the rate of about 1/2 kilometer an hour. (If any of the players come up with the idea of splinting the leg and fashioning a set of makeshift crutches, explain to them that the break is bad enough that Dr. Jhot could not take the pain connected with walking.) If you haven’t managed to get Akorri into a fight with one of the Primes yet, this might be a good place to work it in.

Red River rendezvous

When the Team finally reaches the trail/river junction marked “P2”, they may feel as if the majority of their problems are behind them. There are large floating plant clusters on the river, and if they ask, they will be able to determine that there **are** fish in the river. However, as these fish appear to be distantly related to the Terran piranha, it is up to you (as the devious but well-meaning GM) to determine just exactly how the players discover this important fact. (Any damage they suffer, though, as a consequence of coming up against any of these fish should be minor, **NOT** major.) If the team comes up with the idea of using some of the floating plants to disguise their raft as one of the floating clusters, the GM can reward them with a little additional progress each day since they need not spend as much time hiding from the periodic shuttle patrols overflying the river.

While they are constructing rafts, it is time for you to throw the Orion Action Team at them! Spurred on by a bounty offered by the Romulans for the capture (alive!) of the Cygnan scientists, the Orions will show up just before the Team finishes their rafts and will approach the Team’s position on the bank.

Despite their best efforts, you should run this so that the Orions do not ambush the Team, alerting them in some way to their presence at the last minute. After the hostilities commence, the Team has several options. They can stay and fight, perhaps collecting a few Orion goodies, or they could try to escape up river on their rafts. Again, give the Team a lot of leeway here (they **are** the stars of the show after all), but don’t be afraid to rough’em up a little. It’s so much more dramatic if they don’t simply breeze through this exercise!

The GM should, however, give the team a break here. A team of professional soldiers would immediately report contact with the Primes; the Orions won’t “phone home” because they don’t want to share the bounty with the Romulans. If some of the Orions get away, they will hide out for several hours rather than risking their Captain’s wrath by reporting their failure. The team will, however, not realize how incompetent the Orions are, so let them worry.



PADDLING UP THE RIVER



Well, they've survived two encounters with the bad guys, and now they're wending their way upriver toward their destination. The Team can paddle upstream using exactly the same time/distance/fatigue numbers as when they were marching, with the following welcome changes. Only one-half of the Team (round up) have to be paddling at any one time, so Fatigued characters can rest while the Team is still moving on. This also means that the Team can move for about double their normal hours a day by paddling in shifts. Lastly, Dr. Jhot's leg is not a factor, at least as far as movement up river is concerned. However, unlike on the trail where the Richardson Climber Vines provided a pretty much constant supply of fresh water and fruit, the Team will need to stop every few hours when they spot the vines growing on the bank of the river. This isn't really a problem, but if you mention it often enough, the players will think that they're losing time.

The players should be made aware of the possibility of aerial pursuit by the Romulans/Orions and should stay close to the riverbank as much as possible, taking advantage of the cover of overhanging foliage.

River Encounters – The Flood

"Isn't this river beautiful?"

"Well, the river is beautiful...but I'm not too sure about that huge wall of water coming right at us!"

When the team gets to the point on the river marked "F" on the GM's map, then it's time for them to take a dunking. About an hour before they get to that point, tell the players that the rain, which has been a constant steamy drizzle since they arrived on the planet, has turned into a torrential downpour. If they remember something about flash floods from their data on the planet and decide to pull over for a few hours, give them all a few brownie points for being smart. If they don't remember, then by the time they get to the encounter point a wall of water about 4 meters tall is racing

down river to swamp them. By the time the team sees the water swell, it's too late for them to do anything about it. The swell slams into their raft(s), swamping them and washing away any camouflaging plant material. Each character makes a Strength test versus a 4/6/8 tricode.

Complete SL means that the character hangs onto the raft for dear life and ends up still aboard the raft (or whatever is left of it) when the wave passes. The character takes 1 point of Stun Damage and has no mod to his Equipment Loss test tricode. (See below.)

Moderate SL means that the character hangs onto the raft but is severely buffeted around as the wave passes by. The character takes 2 points of Stun Damage and resolves his Equipment Loss test with a flat +2 to his tricode.

Minimal SL means that the character barely hangs onto the side of the raft as he is swept overboard. When the water subsides, the character is hanging onto the outside of the raft and has taken 4 points of Stun Damage. He resolves his Equipment Loss test with a flat +4 to his tricode.

Failure means that the character is swept out of the raft and finds himself in open water. The character has taken 5 points of Stun Damage and resolves his Equipment Loss test with a flat +4 to his tricode. A character without the swimming skill might be in a tough spot here.

Botch means that the character is thrown out of the raft and is dragged along for several meters by the torrent of swirling water. The character takes 6 points of Stun Damage and finds himself disoriented and underwater. If the character does not have the swimming skill, he will automatically start to flounder and begin taking additional damage every [number of TiCs equal to his SDC].

Each character must then roll to see if he loses any of the gear he is carrying. Roll his Accuracy versus a 2/4/6 tricode, applying any applicable mods listed above.

Complete SL means that the character hangs onto all his equipment.

Moderate SL means that the character notices that he is losing a piece of his equipment, but can recover it if he dives across the raft after it. (Add +1 to the amount of Stun Damage that he takes from the above test.)

Minimal SL means that the character notices that he is losing a piece of his equipment, but can recover it if he dives into the water after it. (Add +2 to the amount of Stun Damage that he takes from the above test, and the character ends up in the water.)

Failure means that the character loses a random piece of equipment.

Botch means that the character loses ALL the equipment he was carrying.

Important Note: Dr. Jhot (with his broken leg and addled brain) and any seriously wounded characters will be in **serious** trouble if they are the ones washed overboard in the flood. If the Team members don't actually jump in after them, with the stated intent of rescuing them, there will be very little chance of their survival. Dr. Jhot, or any character who is Seriously Fatigued, will need to make a Swimming Task Test with a flat +4 mod. Complete SL will get them swiftly to the riverbank; Moderate SL will give them 3 extra turns to be rescued; Minimal SL will allow them 1 extra turn. Failure or Botch means that the character begins to drown and can only be saved by another character who makes a Complete Swimming success with a flat +4 mod.

Once the team rescues all the people (GM: roll some dice, give a couple of points of damage from fish bites, and let them succeed) who are in trouble or drowning and drags everyone to the shore, they will find that the rafts have been

severely damaged and will require an hour or so to repair. Of course, people might want to rest for a while as well. If anyone attempts to find the equipment that was lost, they will be unable to locate any of it. Don't tell them this, of course, but after the first few hours of digging through the rocky, silty river bed with no success, they should get the idea.

River Encounters – Rapid Transit

When the team gets to the points on the river marked "R1" and "R2" on the GM's map, they will be faced with patches of white water on the river that cannot be navigated. (Each of these white water patches are about 1 kilometer long.) These areas force the team to get back on the banks and walk around them. It would normally take the team about an hour to slog their way along the muddy bank, but the presence of Dr. Jhot will slow them to about half that rate. Further, if the team wants to bring the rafts along as well, it will slow them even further. If they abandon them, they will need to construct new ones.

River Encounters – "Attack" of the Wuggers

Yippee! The lake! As the players look out over its placid surface (which beneath its peaceful surface has the same carnivorous fish as the river!), they can see the foothills which contain the Comm Hut. (They can't actually spot the hut itself from this vantage point.) Arrange for the team to arrive at the lake just at the end of their travel period for the day, forcing them to camp at the spot marked "W" on the GM's map. About two hours after they settle down, all the nocturnal sounds they have grown accustomed to hearing in the stillness of the Sebelian night will suddenly stop. If the Team was wise enough to have posted a guard, any characters still awake will automatically notice the noises stopping. About two minutes after that, the camp will be overrun by literally hundreds of small half-monkey, half-spider creatures!



These are the Wuggers who will not actually attack the team members, but will try to steal their stuff! Have each character make either a Strength or Accuracy test (their choice) vs. a 3/5/7 tricode to hang onto their equipment.

Complete SL means that the character loses no equipment.

Moderate SL means that the character loses one piece of equipment (his choice).

Minimal SL means that the character loses one randomly determined piece of equipment.

Failure means that the character loses one piece of equipment of his choosing **in addition to** a randomly determined piece.

Botch means that the character loses ALL his equipment.

The Team can completely drain the power packs on their captured plasma guns (if they managed to grab any) if they want to, and they still won't be able to toast all the critters before they grab a few random (and irreplaceable) items and scamper back into the deep jungle. They move **much** faster than the team members could ever hope to. There is no good way to chase them down, so any equipment lost here is lost permanently. If the team really wants to head into the deep jungle to try to track the little guys down, let them. After a day or two, lost as hell and with nothing to show for their time, maybe they'll get the idea and head back to the lake.

Note to GM: This is your chance to "balance" the team's equipment for the final battle. If they have too much, the Wuggers can remove the surplus. If they have too little, you might let them find a "cache" where the Wuggers have hidden some of the loot from previous teams, and some of that equipment (just what the team needs!) will still work, or could be repaired.

Crossing the Lake

The team can either cross the lake on their raft(s) or they can skirt it on foot. (They should be made aware of the fact that they will make one heck of a target out on the lake.) By looking closely at their map, the Team can determine that the Comm Hut is almost due north of the "notch" on the northern shore of the lake. If the team doesn't notice this, then they will have to roam around on the north shore for a while until they stumble across the hut. If the team attempts to skirt the lake on foot, then they will encounter the third patrol (designated as "P3" on the GM's map) about halfway around. This time, though, the Team has to make a Survival (Jungle) roll of a higher SL than the Romulans to get the drop on them. If the Romulan's roll is better, then the team is ambushed! Identical rolls indicate that the two forces simply bump into one another at close range (a classic "meeting engagement") before the shooting starts!

If the team rafts across the lake, then they will have the exact same encounter with the Romulan Patrol on the north bank of the lake. Either way, this is the team's last chance to possibly stock up on guns and equipment (and thin out the opposition) before the Big Fight at the Comm Hut!

THE COMM HUT

At last! The Team finally reaches their objective and has no trouble entering the hut. Inside they find:

- 2 Complete Medkits (with Stimulants)
- 80 liters of distilled water
- 40 Man-Days of Emergency Rations
- Enough *real food* in stasis for one good meal
- An "Awol" bag for each Prime, with fresh clothing and some useless entertainment item (perhaps a good book)
[Regulations prohibit putting weapons into such bags as no one will be guarding the Comm Hut.]
- and last but not least the Recall Beacon!

The Comm Hut itself is a standard issue Federation Hostile Environment Prefabricated Stationary Structure. Its outer walls are 20 cm thick and are constructed of Alloyed Metal. Its internal walls are 10 cm thick and are constructed of Low Tech Metal. All power is turned off in the Comm Hut, and the Team will need to enter the Generator Room to turn on the power. This is a simple "flick of a switch" and requires no test to succeed.

Note that the moment that the generator is turned on, or the beacon is triggered, the Orions and the Romulans will know exactly where the Team is! While the generator is a small power source and there is a chance that the orbital scans will not detect it right away, there is no way to prevent the transmission from being picked up by the ship in orbit; the beacon pulse is *supposed* to attract attention. After the beacon is triggered, the orbiting Orions will detect the pulse and will use their transporters to gather up all remaining Ground Assault troops and beam them to the approximate location of the beacon, along with the Praetorian Team and their Commander.

Approximately 60 minutes after the beacon is activated, the Orion/Romulan Ground Troops will begin their reconnoiter of the Hut. If the Team is there and the Advance Forces receive fire, the main body of the Assault Troops will move up to encircle the Hut. (The other option, as discussed below, is that the Team has hightailed it up into the hills.)

At first, before the real shooting begins, the Praetorian Commander Crusia Malak will attempt to negotiate with the Team and the Cygnans. She is curious, of course, as to the identities of the individuals who have thwarted her efforts to capture the Cygnans for the past several days. If the Team seems interested in talking at all (even if it's just to stall for time), Crusia will ask to meet the Team Commander under a flag of truce. She will honor the truce and speak face-to-face with the Team commander, out in full view of both sides.

Crusia will attempt to negotiate with the Team (or Team leader) to surrender for about 20 minutes. She will promise that no harm will come to the Cygnans and that the Team will be dropped off in neutral space in a shuttle. She will maintain her cover by claiming that her team are renegades, but she will admit that they plan to sell any information they get to the Romulans. Barely concealing her true status, she will try to justify their actions at DSLP 78 by explaining that the cloaking device is the only thing that serves to protect the Romulan Empire from outward aggression, and that by simply even trying to defeat it, the Federation has all but declared war on the Empire anyway. Then she will begin to threaten the Team. They **are** heavily outnumbered after all. Crusia will tell the Team (truthfully) that she has a great deal of respect for the Federation's Prime Teams and that she would greatly regret having to destroy one (although she would, especially if she thinks the Team's Vulcan has had time to interrogate any prisoners). If she cannot convince the Team to surrender, she will allow the Commander a minute or two to get back to the hut (or wherever the Team is holed up) before their assault begins. The remaining 40 minutes or so will revolve around the Praetorians, Ground Assault Troops, and the Orions conducting a number of feints and assaults against the Hut.

As a dramatic element, it would certainly be exciting for a Team of two or three Romulans (or Orions) to actually get into the Hut before being taken down by the Primes. In any event, the Team's superior position (and the presence of a Vulcan psionic?) should allow them to hold out until the *Suffolk* shows up. Of course, by that time the Hut will have been plasmaed, grenaded, shot full of holes, and close assaulted. There shouldn't be too much left of it, and the Team should have

taken a few lumps too. Remind them that their primary duty is to protect all of the Cygnans, to the exclusion of all else.

Just as it looks like the remaining Orions and Romulans are massing to make their final assault, they falter. Crusia might be seen speaking in an animated manner into her communicator. Moments later, the stunned Team watches as the remaining Romulans begin to dematerialize! Crusia salutes the Team (All hail the Praetor!) as she too is beamed up to the Orion ship. It seems that the Orion Captain has decided to leave — taking any surviving Romulans (and Orions) with him.

Moments later, the Teams' communicators beep. The *Suffolk* has arrived! A full platoon of Federation Marines appear just outside the Hut in full Assault Armor. The Team (and the Cygnans) are transported up to the *Suffolk* where an emergency medical team awaits them. Safe at last.

Important Notes to the GM: The Team actually has some options in this scene. Instead of holing up and resolving the final combat in the Hut, they might decide to trigger the beacon and hightail it up into the hills hoping that the *Suffolk* will show up before the Romulans find them. In this case the Team will be fighting a retreating action up into the hills. The terrain won't be as favorable, but it will take the Assault Force a bit longer to find the Team, so they won't have to fight for as long. Have the Team find some reasonably defensible position, and resolve the scene pretty much as described above. If the Team decides not to trigger the beacon at all and tries to just wait their adversaries out, either in the hut or up in the hills until the *Suffolk* returns, then at the end of the second day, the Assault Force will show up just as described above. The Team will be in the unenviable position at this point of having to defend the Hut for the whole two hours that it will take for the *Suffolk* to arrive.

The Orion ship is specifically outlawed from using either ship's phasers (which do not have a "stun" setting) or transporter artillery (explosive shells transported to a few hundred meters above the target and allowed to fall) during this adventure as the purpose of their mission is to retrieve the Cygnans **alive**.

MISSION REVIEW

Captain Sullivan informs the Team that almost all the captured technicians from DSLP 78 were recovered unharmed. When the *Suffolk* arrived in the system, it immediately gave chase to the Orion Light Raider. The Orion Commander loaded all the captured Federation personnel into a shuttle with disabled engines and a bluff that there was a bomb aboard which would detonate if a transporter is used to retrieve the occupants. The *Suffolk* could not take the chance of calling their bluff and was forced to break off pursuit to rescue the overcrowded shuttle before the inhabitants perished.

The Orion Captain, via subspace communications, refused to explain his presence in Federation space. He claimed that the Romulans were merely renegades who joined their band and were not representatives of the Romulan Empire. A formal protest will be issued to the Romulans on behalf of the Federation, but without a live Romulan prisoner to provide substantive evidence of direct Romulan involvement, the complaint will merely fade away.

The mission is ultimately assigned a Criticality of Threat 2, worth 150 big Pro Rep points for a Complete SL! If the adventure ends with all three of the Cygnans alive and in

reasonably decent shape, the Team is assigned a Mission review of Complete Success! It's that simple.

If Akorri is killed or captured, the Team is assigned a Mission review of Moderate. [The Team might be able to wheedle out of this penalty if they can make a case that his loss was not their fault, or that any effort to rescue him from his final peril would have put Dr Jhot in a position of unacceptable risk.]

If Dr. Jhot is killed or Bahri is killed or captured, the Team is assigned a Mission review of Minimal. If Dr Jhot is captured, the team would be assigned a Mission review of Failure. [Even if the diplomats force the Romulans to give him back, the Romulans will know the direction his research is taking and will have already prepared countermeasures.]

If both Dr. Jhot and Bahri are killed or captured, the Team is assigned a Mission review of Failure.

If ALL the Cygnans are killed or captured, the Team is assigned a Mission review of Botch.

If the Team ends the mission with a live Praetorian prisoner, the Mission SL is AUTOMATICALLY raised by one level.

If the Team ends the mission with any live NON-Praetorian prisoner, then there is the *potential* to Wheedle their Mission SL up by one level.

If the Team recognizes Crusia Malak, or otherwise realizes that the Assault Team was led by the Praetorian Guard, then there is the *potential* to wheedle the Mission review up by two levels (one at a time).

If the Team simply knows only that the Assault Team was sanctioned by the Romulan government, then there is a *POTENTIAL* to wheedle up only one SL.

As long as the Team scores a Moderate SL or better, the crew of the *Suffolk* is *much* nicer to the Team on the way back to Earth than they were on the way out. Even Commander Doran has good things to say about them while they convalesce.

Upon returning to Prime Central, Commandant Babcock will personally receive the Team (as he does all returning Teams). He will give each Team member an appropriate "service" decoration (which Primes normally receive after each successful mission) and might decorate individuals with medals such as the Silver Star or Bronze Star for specific acts of heroism or self-sacrifice. [These awards will be explained in the Federation Sourcebook.]

If the Team achieved a Minimal SL or better, Babcock informs the Team that, after reading their Mission Datafiles, he has decided to recommend to Star Fleet Command that the Team be allowed to continue intact!

If they scored a Failure or Botch, Babcock will tell the Team that they still need some polishing. To that end, he's keeping them together as a Team [albeit only because the Federation expects to be in a shooting war within two years], but they will be an Action Team, not a Prime Team, until they accumulate 100 Pro Rep Points, at which time they will be elevated to Prime Status. Until then, they can stay together, but don't need to design a logo just yet.

If the Team lost *any*, but not all of the Cygnans, Babcock also tells them not to take their losses too badly. It is obvious that they performed admirably in the face of overwhelming odds. In the event that they scored a Complete SL, he offers them his personal congratulations and tells them that all of Star Fleet is proud of what they did. If any of the Team, at some point in the future, are in need of some *special* assistance, then the Commandant hopes that they will not hesitate to call him.

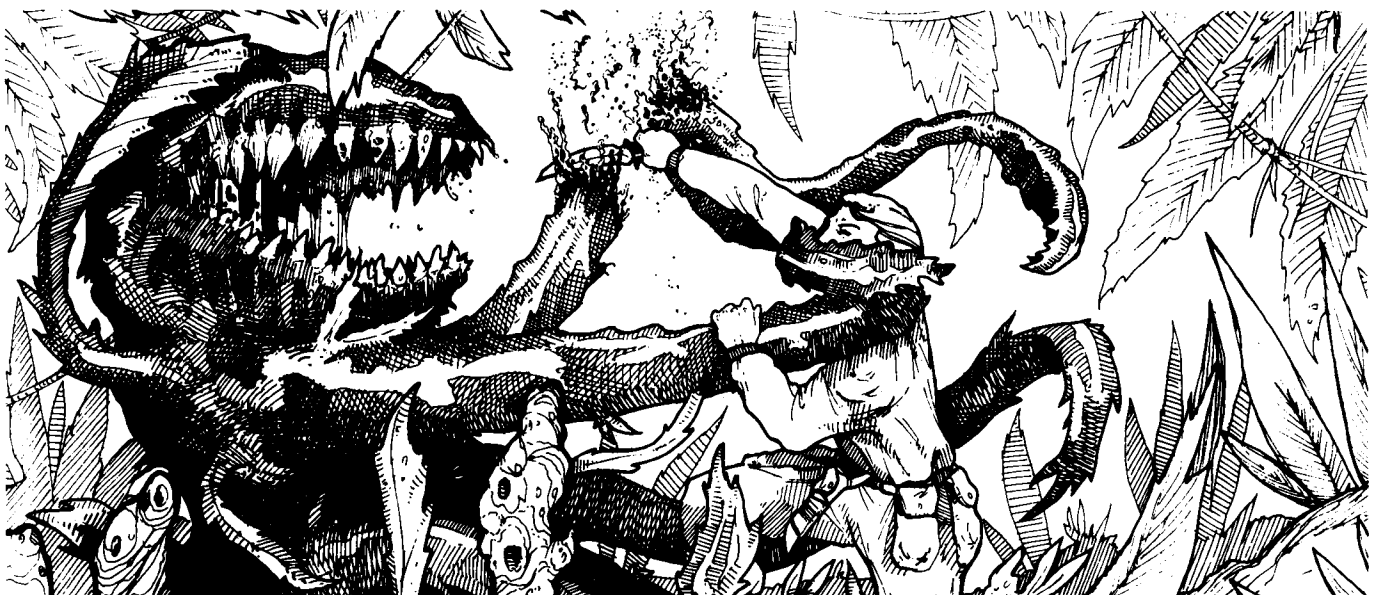
The Team is formally installed as a new Prime Team in front of the entire assembled compliment of Prime Central and receives their commendations (if any) at that time.

But what of the Cygnans? If he survived the adventure, Dr. Jhot quickly regains his sensibilities and offers the Team his eternal gratitude "for protecting his precious daughter." The well-respected doctor might not be a bad contact for a technical character to maintain.

Bahri may or may not maintain her strong feelings for her special PC after the adventure is over. This is up to the GM and the player to explore.

Akorri will be personally offered another chance to apply to the Academy by Commandant Babcock, especially if the characters mention that he was any help at all. If the characters DO manage to help him out, then he will put aside his earlier feelings and thank the Team. (A hotshot pilot might be a good friend to have later on.)

All in all, not a bad way to start off a Team's Career!



SAMPLE PRIME TEAM CHARACTERS

If the players elect to use these sample characters, simply fill in the information on a blank character sheet, adding Personal Interest skills if they so desire. If the players elect to use characters they create themselves, these templates should be used as a rough guideline when determining skill levels.

Major Scott Goldman, Field Commander (Human)

Seniority: 55

Strength: 5	Intuition: 4	Movement: 12m	Pro. Rep. Level: 5	Armor Rating:
Accuracy: 5	Discipline: 5	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 2	Weight (optional): 77 kg
Speed: 4	Technical: 3	AR Mods:	LDC: 10	Lift: 25/125 kg
Leadership: 6	Gen. Knowledge: 3	Dmg. Mods:	SDC: 10	Jump: 1.5/3/.75m
Logic: 3	Perception: 4	Adj. A/I Tricode:	Background Rating: 3	Range Type: N

Swimming 1/3
 Martial Arts 3/4
 Fire (Phaser) 3/4
 Melee Combat 3/4
 Pilot (Shuttle) 2/3

Zero Grav Maneuvering 1/3
 Negotiation 2/4
 Interrogation 4/5
 Persuasion 4/5
 Console Operations 1/2

Field Equipment 3/3
 Transporter Systems Ops 1/2
 Damage Control 1/2
 Evaluation 3/3
 First Aid 3/3

Philosophy (Prime Dir) 1/2
 Star Fleet Regs and Ops 2/2
 Language -STE 3/3

Captain Robin Wolfe, Pilot (Alpha-Centauran) -Second-in-Command

Seniority: 33

Strength: 4	Intuition: 3	Movement: 15m	Pro. Rep. Level: 4	Armor Rating:
Accuracy: 5	Discipline: 4	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 1	Weight (optional): 76 kg
Speed: 5	Technical: 5	AR Mods:	LDC: 8	Lift: 20/100 kg
Leadership: 6	Gen. Knowledge: 3	Dmg. Mods:	SDC: 8	Jump: 1.5/3/.75m
Logic: 3	Perception: 3	Adj. A/I Tricode:	Background Rating: 2	Range Type: N

Swimming 1/2
 Martial Arts 3/4
 Fire (Phaser) 3/4
 Melee Combat 3/4
 Pilot (Shuttle) 5/5
 Pilot (Star Ship Helm) 3/4
 Pilot (Fighter) 3/4
 Zero Grav Maneuvering 1/3

Negotiation 2/4
 Interrogation 4/5
 Persuasion 4/5
 Astrogation 3/3
 Evaluation 3/3
 Console Operations 3/4
 Damage Control 1/3
 Electronics 3/4

Field Equipment 3/4
 Mechanics 3/4
 Sensor Systems 3/4
 Transporter Systems Ops 1/3
 Ship's Weapons Systems 3/4
 Shield Systems 3/4
 Warp Drive Systems 3/4
 First Aid 1/2

Language - STE 3/3
 Language - Alpha-Cen 3/3
 Language - Rigellian 3/3
 Philosophy (Prime Dir) 1/2
 Star Fleet Regs and Ops 2/2

Lt. SG Danyel Luxemburgh, Medic (Human)

Seniority: 31

Strength: 3	Intuition: 4	Movement: 9m	Pro. Rep. Level: 4	Armor Rating:
Accuracy: 4	Discipline: 3	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 1	Weight (optional): 64 kg
Speed: 3	Technical: 4	AR Mods:	LDC: 6	Lift: 15/75 kg
Leadership: 3	Gen. Knowledge: 6	Dmg. Mods:	SDC: 6	Jump: 1.5/3/.75m
Logic: 4	Perception: 4	Adj. A/I Tricode:	Background Rating: 2	Range Type: N

Swimming 1/2
 Martial Arts 2/3
 Fine Work 2/3
 Fire (Phaser) 3/3
 Pilot (Shuttle) 1/2
 Zero Grav Maneuvering 1/2
 Console Operations 2/3

Damage Control 1/2
 Field Equipment 4/4
 Transporter Systems Ops 2/3
 First Aid 5/5
 Language - STE 6/6
 Language - Medical Latin 6/6
 Philosophy (Prime Dir) 1/3

Star Fleet Regs and Ops 1/3
 Surgery 4/5
 Medicine 5/5
 Medical Systems 2/3
 Life Support Systems 2/3
 Genetics 2/4
 Humanoid Physiology 2/4

Natural Science 2/4
 Computer Programming 2/3
 Nerve Strike (AMA) 2/3
 Blind Fighting (AMA) 2/3
 Resist Interrogation 2/2

First Lt. Myekmahtuz, Marine Scout (Andorian)

Seniority: 19

Strength: 4	Intuition: 3	Movement: 18m	Pro. Rep. Level: 3	Armor Rating:
Accuracy: 5	Discipline: 6	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 1	Weight (optional): 68 kg
Speed: 6	Technical: 3	AR Mods:	LDC: 8	Lift: 20/100 kg
Leadership: 1	Gen. Knowledge: 3	Dmg. Mods:	SDC: 10	Jump: 1.5/3/.75m
Logic: 4	Perception: 6	Adj. A/I Tricode:	Background Rating: 1	Range Type: N

Martial Arts 3/4
 Fire (Phaser) 3/4
 Melee Combat 3/4
 Sniper 3/4
 Rope Climbing 1/2
 Free Climbing 1/3

Throwing 1/3
 Pilot (Shuttle) 1/3
 Zero Grav Maneuvering 1/3
 Swimming 1/2
 Stealth 5/5
 Shadowing 3/4

Tracking 6/6
 Survival (Jungle) 1/3
 Security Procedures 1/2
 Console Operations 1/2
 Field Equipment 1/2
 Transporter Systems Ops 1/2

Damage Control 1/2
 First Aid 1/2
 Phil (Prime Dir) 1/2
 Star Fleet Regs and Ops 1/2
 Language STE 3/3
 Andorian (All Dialects) 3/3

Sergeant Dohnmac L'ehn, Marine Combat Specialist (Rigellian)**Seniority: 15**

Strength: 6	Intuition: 3	Movement: 15m	Pro. Rep. Level: 4	Armor Rating:
Accuracy: 5	Discipline: 6	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 1	Weight (optional): 99 kg
Speed: 5	Technical: 2	AR Mods:	LDC: 12	Lift: 30/150 kg
Leadership: 3	Gen.Knowledge: 4	Dmg. Mods:	SDC: 12	Jump: 2/4/1m
Logic: 3	Perception: 4	Adj. A/I Tricode:	Background Rating: 2	Range Type: N

Martial Arts 5/5

Fire (Phaser) 5/5

Melee Combat 5/5

Pilot (Shuttle) 1/3

Zero Grav Maneuvering 1/3

Throwing 4/4

Lethal Damage Attack 4/4

Nerve Strike 4/4

Stealth 4/4

Quick Draw 1/3

Jumping 2/4

Rope Climbing 1/3

Free Climbing 1/3

Swimming 1/3

Console Operations 1/1

Field Equipment 2/2

Transporter Systems Ops 1/1

Damage Control 1/1

First Aid 1/2

Philosophy (Prime Dir) 1/2

Star Fleet Regs and Ops 1/2

Language STE 4/4

Language Rigellian 4/4

Lt. JG Varden, Engineer (Vulcan)**Seniority: 13**

Strength: 4	Intuition: 1	Movement: 12m	Pro. Rep. Level: 3	Armor Rating:
Accuracy: 4	Discipline: 4	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 1	Weight (optional): 72 kg
Speed: 4	Technical: 6	AR Mods:	LDC: 8	Lift: 20/100 kg
Leadership: 2	Gen.Knowledge: 4	Dmg. Mods:	SDC: 8	Jump: 1.5/3/.75m
Logic: 6	Perception: 3	Adj. A/I Tricode:	Background Rating: 2	Range Type: N

Martial Arts 2/3

Fire (Phaser) 2/3

Pilot (Shuttle) 1/2

Zero Grav Maneuvering 2/3

Swimming 1/2

Electronics 4/5

Mechanics 4/5

Mathematics 2/4

Communication Systems 4/5

Computer Systems 4/5

Jury Rig 4/5

Power Gen. Systems 4/5

Transporter Systems 4/5

Warp Drive Systems 4/5

Impulse Drive Systems 2/4

Sensor Systems 4/5

Computer Programming 2/4

Console Operations 2/4

Fine Work 3/3

System Speed 2/3

Free Climbing 2/3

Field Equipment 4/5

Damage Control 2/4

First Aid 1/2

Mind Scan 2/3

Mind Touch 2/3

Phil (Prime Dir) 1/2

Star Fleet Regs and Ops 1/2

Language STE 4/4

Language Vulcan 4/4

Language Romulan 4/4

THE NON-PLAYER CHARACTERS STARRING IN GRADUATION EXERCISE**THE CYGNANS****Dr. Mizari'Jhot**

Strength: 2	Intuition: 3	Movement:	Pro. Rep. (Scientist) Level: 8	Armor Rating:
Accuracy: 2	Discipline: 3	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 2	Technical: 8	AR Mods:	LDC: 4	Lift:
Leadership: 3	Gen.Knowledge: 5	Dmg. Mods:	SDC: 5	Jump:
Logic: 5	Perception: 3	Adj. A/I Tricode:	Background Rating:	Range Type: U

Electronics 6/7

Mechanics 6/7

Cloaking Device Tech 2/5

Sensor Systems 6/7

Computer Programming 5/5

Investigation 3/4

Mathematics 5/5

Transporter Systems – 2/5

Bahri'Jhot

Strength: 2	Intuition: 3	Movement:	Pro. Rep. (Scientist) Level: 3	Armor Rating:
Accuracy: 3	Discipline: 3	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 3	Technical: 6	AR Mods:	LDC: 8	Lift:
Leadership: 3	Gen.Knowledge: 4	Dmg. Mods:	SDC: 6	Jump:
Logic: 3	Perception: 3	Adj. A/I Tricode:	Background Rating:	Range Type: U

Electronics 4/5

Mechanics 4/5

Swimming 1/2

Cloaking Device Tech 1/3

Sensor Systems 4/5

Communications Systems 4/5

Computer Programming 3/3

Mathematics 3/3

Transporter Systems – 2/4

Akorri'Rhan

Strength: 3	Intuition: 3	Movement:	Pro. Rep. (Shuttle Pilot) Level: 1	Armor Rating:
Accuracy: 5	Discipline: 2	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 1	Weight (optional):
Speed: 5	Technical: 6	AR Mods:	LDC: 8	Lift:
Leadership: 3	Gen.Knowledge: 2	Dmg. Mods:	SDC: 6	Jump:
Logic: 3	Perception: 5	Adj. A/I Tricode:	Background Rating:	Range Type: N

Pilot (Shuttle) 5/5

Fire (Pulser) 3/4

Martial Arts 2/3

Communications Systems 2/4

Astrogation 3/3

Swimming 1/2

Note! Due to the unexpected nature of their arrival on Sebelia IV, the Cygnans bring no Equipment or weapons to the adventure.

ROMULAN PRAETORIAN TEAM

Crusia Malak, Ante-Tribune — Crusia is a crafty and resourceful Praetorian. Still a fairly young woman, she has swiftly risen to a position of great authority and respect within the Praetorian Guard, a feat which is fraught with unseen pitfalls and requires the utmost diplomacy and craft. Having navigated past all the obstacles that tend to weed out "less worthy" Praetorian operatives, and having shown her worth and mettle in several super secret missions for the Empire, Crusia now feels that she is one step away from being invited into the inner circle of the Preditrade as a personal agent of the Praetor himself.

Her successful assault of Project Ghost Watch and the resultant capture of the data and personnel associated with it are sure to be her key to the very pinnacle of service to the Empire. Unlike many of her peers, Crusia is not hungry for power in and of itself. Rather, she truly believes that she is uniquely capable of serving her beloved Praetor and safeguarding and upholding the greater glory of the Romulan Empire. To that end, there is nothing that she is unwilling to do, no sacrifice she is unwilling to make. Crusia is an honorable but extremely dangerous foe. She will always keep her word (the word of a member of the Praetorian Guard, in her opinion, should be inviolate), but she still never ceases looking for the opportunity to crush her foes. All in all, Crusia is the smartest, craftiest opponent that the Team will face during the adventure, and the GM should be sure to play her this way.



Strength: 5	Intuition: 4	Movement:	Pro. Rep. Level: 6	Armor Rating:
Accuracy: 5	Discipline: 6	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 1	Weight (optional):
Speed: 5	Technical: 3	AR Mods:	LDC: 10	Lift:
Leadership: 6	Gen. Knowledge: 5	Dmg. Mods:	SDC: 11	Jump:
Logic: 4	Perception: 5	Adj. A/I Tricode:	Background Rating:	Range Type: M

Jumping 3/4	Pilot Shuttle 3/4	Oration 4/5	Transporter Systems 3/3
Fire (Plasma Weapon) 5/5	Stealth 5/5	Gambling 4/4	First Aid 3/4
Lethal Damage Attack 3/4	Throwing 5/5	Security Procedures 4/4	Shadowing 3/4
Martial Arts 5/5	Quick Draw 3/4	Resist Interrogation 4/5	Blind Fighting 5/5
Melee Combat 5/5	Negotiation 4/5	Field Equipment 3/3	

Equipment: Plasma Pistol with 2 extra power packs, Combat Knife, Stun Baton, Communicator, Skirmish Armor, Electronic Binoculars (200x magnification), First Aid Kit

Teric Caladisius, Pente-Centurion — Teric is Crusia's Scout/Sniper, a recent addition to the Team and her second-in-command. He is a sneaky, secretive type, whose greatest joy in life is shooting a target in the back. Teric's role in the final battle will be to take up position to snipe at the Team in the Hut or in whatever other defensive position they assume. Of all the Praetorians, Teric is the least honorable and feels that Crusia is a "soft fool". In the initial negotiation conference between Crusia and the Team's leader, it is not out of character for Teric to take a pot shot against Crusia's direct orders, claiming that the Federation character was obviously drawing a weapon. [Note to GM: Be sure Teric misses!]

Strength: 4	Intuition: 4	Movement:	Pro. Rep. Level: 3	Armor Rating:
Accuracy: 4	Discipline: 6	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 4	Technical: 3	AR Mods:	LDC: 8	Lift:
Leadership: 4	Gen. Knowledge: 4	Dmg. Mods:	SDC: 10	Jump:
Logic: 4	Perception: 5	Adj. A/I Tricode:	Background Rating:	Range Type: N

Field Equipment — 3/3	Martial Arts — 4/4	Security Procedures — 4/4	Shadowing — 5/5
Pilot (Shuttle) — 4/4	Sniper — 4/4	Resist Interrogation — 4/5	Tracking — 5/5
Fire (Plasma Weapon) — 4/4	Throwing — 4/4	Survival (Jungle, Forest) — 6/6	Stealth — 4/4
Melee Combat — 4/4	Interrogation — 4/4	First Aid — 2/3	

Equipment: Plasma Pistol with 2 extra power packs, Plasma Rifle with Sniper Rig, Stun Baton, Combat Knife, Communicator, Field Armor

Arinius Domaric, Centurion – Arinius is the Praetorian's resident tech and communications specialist. He is the one who not only tries to locate the Team on the planet, but also the one who detects and responds to the triggered Recall Beacon. He is also the one who has done most of the early review of the data taken from Project Ghost Watch. During the final battle at the Comm Hut, Arinius will try to keep track of the Primes and the Cygnans via his Scanner. While certainly not a poor combatant, Arinius probably will not engage in any of the frontal assaults on the Prime's position, preferring to stay back and direct the movement of his comrades.

Strength: 4	Intuition: 4	Movement:	Pro. Rep. Level: 3	Armor Rating:
Accuracy: 4	Discipline: 6	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 4	Technical: 5	AR Mods:	LDC: 8	Lift:
Leadership: 4	Gen. Knowledge: 4	Dmg. Mods:	SDC: 10	Jump:
Logic: 4	Perception: 4	Adj. A/I Tricode:	Background Rating:	Range Type: N

Field Equipment 5/5
Fine Work 4/4
Fire (Plasma Weapon) 4/4
Melee Combat 4/4
Martial Arts 4/4

Pilot (Shuttle) 2/3
System Speed 2/3
Cryptography 2/3
Cloaking Device Tech 5/5
Comm. System 3/4

Electronics 5/5
Mechanics 5/5
Jury Rig 3/4
Power Gen Systems 5/5
Sensor Systems 5/5

Transporter Systems 5/5
Warp Drive Systems 5/5

Equipment: Plasma Pistol with 2 extra power packs, Combat Knife, Stun Baton, Field Tools, Technical Sensor (Engineering Tricorder), Communicator, Light Field Armor

Sultan Papris, Magna-Decurion – Sultan is a hulking brute of a Romulan. His forte is man to man combat. Sultan will do whatever it takes to get to the Team, and he engages the strongest looking Federation character in either Melee or Martial Arts combat. Since Crusia has ordered that the Federation Team be taken alive, Sultan will use his Stun Baton before any other weapon. As foe after foe fall to him, he will sneer, "Is there no one here who is worthy to be my opponent?" This is not to say that Sultan won't blast an opponent with his Plasma Gun if he needs to, but rather that he greatly enjoys and seeks out personal combat.

Strength: 6	Intuition: 4	Movement:	Pro. Rep. Level: 3	Armor Rating:
Accuracy: 4	Discipline: 7	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 4	Technical: 3	AR Mods:	LDC: 12	Lift:
Leadership: 4	Gen. Knowledge: 3	Dmg. Mods:	SDC: 13	Jump:
Logic: 4	Perception: 5	Adj. A/I Tricode:	Background Rating:	Range Type: M

Field Equipment 3/3
Jumping 4/5
Wrestling 6/6

Fire (Plasma Weapon) 4/4
Melee Combat 4/4

Martial Arts 4/4
Nerve Strike 4/4

Throwing 4/4
Quick Draw 4/4

Equipment: Plasma Pistol with 2 extra power packs, Stun Baton, Combat Knife, Medium Melee Weapon (Sword), 2x Plasma Grenades (Treat as Photon Grenades), Communicator, Light Skirmish Armor

Rafiato Lorias, Decurion – Rafiato is Crusia's Heavy Weapon expert. Armed with his trusty Plasma Repeater, Rafiato lays down a withering arc of fire, slowly wearing away the defensive value of the Comm Hut, and restricting the Team's ability to fire upon the Assault troops advancing toward the Hut. Unless forced to do so by circumstance, he will not close with the Team during the final battle, but will stay back and blast at whatever targets present themselves. In tandem with Teric, the Romulans will be able to greatly restrict the movements of the Team.

Strength: 5	Intuition: 4	Movement:	Pro. Rep. Level: 2	Armor Rating:
Accuracy: 5	Discipline: 6	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 4	Technical: 3	AR Mods:	LDC: 10	Lift:
Leadership: 3	Gen. Knowledge: 3	Dmg. Mods:	SDC: 11	Jump:
Logic: 4	Perception: 4	Adj. A/I Tricode:	Background Rating:	Range Type: N

Fire (Plasma Weapon) 3/4
Heavy Wpns. (Plasma) 5/5

Melee Combat 3/4
Martial Arts 3/4

Throwing 3/4

Field Equipment 3/3

Equipment: Plasma Pistol with 2 extra power packs, Plasma Repeater, Stun Baton, Communicator, Combat Knife, Skirmish Armor

Golsai Tremeris, Ante-Decurion – Golsai is the newest member of Crusia's Team and is the one with the most to prove. He will take long chances and put himself in dangerous situations just to prove that he is as brave and worthy as his more experienced teammates. Golsai is a close relative of a Senior Tribune on Romulus, and as such, Crusia has been instructed to "watch over him carefully", a duty she resents. However, she **will** go to great lengths to keep the impetuous young Praetorian as safe as possible. If things are going too well for the Romulans, then having Golsai perform some rash action, forcing Crusia to bail him out, could help turn things back the Team's way.

Strength: 4	Intuition: 4	Movement:	Pro. Rep. Level: 1	Armor Rating:
Accuracy: 4	Discipline: 6	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 4	Technical: 3	AR Mods:	LDC: 8	Lift:
Leadership: 3	Gen.Knowledge: 3	Dmg. Mods:	SDC: 10	Jump:
Logic: 4	Perception: 3	Adj. A/I Tricode:	Background Rating:	Range Type: N

Free Climbing -4/4
Acrobatics -4/4

Fire (Plasma Weapon) -4/4
Melee Combat -4/4

Martial Arts -4/4
First Aid -3/3

Shadowing -3/3
Field Equipment -3/3

Equipment: Plasma Pistol with 2 extra power packs, Combat Knife, Stun Baton, Communicator, Skirmish Armor, First Aid Kit

ROMULAN GROUND ASSAULT PLATOON

The Romulan platoon is divided into four patrols, each lead by an Ante-Decurion. The way the adventure is set up, at most three of these patrols can be encountered unless the Team remains in one area too long, in which case the fourth patrol might move in to investigate. Keep careful track of which patrols **are** and **are not** encountered, and which personnel, if any, escape from combat with the Primes. Any surviving patrol personnel will be present for the final battle at the Comm Hut. (With the exception of Donaris Septicus, the Platoon's Ante-Centurion, the members of the Assault Platoon are all pretty much interchangeable fodder.)

Donaris Septicus, Ante-Centurion – Donaris is a bright and capable officer. He resents being under the command of a Praetorian, who he regards as more of a political officer than a true warrior. However, during the mission so far, he has seen that Crusia is a capable officer. Overall, Donaris is a thoroughly competent and professional officer who will use his resources wisely. Note that Donaris will **never** be in any of the patrols that the Team encounter in the combats leading up to the final battle at the Comm Hut.

Strength: 4	Intuition: 5	Movement:	Pro. Rep. Level: 1	Armor Rating:
Accuracy: 4	Discipline: 6	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 4	Technical: 3	AR Mods:	LDC: 8	Lift:
Leadership: 3	Gen.Knowledge: 3	Dmg. Mods:	SDC: 10	Jump:
Logic: 4	Perception: 3	Adj. A/I Tricode:	Background Rating:	Range Type: N

Fire (Plasma Weapon) 4/4
Melee Combat 4/4

Martial Arts 4/4

Throwing 4/4

Field Equipment 3/3

Equipment: Plasma Pistol, Combat Knife, Two Plasma grenades (Treat as Photon Grenades), Communicator, Skirmish Armor

4x Ante-Decurions – These are the squad leaders of the Romulan ground forces and are the characters who will direct the actions of the patrol squads in the battles leading up to the final battle. Should the Ante-Decurions go down early in a combat, the remaining Soldiers will lose their cohesion.

Strength: 3	Intuition: 3	Movement:	Pro. Rep. Level: 1	Armor Rating:
Accuracy: 3	Discipline: 4	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 3	Technical: 3	AR Mods:	LDC: 6	Lift:
Leadership: 3	Gen.Knowledge: 2	Dmg. Mods:	SDC: 7	Jump:
Logic: 3	Perception: 3	Adj. A/I Tricode:	Background Rating:	Range Type: N

Fire (Plasma Weapon) 3/3
Melee Combat 3/3

Martial Arts 3/3

Throwing 3/3

Field Equipment 3/3

Equipment: Plasma Pistol with 2 extra power packs, Combat Knife, Field Armor, Two Plasma Grenades (Treat as Photon Grenades), Tactical Sensor (Tactical Tricorder)

16x Soldiers – These are the rank and file ground troops of the Romulan Assault Platoon. As long as they are in contact with their commanders, they can be expected to perform in a cool and professional manner.

Strength: 3	Intuition: 3	Movement:	Pro. Rep. Level: 1	Armor Rating:
Accuracy: 2	Discipline: 3	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 3	Technical: 3	AR Mods:	LDC: 6	Lift:
Leadership: 2	Gen. Knowledge: 2	Dmg. Mods:	SDC: 6	Jump:
Logic: 3	Perception: 3	Adj. A/I Tricode:	Background Rating:	Range Type: N

Fire (Plasma Weapon) 2/2
Melee Combat 2/2

Martial Arts 2/2

Throwing 2/2

Field Equipment 3/3

Equipment: Plasma Pistol with 2 extra power packs, Combat Knife, Field Armor, One Plasma Grenade (Treat as a Photon Grenade). Note! One soldier in each five-man patrol will be carrying a Plasma Repeater and will have a Heavy Weapons Operations (Plasma) skill of 2/2.

ORION ACTION TEAM

These troops which make up the Orion Action Team can be either ethnic Orions or merc renegades from various other races. Depending upon how things are going in the adventure, the GM should decide whether they are either dedicated fanatics or bumbling fools — whichever serves the adventure.

Senior Petty Officer

Strength: 4	Intuition: 3	Movement:	Pro. Rep. Level: 2	Armor Rating:
Accuracy: 3	Discipline: 4	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 4	Technical: 3	AR Mods:	LDC: 8	Lift:
Leadership: 4	Gen. Knowledge: 3	Dmg. Mods:	SDC: 8	Jump:
Logic: 3	Perception: 3	Adj. A/I Tricode:	Background Rating:	Range Type: N

Fire (Weapon Type) 3/3

Melee Combat 3/3

Martial Arts –3/3

Field Equipment 3/3

Equipment: Pistol (Appropriate to race), Field Armor, Combat Knife

4x Crewman

Strength: 3	Intuition: 3	Movement:	Pro. Rep. Level: 1	Armor Rating:
Accuracy: 2	Discipline: 3	Base A/I Tricode: 4/6/8	Heroic Rep. Level: 0	Weight (optional):
Speed: 3	Technical: 2	AR Mods:	LDC: 6	Lift:
Leadership: 2	Gen. Knowledge: 2	Dmg. Mods:	SDC: 6	Jump:
Logic: 3	Perception: 2	Adj. A/I Tricode:	Background Rating:	Range Type: N

Fire (Weapon Type) 2/2

Melee Combat 2/2

Martial Arts –2/2

Field Equipment 2/2

Equipment: Pistol (Appropriate to race), Field Armor, Combat Knife

NOTES REGARDING CAPTURED EQUIPMENT:

During the course of the adventure, the Team will almost certainly acquire equipment from the Patrols that they encounter. Use the following guidelines when they try to actually use the stuff!

Any guns that the Team take away from the bad guys can be used with a flat +2 unfamiliar weapon modifier.

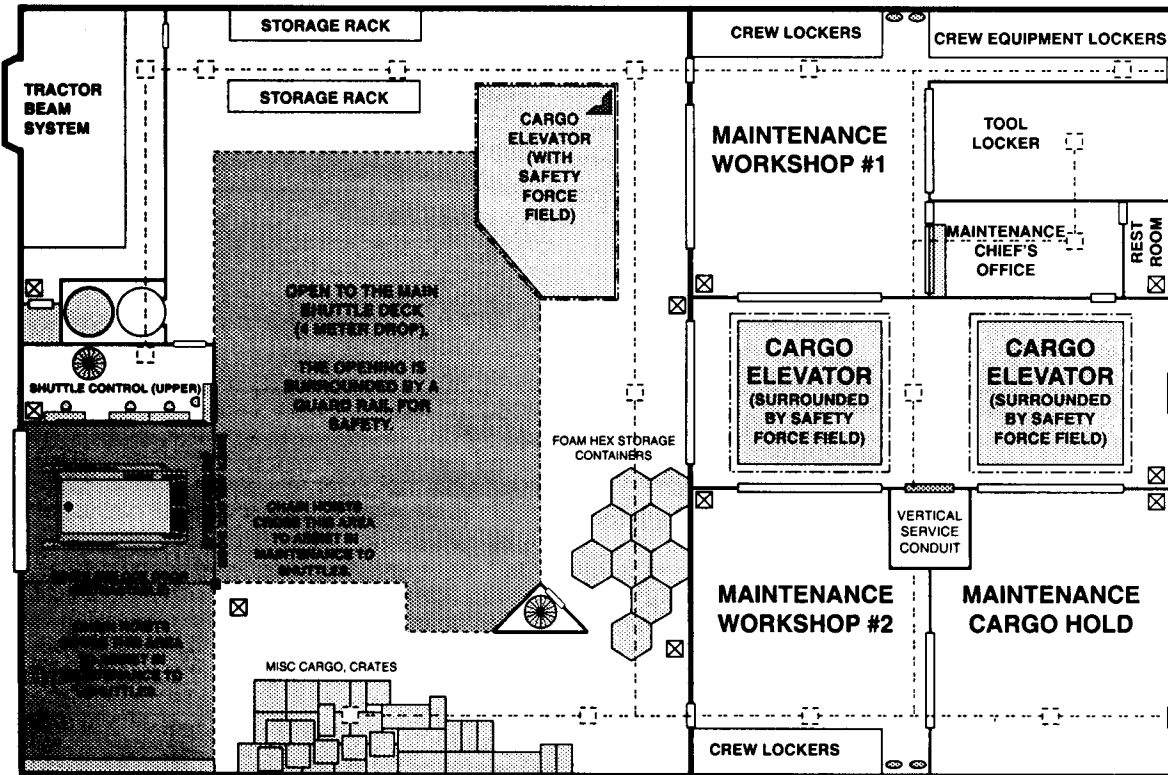
The Romulan Sensors are used exactly like Tricorders, but with a flat +2 to all tasks. If the character has the Language skill –Romulan, then it is a flat +1 instead.

The Primes can use the Romulan Communicators with no mod if they actually state that they spend a few minutes figuring out how they work. However, any attempt to Jury Rig them (to switch to a frequency that the rest of the Romulans aren't listening to, for instance) is resolved with a flat +2 mod.

A character can wear a piece of armor that he captured from another character if his Strength is within 1 point (higher or lower) of the character's strength who used to wear the armor. However, unless the two character's strengths are exactly the same, the new character will add flat +1 to his A/I roll while wearing the captured armor.

A character subtracts 1 from his SDC for the purpose of determining marching/paddling time only, for each 2 whole points of the armor's largest AR. For instance, a piece of Light Skirmish Armor, with ARs of 4-4-5, would subtract 2 from a character's SDC, only when used to determine how long the character could march or paddle. (5 divided by 2 is 2.5, which rounds down to 2.) This mod applies if the character wears the armor for any period of time in excess of one hour a day.

EXERCISE AREA, UPPER DECK (#6)



GENERAL NOTES ON THE EXERCISE AREA

The exercise area simulates the shuttle and cargo facilities of a Commercial Platform; the adjacent compartments are not present, and the shuttle hatch will not open. Note that the area shown comprises two "compartments" (the shuttle bay and the Cargo Master/Maintenance area) separated by a 12cm thick armored bulkhead.

Ceilings are 3m (7m in the shuttle bay). The decks are 1m thick, including gravity grids, air vents, and conduits.

The air ducts are in the ceiling; each is 50cm (20") high and 75cm (30") wide. The vents where the air is discharged into the compartments are clipped in place and can be easily opened from either side. Where the air ducts pass through the Tool Room and Impound Locker (Deck 7) or Tool Locker (Deck 6), 2.5cm alloyed metal bars are locked in place to defeat intruders. These can be defeated by Mechanics Skill (base time equals ToCs = 5 minutes) or by the judicious application of phaser or other weapon energy. Anywhere that an air duct passes through the wall or bulkhead, there is a guillotine-like seal that will fall into place in the event of any loss of pressure or detection of harmful fumes. The air vents are operating (since even an exercise area needs a habitable environment).

The turbolift is operable, and there is a car in position. The car can be ordered by computer to withdraw down the shaft, allowing personnel to crawl into the turbolift compartment and force open the doors. The dark circle is the vertical tube; the white circle is the parked car.

The small compartment behind the turbolift compartment is a vertical ventilation shaft that extends through both decks of the exercise area and into the decks below and above. There is a ladder welded inside this shaft. The hatch into the shaft is the same as those into the crawlspaces.

Each small square with an X in it represents a hatch on the floor and one on the ceiling and the presence of a ladder along one wall. These are intended as fire escapes, but the workers sometimes use them as they are more convenient than the other means of vertical movement. The one in the Tool Room on Deck 7 requires a security access code, and opening either the floor or ceiling hatch will set off a silent alarm in the shuttle bay control office. The ladder in the Shuttle Bay Maintenance area is on the post on the upper left corner of this area.

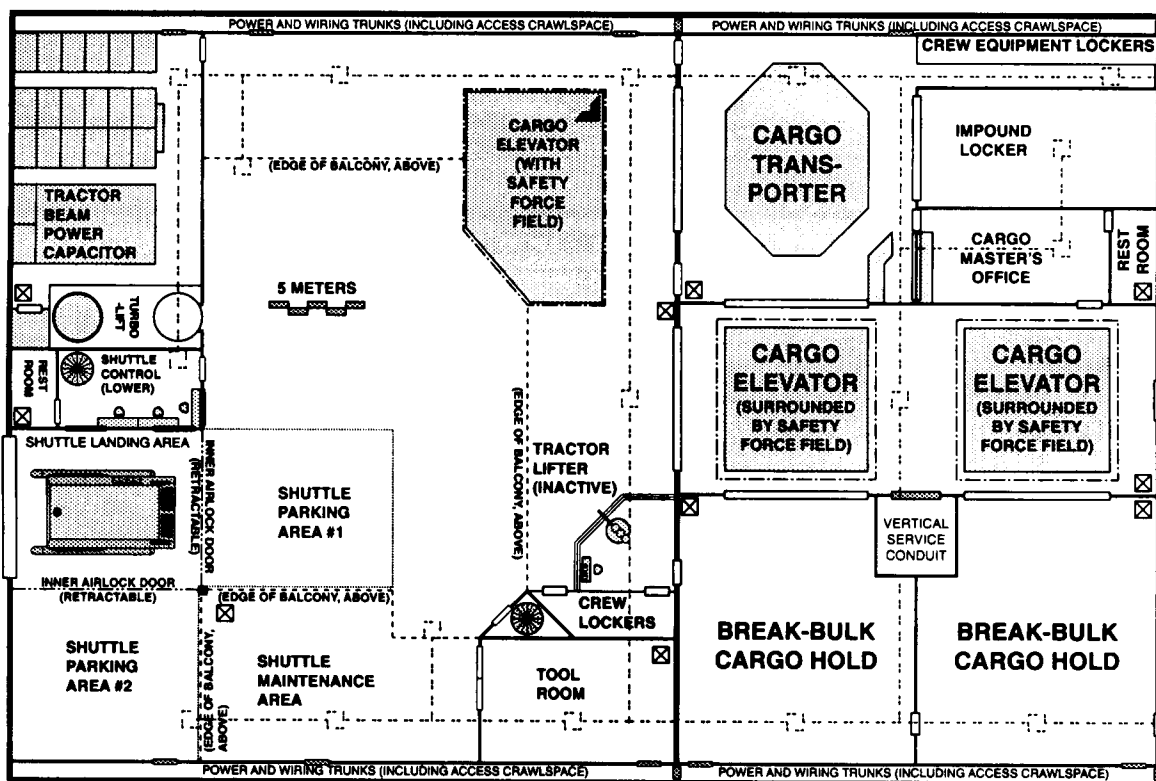
The three elevators are surrounded by forcefields to keep anyone from falling into an open shaft or off of an elevator platform. (These will stop physical objects but will not stop energy or light.) All three elevators will work only between the upper and lower exercise levels; on a real commercial platform, they would access additional decks above and below. Controls on the square elevators are on the wall beside the elevators; the controls for the elevator in the shuttle bay are on the elevator itself.

The spiral staircases in the shuttle control room and the triangular closet in the shuttle bay extend only between the upper and lower shuttle decks. (On some stations these are replaced with gravity-controlled drop shafts or "continuous belt" elevators with hand-holds.)

The vertical service conduit is for water, air, and electrical power. It extends through both decks of the exercise area and into the decks above and below. There is a ladder inside. The hatches into this conduit are the same as those into the crawlspaces.

The latrines are fully functional.

EXERCISE AREA, LOWER DECK (#7)



NOTES ON DECK 6 (UPPER DECK)

The Tool Locker is a security area and kept locked (with a five-digit combination) at all times. The Tool Locker actually has an assortment of tools in it.

The two Maintenance Workshops are operational and are used to prepare materials needed for various exercises. Several free-standing machines (the equivalent of drill presses, shears, and brakes) are in these areas. During drills, the power is cut off from the bridge for safety purposes.

The Tractor Beam System compartment has dummy equipment, although the personnel access is the same as a real station.

NOTES ON DECK 7 (LOWER DECK)

Along the upper and lower edges of the Deck 7 drawing (the outside edges of the hull) are power and wiring trunks. These include a crawlspace for personnel that is cramped (being only about 75cm wide and tall). The "hatches" (gray blocks) between this crawlspace and the main compartments are near the ceiling and are bolted in place; the bolts can be removed from either side. With care [Fine Work Skill], they can be removed from inside without making noise [no skill needed if noise is not an issue], but of course if the hatches are actually opened, the open hatch might be noticed by anyone in a position to see it. The one hatch that opens into the Tool Room (a security area) will set off an alarm in the shuttle bay control room unless the alarm is deactivated an Electronics Skill roll first. There is a small viewport (a 2cm fisheye lens) in each hatch. Where these crawlspaces pass through the bulkhead, there is a hatch which is not locked but which cannot be kept open to prevent any loss of pressure or the spread of noxious fumes.

The cargo transporter is not operational. The tractor lifter, normally used to move cargo, has been disabled. Its controls are on the small stand to the left of it.

The Tractor Beam Power Capacitor room includes 30 capacitance cells, each extending from floor to ceiling. There is a control panel at the end of the central bank.

The Shuttle Maintenance Area has several large pieces of equipment and machinery (on rollers) scattered about.

The Tool Room and Impound Locker are security areas and kept locked (with a five-digit combination) at all times when not actually in use. The Tool Room actually has an assortment of tools in it.

The term "Break-Bulk" refers to cargo that is on pallets or in individual cartons of various sizes. (Bulk cargo would refer to liquid or such bulk powders as grain, sand, or flour.) There actually is cargo in these holds.

The Crew Lockers are typical of any workroom in the galaxy, but do not contain the actual property of anyone. They have uniforms and other typical items from the ship's stores. The one by the Tractor-Lifter is effectively a large walk-in closet. The others (along the outside edges of the station, variously labeled Storage, Crew Equipment, Crew Lockers, etc.) are simply metal lockers with doors facing out into the adjacent hallways.



SHUTTLE BAY, UPPER DECK (#6)

SPIRAL
STAIRCASE

AIR VENT

HATCHES IN
FLOOR AND
CEILING

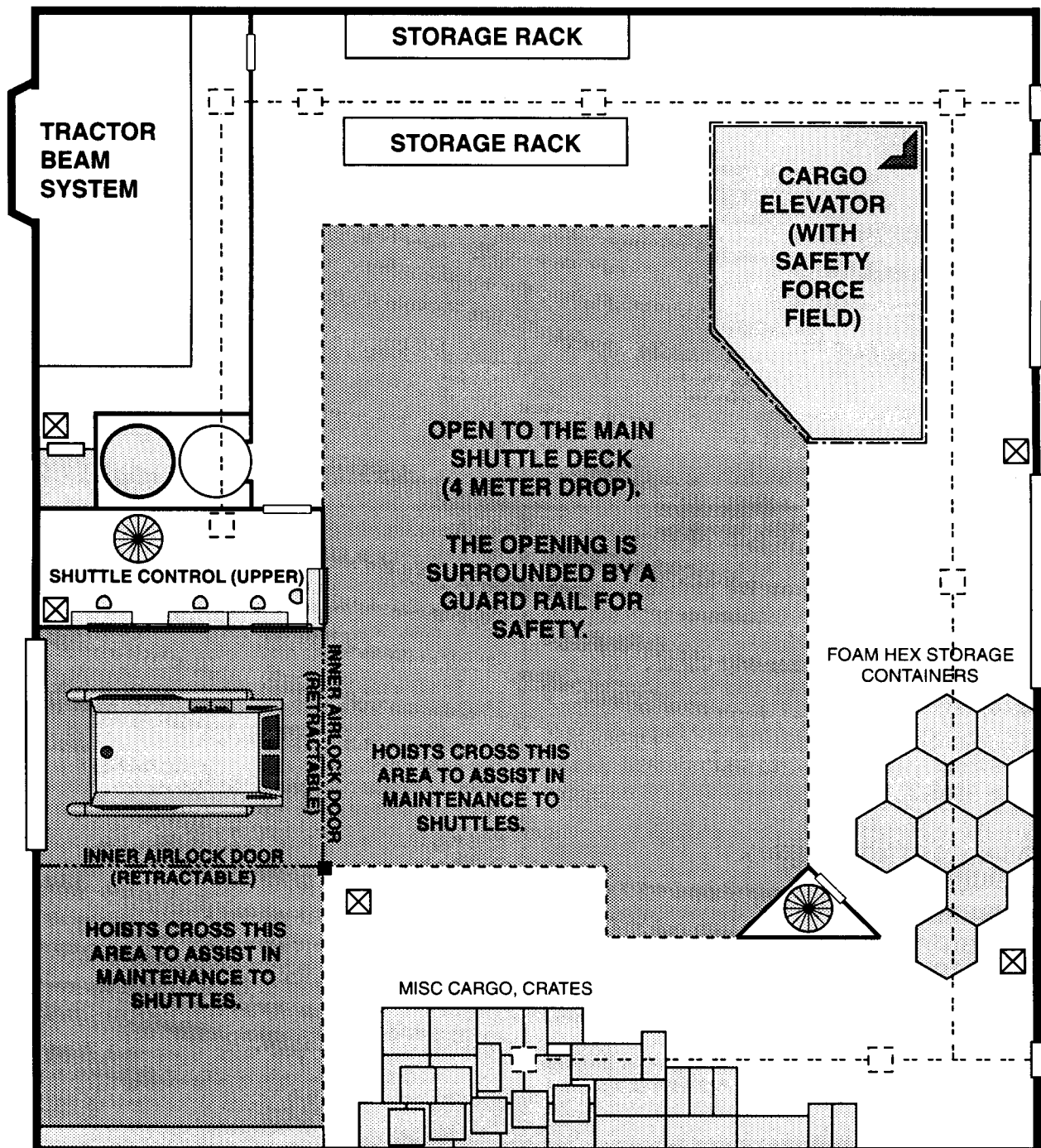
DOOR



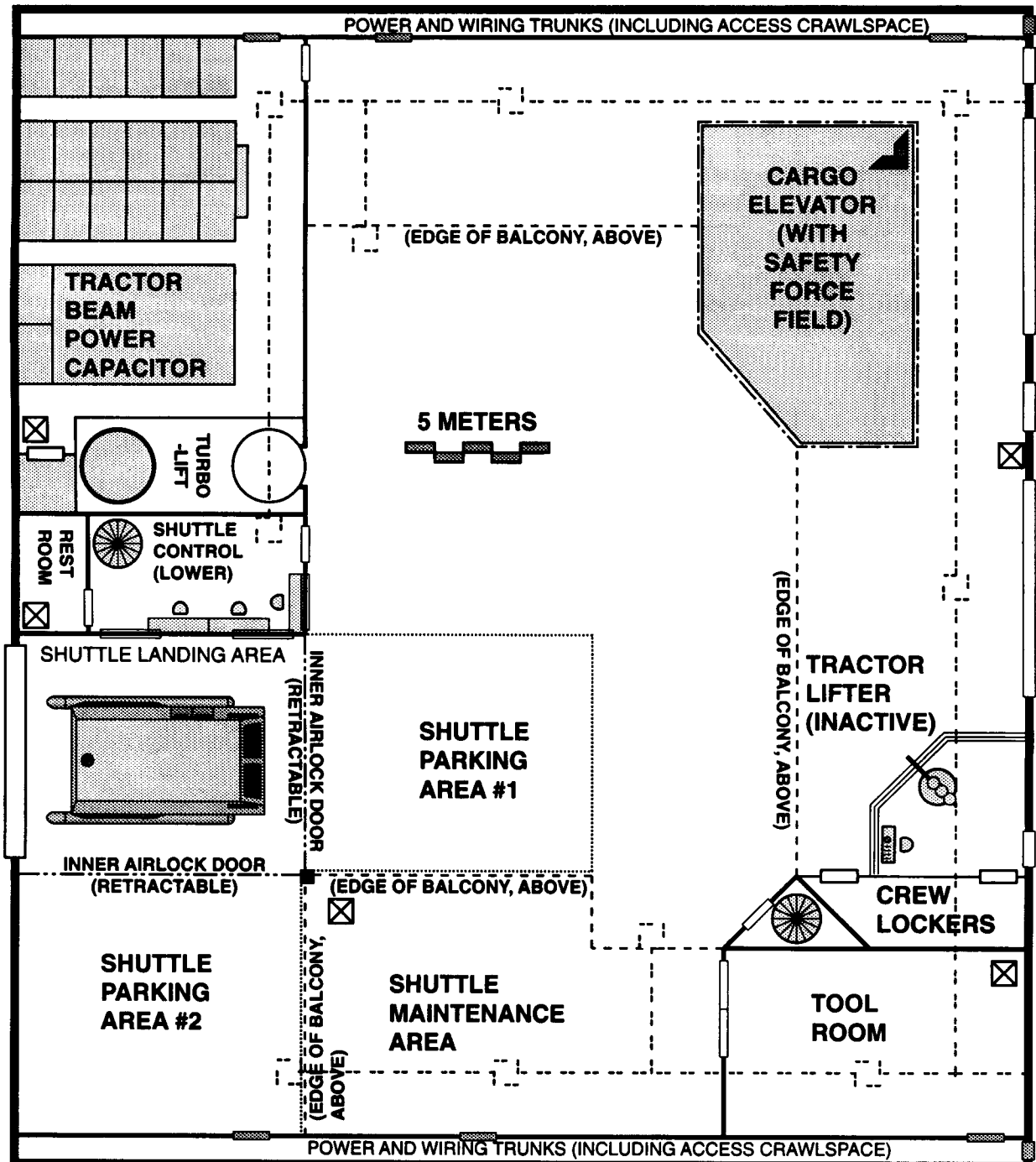
HATCH

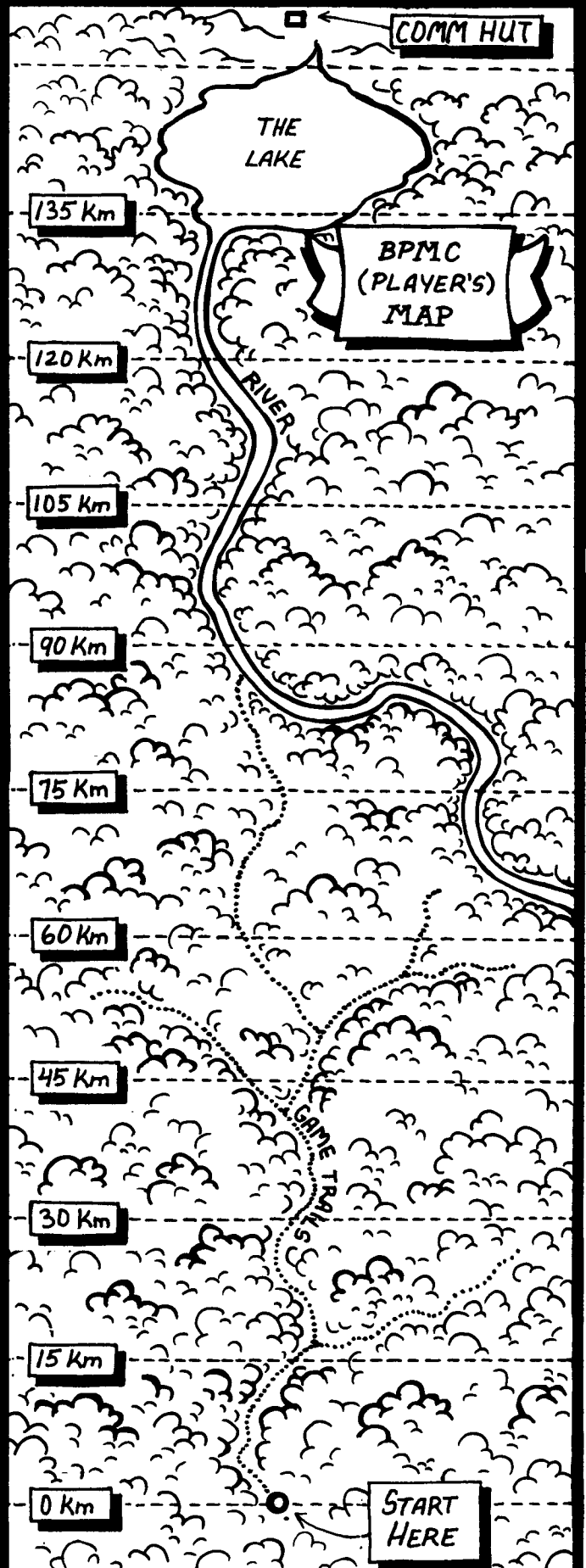
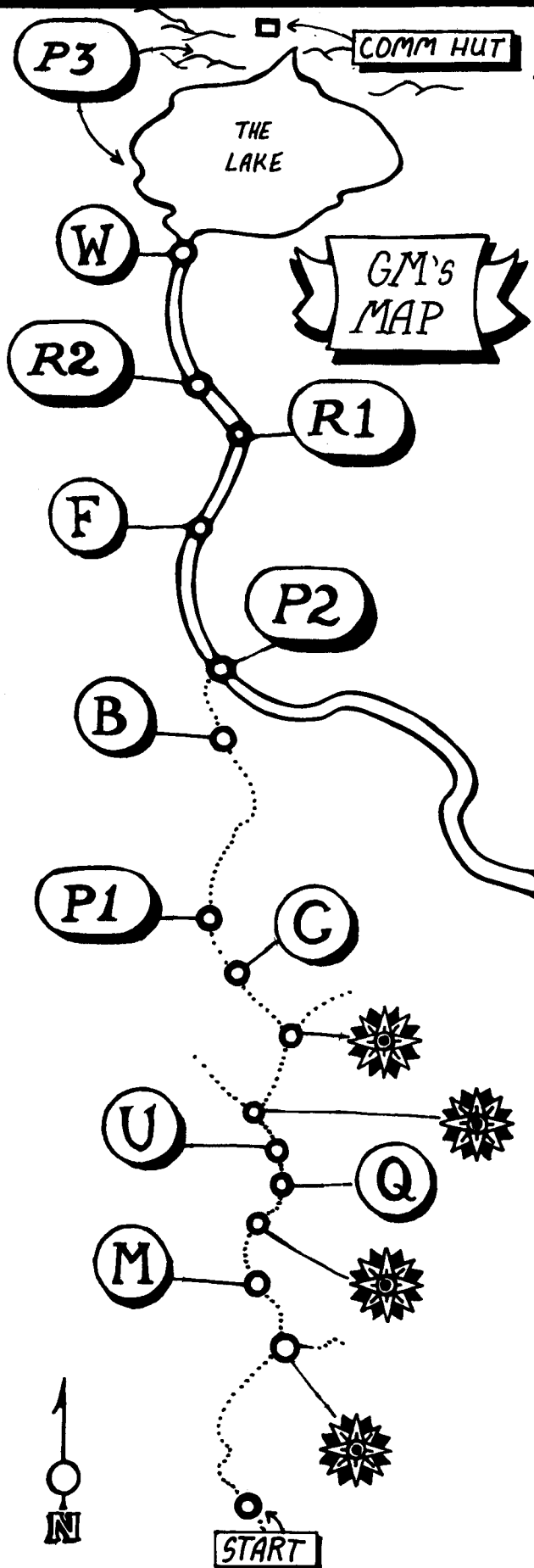


WINDOW

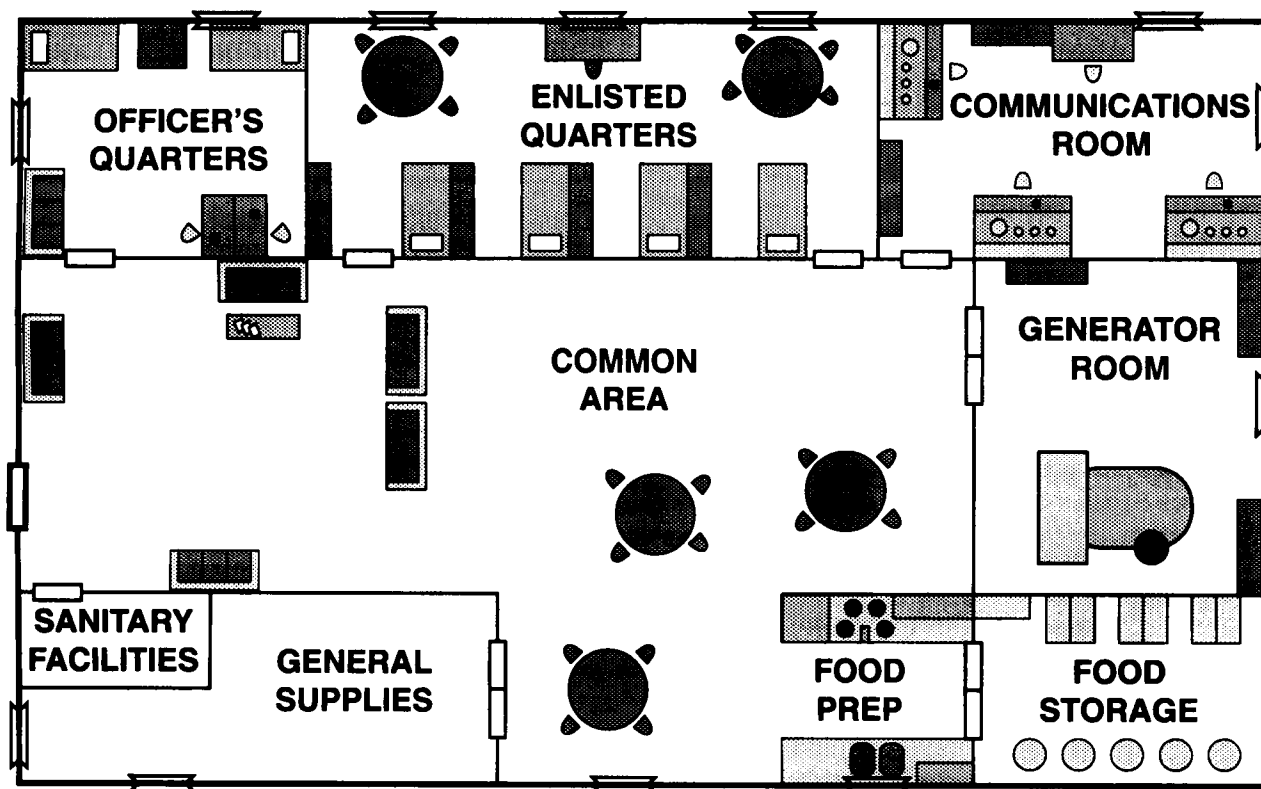


SHUTTLE BAY, LOWER DECK (#7)





COMM HUT



DOOR



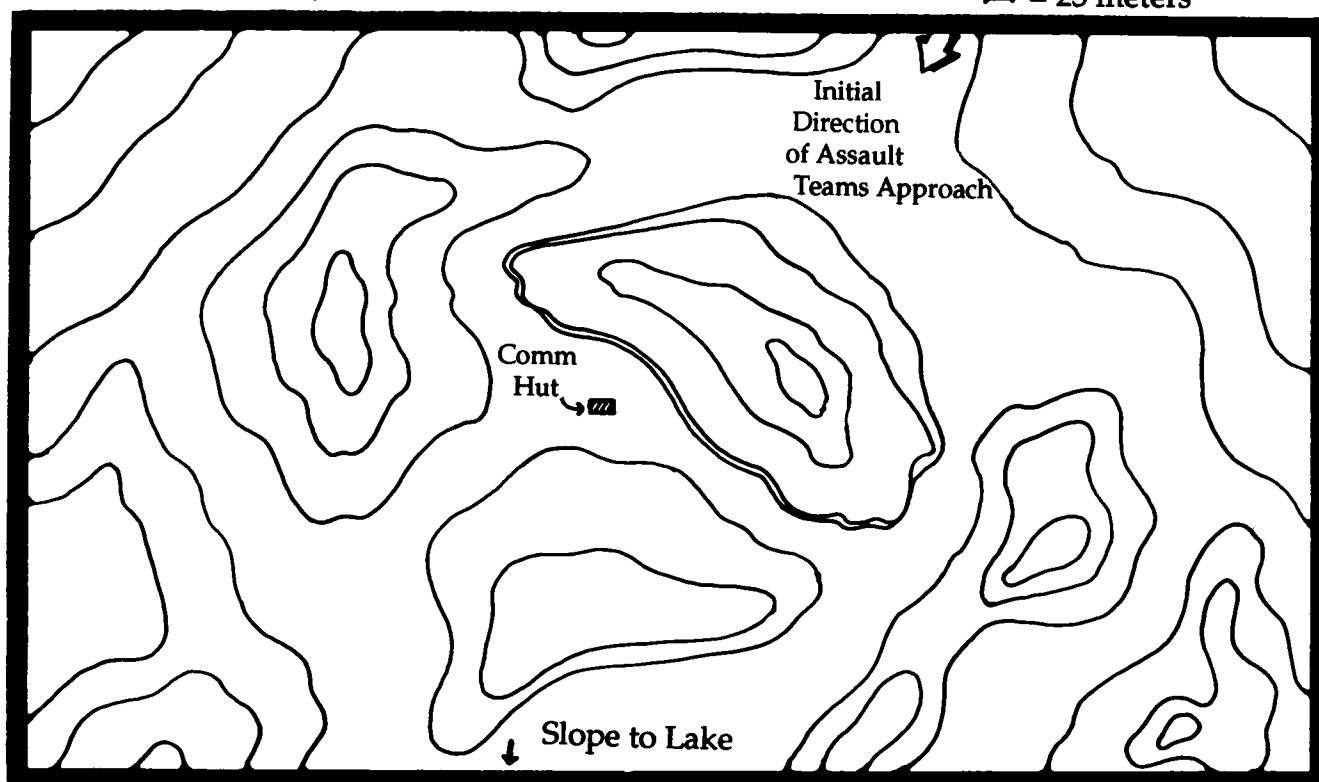
SHUTTERED WINDOW

5 METERS



Each elevation line equals +5 meters

↔ = 25 meters



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OFF THE RAILS — NOTES TO THE GM

Sometimes the players outsmart the GM (or the scenario designers), and things get "off the rails." Here is some advice to keep the scenario on-track and fun for everyone.

The first encounter with the Romulan patrol is critical, since it (a) gives them the weapons to fight their way through and (b) tells the Romulans where to start looking for them (giving the team a reason to get moving!). Don't let them convince you they can remain still and avoid contact. One of the Cygnans will make a noise. If they get the idea of leaving behind those who are slow moving and sending a fast team to the Comm Hut, let them know that while the Orion ship's sensors cannot search the entire planet in less than a month, they can search the area around the point of last contact within hours. Anyone who stops moving will be found by the Orion ship's sensors within a day or two at most.

It is important to maintain balance in the adventure in order to keep the level of interest and enjoyment high. If everything is going wrong, give the players a break. (Perhaps a GMC killed a Romulan and left his weapon on the trail.) If everything is going right, throw them a curve! (Perhaps yet another GMC or another pack of Wuggers.)

If there are only three or four players, you might have the more experienced ones play two members of the team. Or you could balance things by cutting the Romulan and Orion patrols down from five troops to three or even four. If there are more than six or seven players, you might want to have some play the Cygnans (or even the Romulans!) to keep the Prime Team at the optimal size.

Play to the local crowd. If there are conspiracy buffs present, have Akori suggest that the lack of equipment provided to the team reflects that they are sacrificial pawns in some dark plot by the Federation government.

As the GM, it is within your ability, at almost any point in the game, to just say, "Sorry, you're all dead." The trick to being a GOOD GM is to make the situation as challenging as possible and to still have the Team win (or at least survive). Now, this is assuming that the Team doesn't screw up royally; if they do, they should get creamed. However, the GM should NEVER screw the characters just because he can. It's not fair to play the bad guys with perfect knowledge of who is hurt, who is low on ammo, etc.—*Mark Costello & Steve Cole*

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