# THE FEDERATION

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THE FEDERATION SOURCEBOOK

STAR FLEET UNIVERSE

**PRIME DIRECTIVE**

TASK FORCE GAMES™

# UFP

## The Federation Sourcebook
## for PRIME DIRECTIVE

## USS SARATOGA—MISSION DATAFILE



**The Vexion V1 Mining Colony (Y174)**

Off in the distance, Kasrilevka burned. The plasteel walls of the colony had long since lost their shine, but the reflections from the fire played on their surface nonetheless. Vak Scarno, the Federation Marshal assigned to this sector, just shook his head and turned back into the entrance port, murmurs of trouble all around him as he walked past the shift workers milling around in the corridors and made his way back to the relative safety of his office. Once inside, he activated the locks and snapped on his computer. There were three new reports of Nightbloat sightings in the Farner tunnels, and four more Missing-Colonist forms waiting for him as he logged on. He pressed the File-Urgent key and began to scan the Missing reports. Suddenly, the door alarm chimed and Vak jumped, his nerves completely on-edge. He turned on the corridor viewer to see Musjion Verinkula standing there, fresh signs of violence clearly visible on his face. Enough was enough! This time he would formally request help from the supply ship. He had no choice.

**Aboard the *USS Saratoga* – Briefing Room Four**

Rusty could hear the buzz in the Briefing Room from 50 meters. *Good, this means that Kosov hasn't arrived yet. I can relax,* he thought as he continued towards the door. As he entered the room, he found himself right in the middle of a heated conversation between Az, Minx, and Adrianna. Az seemed intent on impressing the women with his tales.

"Yeah, well, during the interrogation on Halligan's World, they were threatening to scrag my bellend with a sonic depilitator!" Az said, and he sat back in his chair, his arms crossed, a self-satisfied smile on his face. Neither Minx nor Adrianna flinched, obviously comfortable with their ignorance of Cygnan anatomy, and Az's smile turned to a frown. "That was pretty bad, you know!"

"That's nothing," Rusty interjected, taking his seat. "During the Connor campaign, I held off 40 enemy troops with just a scatter phaser and two collapsible ladders."

"Right!" Adrianna took a deep breath and was just about to begin "her" tale of the worst interrogation she had ever survived or the most outnumbered she had ever been in a fight when a young ensign walked into the room.

"These disks are for you to read now. Lt. Commander Kosov will be along shortly," he said. Placing the disks on the desk in front of Minx, he turned and left the room.

"Little snot," Minx said, and then passed out the disks. "Let's see what's up." She placed her disk in the desk viewer, and the information began to scroll.

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**Initial Contact Report Summary: Vexion V1**

Initially catalogued in Y147 and surveyed in Y150, Vexion V1 is the only habitable planet in the VEXION System, located in the Mariaglois Sector. V1 is a Class M world designated as Open. (No indigenous intelligent lifeforms.) (See: FSC SecComDoc-GRY 4297/12-ISR(D) - Colinwood, Hancock & Thresher Ltd.)

Chartered to Open Federation Colonization Authority by FCC in Y51. (FCC Charter – Mariag-Vexion (Sys) GRN-77834/OPN125)

Phase I Colonization began in Y153, Phase II in Y169, with Phase III projected for Y174.

Current Population – 11,741

Ethnic breakdowns follow Standard Profile.

Features:

Three primary Population centers – Kasrilevka (Capital/Industrial Center), Hotrail-1 (Mining Facility), and Clozer (Agrarian Complex).

Extensive mining facilities: Iron, Tungsten, Calamite. Trace production of Magnosite and Dilithium.

Five prominent continental land masses, and extensive free water. Diverse fauna, with several predatory types.

Primary agro-ecosystem is being supplanted by Terran Grass/Grain imports. (Oxygen levels are currently within 7% of Terran Standard.)

Colonial Council of 12 sits for 4 year terms. Current Colonial Senior Controller – Musjion Verinkula.

Federation Marshals Office has assumed full/sole Police Authority since indictment/conviction of 8 of 12 members of the Local Sheriff's Office in Y171 on charges of corruption and graft. Central Office in Kasrilevka. 8 Officers. Current Senior Marshal – Vak Scarno. (See FSR/PD #FMO3/2965 ACC-SF/FMOFOFF Scarno, Vak)

End of file

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As the report ended, Kosov strode into the room accompanied by two young men the Team recognized from training. The four Black Eagles in the room snapped to attention.

"At ease," Kosov said, and everyone took their seats. "Peltier and T'Pon are still recovering from that nasty business of the last mission, so Science Officer Lt. (SG) Lance Kandler and Marine First Lt. Dohn R'entz are temporarily assigned to the 'Eagles. You can get acquainted after the briefing." The two newcomers nodded to the Team and took their seats along with the others; Kandler stood just under 2 meters tall, with dark brown hair and a scar which ran from the corner of his mouth to his right ear, and R'entz, a

giant of a Rigeliian, with an unexpected shock of red hair rather than the snow-white outcrop common to most Rigellians. He would definitely stand out in a crowd!

"As you know," Kosov continued, "the *Saratoga* is two days away from a standard supply drop in the Vexion System. This morning we received a coded message from Vak Scarno, the Federation Senior Marshal assigned to the V1 colony. His report indicates Nightbloats preying on colony members, and that alone would have been enough to warrant a quick visit, but there's more.



"He has reason to believe that a bad element within the civilian mining contingent helped torch the local town last night. Marshal Scarno has requested our help in providing emergency relief for the wounded and displaced miners and to help restore civil order. Any questions before I continue?"

"Sir, aren't the Nightbloats indigenous to the Astralan system?" asked Massing.

"Yes, and prohibited from transport. We've had reports that they've shown up on a handful of other worlds in the past few months, acting as 'guard dogs' for various illicit operations. There is every reason to believe that one of the Orion Cartels has set up a Nightbloat smuggling and distribution operation. It's anyone's guess which one though."

"Ugh! Nasty critters!" commented Az. "Meeting up with one of them is not exactly what I would call a fun day in the sun, that's for sure!"

"Actually, Lieutenant," offered Kandler, "the Nightbloat are nocturnal creatures and are almost completely inactive during the day. Of course, at that time they will expand to almost four times their sleeping size and become voracious feeders. Perhaps you mean that you wouldn't like to meet up with one in a dark alley?"

"I knew that!" replied Az angrily as the unmistakable coloring of embarrassment flushed his pale cheeks. "And you can just stop showing off, encyclopedia boy, 'cause we're not impressed..."

"That's enough, Az!" cracked Minx. "Now, Commander Kosov, about those Orions..."

## Aboard the *USS Saratoga* – Transporter Room One

Two days later, Massing strode into the Transporter Room, the other Black Eagles behind her. Rusty and Dohn were getting along as if they were long separated brothers, which, for all that Minx understood about Rigellian family structures, they might well have been. Lt. Kandler was fitting in with the other members of the Team, although he was a little distant. He also had the unnerving habit of finishing other people's sentences for them. Very annoying, but he seemed to know his stuff.

"All right, 'Eagles, let's get on with it," Minx said. Taking their places on the pads, she nodded, and the transporter chief activated the beam, sending them on their way to Vak Scarno's office.

## Vexion V1 (Marshal Scarno's Office-Evening)

Scarno was waiting for them, seated at his cluttered desk and looking absolutely exhausted.

"Marshal Scarno, I am Lt. Massing of the Black Eagles, operating from the USS *Saratoga*. How can we be of assistance?"

"Well," Marshal Scarno began, leaning back in his desk chair, "two Rigellians, an Alpha-C, and a Cygnan. A regular Federation High Council meeting right here on V1."

"If you have a problem with the composition of my Team, Marshal, then I'm certain that you and your deputies can handle this situation on your own?"

"I didn't mean anything, Lieutenant Massing. It's just that the locals here are a little rough, and almost all of 'em are Terran. They might not take too well to being rousted by a bunch of, uh, well, non-Terrans."

"Their ignorant biases are none of our concern, Marshal. The Nightbloats and the missing workers are. If we need to 'roust' any of these people, then I assure you that it will occur as a result of their failure to cooperate with us, and nothing else. So tell me, who do *you* think is responsible for what is going on here?"

"Responsible? Hard to say, Lieutenant. Like I said, these folks can be a little rough sometimes, but by and large they're not so bad. I really couldn't point any fingers."

"May I remind you that, according to your own report, it seems that some of these "not so bad" people burned down an entire town? I'd really like to keep you in the loop on this, Marshal, but if you're not going to be fully on our side in this, then we're going to cut out on our own. Do you understand?"

"Well, if you put that way..."

"I AM putting it that way, Marshal. We don't want to have to take this colony apart, section by section, but we will!"

While Dohn and Lance were inwardly surprised to see the diminutive Lt. Massing display such a commanding presence, Az, Rusty, and Adrianna knew without a doubt where she got her inspiration from. Peltier, a master at subtle, and not-so-subtle persuasion, was a source of inspiration for them all.

"Well," replied the beleaguered Marshal, "I guess that if there was going to be any sort of place to start looking for

trouble, then you might as well start with Steve Morrisey and his crew. They run an..." he paused for a second, "...independent operation a few kilometers out from Hotrail-1."

"Independent operation?" ventured Sgt. Major Bansett, "on a Federation Chartered Colony? Have they applied for an Operations Lease or a Venture Grant?"

"Well, not exactly, Sergeant. Out here on the frontier, things like paperwork can kind of get away from the black and white of the Colonial Charter and sort of fade into those grey areas. Seems more reasonable to just file the claim after you find something. 'Ol Morrisey might be a bit crusty, but he's no cheat. If any of his claims pan out, then he'd file straight away. Some of his workers though. They...well, he's hired some real ruffians lately. You'll see. It's them, probably. Not Morrisey."

Minx spent a long moment staring down the exhausted Marshal. "I certainly hope that you're right, Marshal, for all our sakes."

## Vexion V1 (On the way to Morrisey's compound)

The illicit mining compound was some distance out from Marshall Scarno's office, and as the Black Eagles rode through the colony gates in a groundcar they had "requisitioned" from the Marshal's vehicle pool, they could see the smoke still rising into the night sky from the burnt-out remnants of Kasrilevka. The emergency relief crews from the *Saratoga* were helping the locals in their cleanup efforts. Dozens killed and wounded, and hundreds without power, food, or shelter. A disaster like this could set a colony back ten years or more, threatening to run them over their Charter Limit. The inhabitants would almost certainly have to file for an extension. It would be a shame if one was not granted and V-1 had its Charter revoked. Life in the Colonies was rough, certainly, but no one deserved to have their whole life's work undermined.

Morrisey's "private venture" wasn't listed on the colony's official cartographic survey, of course, but Marshal Scarno had given Minx a pretty good idea of where to look. She turned to Rusty and said, "Anything yet?"

"I'm getting it. About seven and a half klicks out from the Hotrail-1 Compound. Hmmm, that's odd. Are the rest of you reading what I'm getting here?"

"Affirmative, Rusty," said Adrianna. "An advanced perimeter sensor signature. Probably a dedicated Remote Sensor Array, linked to a central processor. This place is a bloody fortress. Reinforced walls, guard towers, the works."

"And some sort of shielded enclosure in the main structure. Can anyone get a better make on it?" added Lance.

"Quit your scans and kill the lights before we trip their monitors," said Minx. "If they've got a Remote Sensor Grid running, we don't want to tip them off that we're on the way. It looks as though the extra time I spent on the equipment allocation was worth it. Adrianna, issue the PSMs."

"Of course, Lieutenant."

Each member of the Team clipped the Personal Signature Masker onto their belts and activated the unit.

"We're on foot from here on in. Turn off your communicators and no tricorders or phasers until I give the order," Minx said. "Adrianna, Dohn, you're on point. Let's have silence and hand signals only until I give the word. Lt. Kandler, stay near me, okay?"

"I can take care of myself, Lieutenant. I'm very hard to surprise."

"Just the same, Lance, this is your first mission with the Eagles, and I don't want you to get in over your head."

The young Lieutenant shrugged and fell in behind Minx.

The Black Eagles encountered no one as they made their way silently ahead towards the unseen mining camp, covered by the dark of the moonless night. Somewhat more than an hour later as they approached a stark bunkerlike structure set into the side of a steep hill and illuminated by banks of harsh floodlights, Minx wished for the hundredth time that T'pon, her Vulcan teammate and powerful Psionic, was there. Having someone to Mindscan a potentially hostile position was such a luxury, especially when the tricorder was not an option. Breaking her own strict order of silence, Minx muttered under her breath, "I wish I could get a look in that building!"

Lt. Kandler moved up close to here and whispered, "I could try, if you'd like, Lieutenant. To get a look inside I mean."

It took Minx a moment to sort out Kandler's extraordinary offer before she replied, "Are you trying to tell me that you're an NVP, Lance? It doesn't say anything about that in your Personnel File!" Minx whispered back, while signalling for the Team to halt its advance.

"NVP? I hate being called that. It makes me sound like a baseball player! Why can't you just call me a Psyker?"

"Lance, I'll call you anything you want to be called if you can get a peek in that bunker."

Kandler nodded, and sitting down in the matted spring grasses, he closed his eyes and began to breathe deeply. While the others instinctively crouched down to form a defensive perimeter around the young Lieutenant, Lance said with a hint of regret, "Now this doesn't always work. I'm not that good..."

Long moments passed. Minx didn't like sitting in an open field just a few hundred meters away from a potentially hostile fortification, and from the way that her marines were scanning the area ahead, she knew that they liked it even less. "C'mon, Lance. We're in the open here," she urged.

"Hang on. I'm getting it. There." Lance's bowstring-taut frame visibly relaxed, as he began to relate to Minx what he saw...

## Inside Morrisey's compound (a short while later)

The explosions that had ripped through the bunker were still ringing in the ears of the stunned technicians and the others in the command room when the Black Eagles burst into the room.

"DOWN DOWN DOWN!! EVERYBODY DOWN ON THE FLOOR!! NOBODY MOVE!! HANDS WHERE THEY CAN BE SEEN!!"

Anyone that did not obey was instantly and efficiently stunned by one of the 'Eagles who moved in teams of three, two covering whenever the third moved. In a matter of moments it was over and before the dust had settled, the room was secure. Minx surveyed the scene — five armed and armored Team members, holding phaser pistols and scatter phasers at the ready over a roomful of shocked and frightened people. She let the scene ride out for a moment, to drive home the point of who had the upper hand, before speaking.

"I am Lieutenant Minx Massing of the Federation Prime Team Black Eagles, operating from the USS *Saratoga*, and you are ALL in a latrine-full of trouble," Minx said and then nodded to Az, who took a seat at the main computer access console. Within moments, his fingers were flying over the controls.

"It's encoded, Lieutenant," Az called out.

"Can you crack it?"

The Cygnan snorted. "Do the Kzintis like Steak Tartare?" he replied.

The crowd on the floor was starting to get restless. Minx decided that it was time to make a move; reassert control. "Who's in charge here?" she asked. Getting no response, she continued, "I am looking for Steve Morrisey. If you would please identify yourself, no one has to get hurt."

After a moment, one of the figures on the floor, a rough, stubbled man who looked more like one of the miners than a businessman, spoke. "I'm Morrisey. What right do you have busting in here like this? You could have killed us all blowing that wall like that! How many of my men did you bust up getting in here? How did you get past my remote sensor grid?"



"I'm sorry, but that's classified," Minx replied. "As for your men, they're fine, merely stunned. I apologize for our rather dramatic entrance, but your overzealous architectural tastes forced our hand. Sergeant M'eins, here, is an expert in demolitions, so you were never in any significant danger.

"Now, Mr. Morrisey, let's talk about Nightbloats and your connection with the Orions who supplied you with them," Minx said, bluffing, but the shocked reaction on Morrisey's face let her know that she had struck paydirt. "So why don't you tell us what's been going on here. If you help us indict the Orions responsible for this, the Federation might go easier on you."

Morrisey hesitated. "It would go so much better for you if you just told us what we need to know," Minx said. "We're ready to record your statement. Do you have somewhere private we can go?"

"We can go to my office," Morrisey replied.

Minx turned to the 'Eagles and said, "Lance, you come with me. The rest of you keep an eye on these 'prisoners'."

After a moment alone in his room, Morrisey crumbled. He began to tell the whole sordid tale. Of the rich magnosite deposit he had found. Of the deal he had cut with the Orions to get the material offworld without the need to file a claim with the Federation Council for Colonization. Of the increased security he had to acquire with the arrival of the third stage colonists only months away. And he told her of the Nightbloats. The Orion Cartel he had been dealing with had sold him a pair of male Nightbloats. The price had been astronomical, but worth every credit. No one who came near the lower mines would live to tell about what he had seen, *and* the threat of the Nightbloats kept the miners in line. Mostly they didn't care because Morrisey paid them so well, but still, the extra threat was reassuring.

Then five weeks ago, disaster. It turned out that one of the Nightbloats was not only female, she was pregnant! She attacked her keeper and escaped. Seeking refuge in the endless tunnels of the mines, some of which were abandoned and connected with the surface, she hid out, eluding Morrisey's hunting parties, until her whole brood was born. Morrisey walked over to the water cooler and took a long, slow drink before continuing.

"We thought we'd tracked that whole batch of 'em to one of the tunnels under Kasrilevka. The mother kept hunting for food for her young, and it turned out she was hunting colonists! We went in with flamers to clean the whole nest out. I never wanted the colony to suffer! You have to believe me. But we only found two of them there, young ones. God, only two! I lost three men, and we ended up torching the whole damn town! It was an accident!" With that, Morrisey collapsed and burst into tears.

"Mr. Morrisey," Minx began softly, "we need to know where the rest of the Nightbloats are. If you help us now, I promise I will do whatever I can for you later. There are still people in the city, including a number of my shipmates, and it's dark out there. Not only that, but the trucks from Clozer are due next week. Do you want to add the farmers to the death count? **Where are the rest of the Nightbloats, Morrisey!**"

"We think they're in the tunnels under the Hotrail-1 complex, Lieutenant. It'll be dawn soon, so you can probably catch them unawares..."

## Vexion V1 (Marshal Scarno's Office-Dawn)

Several communicator conversations followed, and the colonists and miners were temporarily evacuated from both Kasrilevka and Hotrail-1 to the *Saratoga*. With the civilians out of harm's way, a company of Marines beamed down to the planet and began a Nightbloat hunt in earnest. It was time to zap some bugs!

The Black Eagles, now in Assault Armor and Hummer Helmets, beamed down once again to the Marshal's office. Vak Scarno, outfitted like the rest of the Team, stood up and said, "I've got a lot of making up to do with you, but we can take care of that later. Are you ready?"

Minx turned to the others and smiled. They were ready. Vak Scarno opened the door, and the Team began to file through into the corridor beyond.

Hotrail-1 was ready for a spring cleaning!

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## UFP – THE FEDERATION SOURCEBOOK
## by Timothy D. Olsen & Mark Costello

As the United Federation of Planets (UFP) continues to explore the almost limitless expanses of our galaxy, they will fill in the empty regions of the galactic atlas, encounter new races – both friend and foe, and come to know their cultures, philosophies and languages. Along the way, the Federation will develop new technologies, equipment and skills – All of this and more will be added to the ever growing sphere of the Star Fleet Universe.

This volume, **UFP – The Federation Sourcebook**, is the first installment of that jump into the future. Divided into two sections, The Federation Sourcebook presents new rules, skills, psionic disciplines, equipment and character types in Book One, and in Book Two, reference material on the inner workings of the Federation, including the Federation Government, additional information about the six Full Member Races, *and* five brand new Associate Member races, available as player characters for the first time!

As the Federation continues to grow and change, you can expect to see even more of its place in the cosmos revealed and defined. Space is vast. This is just the beginning...

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# Book One

## Expanded Rules/
## Material Update

## SECTION ONE: NEW CHARACTER TYPES AND SKILLS

### VULCAN PSIONIC DISCIPLINES



The method described in the Prime Directive Rulebook for generating Vulcan Psionics Master characters merely scratches the surface of the complex and intricate traditions and mysterious philosophies surrounding the numerous Disciplines (or Paths) of those rare Psionics Masters native to the planet Vulcan. Dating back to the distant past and before their startling cultural shift to a society based upon total logic, the Nine Paths (as the major Psionic Disciplines have come to be known) have been a deeply ingrained and time-honored part of the Vulcan culture.

It is no secret that those Romulans who split away from their Vulcan cousins left behind virtually all the bloodlines that would in the fullness of time produce the great Psionic Masters of Vulcan (a fact that the Romulans can scarcely forget). These bloodlines were the first to define their special talents and to hone them in special directions, at first as a necessary aspect of simple survival in the early barbarous days of Vulcan civilization, and later as the precursors to the philosophical stabilization of the race. The early practitioners of these Disciplines learned to rely upon inner strengths and more dispassionate methods of dealing with the world and, as such began to turn away from the violent practices of the day. As their adherents became more numerous and prominent, an increasing number of the ancient Vulcan Warlords turned to these powerful individuals for guidance and assistance. In time, a more pacifistic view of life began to take root in the core of the Vulcan mindset.

The Nine Paths were not in and of themselves directly responsible for the Vulcan shift to a society based on logic, but they were certainly a major factor. The Nine Paths are still practiced today throughout the galaxy and while they are no longer entirely restricted to specific bloodlines, as they were in past, there is still a great deal of "clannishness" to the various Disciplines. When a player chooses one of the nine Disciplines for his Vulcan Psionics character, the history and background of the discipline becomes an integral part of the character's bloodline and he may choose to wear the Path emblem upon his uniform.

Each of the Nine Paths has a Center for Learning on the planet Vulcan along with a training area within the confines of Prime Central.

### THE NINE PATHS

**Path of J'haniar** – Thoughts and the Mind

**Path of Mey'lar** – Perception and Learning

**Korini Dercou** – Stealth and Guile

**Tenets of Serin** – Health and Healing

**Paktoc Kelfee** – Devotion to Pure Intellect

**Srenkon De Kafli** – Command and Control

**Vesehr of Trak** – Perfection of the Physical Form

**Surini Maklar** – Factual Storage and Computation

**Srunihki** – General Psionic Practice for Non-Masters

When generating a Vulcan Psionics Master character under these rules, follow the following guidelines.

This section changes much of the material presented in the VULCAN PSIONICS MASTER Specialization section presented on page 22 of the Prime Directive Rulebook. Vulcan Psionics Masters must still select this specialization, of course, but will generate their Psionic skills and abilities using the following guidelines. (**Exception**: A regular, Non-Psionic Master Vulcan may take the Srunihki Path, described below.)

YOUR CHARACTER MAY ONLY TAKE THOSE PSIONIC ABILITIES LISTED FOR THAT PARTICULAR DISCIPLINE. THIS RESTRICTION LASTS FOR THE LIFE OF THE CHARACTER. (**Exception**: Any Vulcan character may learn Mind Scanning, but even a Psionics Master may not use the 12 skill levels provided in the Psionics Specialization section unless that skill appears on the ABILITIES list for that discipline.) A character who follows the Path of the Paktoc Kelfee may NEVER learn the Korini Dercou Discipline of Mind Shadow, for instance, and would have to spend either I-CIPs or regular CIPs to acquire and learn Mind Scan.

Once you select a Path, you must follow that Path for the life of the character. You CANNOT switch from Discipline to Discipline over the course of the character's career. Also note that as it takes many years of study to acquire the various skills and Disciplines associated with the various Paths, a character CANNOT "become" a Vulcan Psionics Master after play has begun. (Star Fleet would never allow your character the *years* of leave required.)

In order for your character to qualify for the various Psionics Disciplines, he must meet certain characteristic and skill requirements, which are listed below. As with the other requirements listed in the Character Generation Section, these need to be met only by the end of the Character Generation process. Remember to allocate those I-CIPs first, though, so you don't forget anything.

Vulcan Psionics Masters still get their 12 Skill Levels to apply to the psionic skills listed in the ABILITIES section of their Discipline, but still cannot raise any of these skills to higher than a 4. If this means that some of the 12 skill levels go unapplied, because there aren't enough skills listed in the Discipline to use up all the available levels, then the excess levels are lost.

### The Path of J'haniar

> "The ideal expression of the ideal mind is infinite diversity in infinite combinations."
>
> Attributed to Sorinak the Codemaker, founder of the first of the great Sohk-Paks, the J'haniar.

The Path of J'haniar is the "classic" Vulcan Psionics package, devoted to telepathic communication and the direct linkage of minds. This is the oldest of the Psionic Disciplines and is considered the "purest" by many Vulcans. The J'haniar are drawn from all walks of Vulcan life, and it would not be unusual for any particular Vulcan you encounter to have spent some time studying the philosophy of the J'haniar Path, if not the actual psionic abilities themselves.The IDIC (Infinite Diversity, Infinite Combinations) is one of the highest awards within the Path of J'haniar .

REQUIREMENTS:
DISCIPLINE: 6+
GKN: 4+
GKN SKILL: Philosophy "Path of J'haniar" 2+
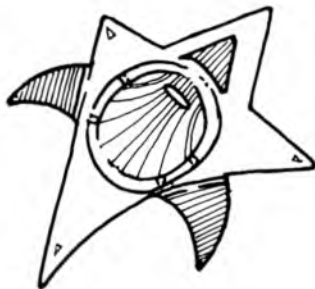
ABILITIES:
Mind Bar
Aid Mind Bar
Mind Meld
Mind Scan
Mind Touch



J'haniar Path Emblem

### The Path of Mey'lar

> "In stillness, all within your view is perfectly knowable, but what lies beyond remains forever a mystery; in motion there can be no perfection, but for a time, all in creation will pass before your eyes."
>
> Attributed to Sreck the Wanderer, in his 'Discussions On The Attainment Of Omniscience,' his personal journal of the fifty years he spent travelling through the Vulcan wastes, used after his death as the basis for the formation of the Mey'lar Sohk-Pak.

The Path of Mey'lar is devoted to acquiring direct knowledge about the universe. Its adherents are scholars, scientists, philosophers, artists and travellers. The Mey'lar believe it is the task of all sentients to go forth and discover what is to be learned about the nature of things, and their Disciplines aid in their ability to perceive their surroundings.

REQUIREMENTS:
DISCIPLINE: 6+
PERCEPTION: 4+
GKN: 4+
GKN SKILL: Philosophy "Path of Mey'lar" 2+

ABILITIES:
Mind Bar
Mind Scan
Mind Touch
Environmental Attunement (New Skill: See below)

**Mey'lar Psionic Skill**

**Environmental Attunement: 6/8/10 (25)**

This Psionic ability, unique to the followers of the Path of Mey'lar, allows the user to quickly adapt to what would otherwise be uncomfortable or even dangerous environmental conditions. When using this ability, a character can ignore, or at least offset, penalties associated with extremes in temperature, humidity, or even the non-availability of food and water! Refer to the SL guidelines below, but remember that this is a powerful ability that must be carefully and consistently interpreted by the GM.

**Complete SL** means that the character is all but unaffected by the harsh or unpleasant nature of his environment. If the effects are judged by the GM to be at a Nuisance level ("Your feet are wet, you're cold and you wish you were home"), then the character can ignore the fact that they're miserable, also ignoring any Mods which would be applied to their actions for a period of time equal to their Discipline characteristic in DAYS. If the effects of the environment are judged to be at a Long Term Damage level, i.e., potentially harmful over an exposure of many hours ("It's so cold that you've lost all feeling in your hands and toes"), then the character can resist the effects of the environment for a period of time equal to their Discipline characteristic in HOURS. This would either delay or lessen the severity of any damage or Mods that would be applied due to the environmental conditions. If the effects of the environment are judged to be harmful in the Short Term, but not INSTANTLY harmful (or FATAL), then the character can adapt to the situation for a period of time equal to their Discipline characteristic in MINUTES.

**Moderate SL** reduces the resistance TIMES referred to above by one level, i.e., Nuisance to HOURS, Long Term Damage to MINUTES and affords no protection versus Short Term Damage at all.

**Minimal SL** would reduce the TIMES by another level, Nuisance to Minutes, and no help versus anything worse.

**Failure** means that the character gains no Attunement advantage.

**Botch** means that whatever Mod or effects that he hoped to avoid are DOUBLED for the next hour, minus his Discipline x 5 minutes.

Please note that this ability CANNOT be used to "attune" one's self to disruptor fire, kicks in the head, acid, or lava. Anything that does damage THE MOMENT THAT IT TOUCHES YOU cannot be "attuned" away. Note, however, that this would allow a character to hold his breath longer or even deal with the effects of a noxious atmosphere (for a few minutes, maybe). Of course, the GM must apply Mods for the severity of the situation, which in turn will help to limit the likely SLs and cut down on the likelihood of strolling across miles and miles of smoldering coals in one's bare feet.

**For example**, T'Pon, an adherent of the Path of Mey'lar, while working with Az in Engineering, accidentally kicks open the toggle valve of a pressure storage flask, flooding the compartment in which she is working with Deromethic Asilliomethane, a poisonous, but non-corrosive gas. Realizing that the emergency exhaust fans will quickly clear the compartment once the presence of the gas is detected (which will take only moments), T'Pon enters into Environmental Attunement, which she hopes will lessen or negate the harmful effects of the gas.

The GM rules that although there are no modifiers to the skill tricode (because the gas does not possess any special attributes that would make it more difficult to resist), the gas *is* a deadly poison, and as such he rules that the gas has a Short Term effect. All T'Pon has to do, really, is not breathe. T'Pon rolls her 5 dice in the skill versus a base 6/8/10, and scores a Complete success. Good! That's exactly what she needed to resist the effects of the gas. She can ignore the poisonous effects for a number of minutes equal to her Discipline characteristic, more than enough time for the fans to kick in and clear the compartment!
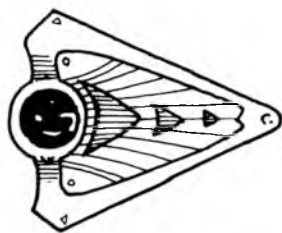


**Mey'lar Path Emblem**

## The Path of Korini Dercou

"What you do not know about me makes me stronger."

Attributed to Warmarshall Trenk,
an early devotee of Nhe'Ghir the Thinker, and spiritual
founder of the Sohk-Pak of the Korini Dercou.

The Path of Korini Dercou is an ancient Discipline devoted to obfuscation and misdirection. Remember, that while Vulcans are by nature pacifistic, they recognize the need for guile. Those who follow this Path believe that the best way to avoid a potential conflict situation is simply not to be seen. Similarly, they believe that the best way to disarm or neutralize a potential opponent is to trick him into a position where he has no choice but to surrender, which is precisely what their Disciplines allow them to do. The Korini Dercou are often members of the Vulcan Security forces.

**REQUIREMENTS:**
DISCIPLINE: 6+
ACCURACY: 4+
PERCEPTION: 4+
GKN SKILL: Philosophy "Path of Korini Dercou" 2+

**ABILITIES:**
Mind Bar
Mind Scan
Mind Touch*
Confusion
Amnesia
Mind Shadow (New Skill: See below)

* The Mind Touch Skill learned in this Discipline is used *only* as a conduit for the Confusion and Amnesia abilities. The user DOES NOT actually gain the full use of the ability as described in the Prime Directive Rulebook.

**Korini Dercou Psionic Skill**

**Mind Shadow: 6/8/10 (25)**
This ability allows a character to make himself, or another individual or object, more difficult to perceive by the naked eye. The individual or object must be within 5 times the character's Discipline characteristic in meters. If the target ever leaves this range while the ability is being sustained, the effect will vanish.

**Complete SL** adds +6 to any attempt to use Perception to locate or even be aware of the target's presence.

**Moderate SL** adds +4 to any attempt to use Perception to locate or even be aware of the target's presence.

**Minimal SL** adds +2 to any attempt to use Perception to locate or even be aware of the target's presence.

**Failure** has no effect upon the target.

**Botch** means that the target begins to glow and hum with an eerie, but unignorable psionic overtone. Everyone in the area is aware of the target's location.

This ability will NOT fool mechanical sensing devices, such as tricorders, and other scanners, and remote cameras, but it WILL fool someone looking directly through IR or UV goggles. If the target is moving slowly (1 meter per TiC or less), apply a Flat +1 mod to the tricode. If the target is moving quickly (more than 1 meter per TiC), apply a Flat +2 to the tricode. If the target is moving swiftly (more than 10 meters per TiC), apply a flat +4 mod to the tricode. Mods should also be applied for the level of noise the target is generating. (These Mods would be a possible +1 for tiptoeing across a gravel driveway to +20 for a motorized vehicle starting up.) Also note that while YOU may be hidden and obfuscated in some dark corner, your phaser blasts will NOT be invisible and the bad guys can still return fire in their general direction...possibly hitting you in the process!

**For example**, Major Soklar, disguised as a shuttle cargo loader in an impromptu Orion Pirate stronghold, is attempting to exit the place with a satchel full of incriminating data disks. The door itself is guarded, so using Mind Shadow on himself won't help as the Guards will still see the door open and close! So he decides to obfuscate the satchel, instead.

The base Mind Shadow tricode is 6/8/10, but the GM rules that a flat +1 mod is applied because the Major is walking, slowly, out the door. He rolls his 6 dice in the skill, and scores a Moderate SL. This adds a flat +4 to the guards' Perception test. The GM rules that since the disguised Major doesn't seem to be carrying anything, the base Yes/No number for the guards to spot anything is a 6, raised to a 10 due to the Moderate SL Soklar achieved. Neither guard spots anything unusual, and the Major sails right on out!
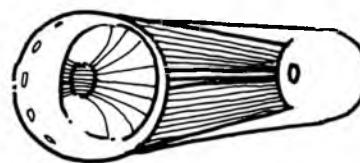


**Korini Dercou Path Emblem**

**The Tenets of Serin**

> "Make life your ambition, and freedom from infirmity your goal."
>
> Attributed to Serin the Physician,
> First Dane of the Shalyat Hospice,
> and founder of the Sohk-Pak of her Tenets.

The Tenets of Serin is a Path devoted to aiding the sick and healing the wounded. This is not done without some risk, however, as this often leads the practitioner into dangerous situations. Conflicts, natural disasters and epidemics are all part of the Serinen's life, but their Disciplines give them great ability to withstand such ravages and to aid others who have fallen victim to them. Serinen are almost always physicians.

**REQUIREMENTS:**
DISCIPLINE: 6+
GKN: 4+
INTUITION: 2+
GKN SKILL: Philosophy "Tenets of Serin" 2+
    First Aid 2+
    Medicine 2+

**ABILITIES:**
Mind Bar
Aid Mind Bar
Mind Scan
Empathic Diagnosis (New Skill: See below)
Healing (New Skill: See below)

## Tenets of Serin Psionic Skills

### Empathic Diagnosis: 4/6/8 (25)

This ability allows the user to determine exactly what is wrong with a patient without needing to rely upon diagnosis instrumentation; a simple "one hand on the forehead and another on the abdomen" will suffice.

**Complete SL** reveals the precise nature and full extent of the patient's injuries and other medical troubles. This SL gives the user a flat -3 to any First Aid, Medicine or Surgery tricodes with this patient for these wounds, injuries or sickness(es).

**Moderate SL** reveals the general nature and extent of the patient's injuries and other medical troubles. This SL gives the user a flat -2 to any First Aid, Medicine or Surgery tricodes with this patient for these wounds, injuries or sickness.

**Minimal SL** reveals a small amount about the nature and extent of the patient's injuries and other medical troubles. This SL gives the user a flat -1 to any First Aid, Medicine or Surgery tricodes with this patient for these wounds, injuries or sickness.

**Failure** reveals nothing about the patient's condition.

**Botch** means that the user has opened himself up to the very essence of the patient's damage. The user takes one-half the amount of both Stun and Lethal Damage that the patient has suffered.

### Healing: 6/8/10 (25)

This allows the character to aid in the process of healing the Lethal Damage suffered by a stricken individual. The use of this skill requires the character to come into physical contact with the patient for a period of time equal to twice the number of boxes of Lethal Damage the patient has taken in minutes. If contact is broken for any period of time before then, the healing attempt is automatically assumed to have FAILED. The healing character must return to readminister the ability upon the patient at the beginning of each subsequent healing-roll time period to reapply the ability.

**Complete SL** allows the patient to roll for healing TWICE and in half the normal period of time, with a flat -3 to the Healing Tricode.

**Moderate SL** allows the patient to roll for healing with a flat -2 to the Healing Tricode and in half the normal period of time.

**Minimal SL** allows the patient to roll for healing with a flat -1 to the Healing Tricode and in half the normal period of time.

**Failure** has no effect upon the patient.

**Botch** means that the healer has screwed up his patient's healing metabolism. The healer may no longer attempt to use the Healing ability upon this patient (to recover from this particular set of wounds), the patient must SKIP his next regular healing roll, and ALL subsequent healing rolls are made at a flat +1 until the patient has regained all of his Lethal Damage Capacity. Further, the user takes Stun Damage equal to the patient's Lethal Damage.

If the patient has taken over one-half of his LDC, apply a flat +1 to the Healing Ability tricode.

If the patient has taken all but one of his LDC, apply a flat +2 to the Healing Ability tricode.

If the patient has exceeded his LDC, apply a flat +4 to the Healing Ability tricode.

The Healing skill has no effect upon Stun Damage. Each use of the Healing ability exceeding the user's Discipline characteristic in a period of time equal to the character's SDC in hours will cause one point of Stun Damage to the user.



**Tenets of Serin Path Emblem**

## The Path of the Paktoc Kelfee

> "The ability to recognize and codify the patterns of natural order in the expressions of existence is the highest function, the greatest gift, of the mortal mind. To deny one's self the exclusive pursuit of this capacity is to deny one's self the fulfillment of their greater purpose."
>
> Attributed to Kaplar the Elder,
> ancient Vulcan's foremost mathematician, whose countless writings were used as the basis for the philosophies of the Paktoc Kelfee.

The Path of the Paktoc Kelfee is devoted to the expansion of pure intellect. This is the most highly respected of all the Paths, and the one with the least practical application. The Disciplines of the Paktoc Kelfee grant immense reasoning powers rivaling even some of the great Artificial Intelligence (AI) computers of the day, but at the price of near somnambulance. The Paktoc Kelfee are not overly energetic in the pursuit of mundane, physical activities, such as walking, eating, etc. Most of the Paktoc Kelfee are

abstract philosophers or scholars who spend their days acquiring data to feed into their computer-like minds. (It is very rare for a follower of the Paktoc Kelfee to join Star Fleet, and even rarer for them to be found on Prime Teams.)

**REQUIREMENTS:**
DISCIPLINE: 6+
LOGIC: 8+
GKN SKILL: Philosophy "Paktoc Kelfee" 2+
No STR, ACC or SPD characteristic can start above 2.

**ABILITIES:**
Mind Bar
Heightened Reasoning: (New Skill: See below)

## Paktoc Kelfee Psionic Skill

### Heightened Reasoning: NO TRICODE (25)

This is a special psionic ability that allows the user to greatly increase his capacity to perform acts of calculation and reasoning. Basically, for every level in Heightened Reasoning a character possesses, he parenthetically raises his LGC characteristic by +1 for the purposes of calculating the number of task dice that the character will have for his LGC skills. This also has the effect of raising his LGC characteristic by +1 for the purposes of determining the maximum Skill Level he may possess with his LGC skills.

For example, a character with a (natural) LGC characteristic of 7, and a Heightened reasoning skill level of 3, would have a modified LGC score of 10 for the purposes of calculating his task dice and the maximum skill levels for his LGC skills.

This increase may NOT raise a character's GKN characteristic above 12, even "parenthetically", nor does it affect the maximum natural characteristic increase allowed to the character's LGC characteristic.
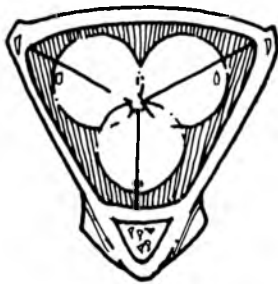


**Paktoc Kelfee Path Emblem**

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## The Path of the Srenkon De Kafli

"The Mind of a foe is the foremost weapon to be turned against him."

Attributed to Malyar, personal attendant/bodyguard and chief of assassins to Karick the Learned, Clanlord of the Dariol Wastes, an important historical figure of his own. Malyar, however, eclipses Karick as the founder of the ancient cult of psionic assassins which evolved into the modern Sohk-Pak of the Srenkon De Kafli.

The Path of the Srenkon De Kafli is an offshoot of the Korini Dercou. Rather than simply avoiding one's foes, the philosophy here is to directly take control of their minds and to render them incapable of performing any hostile acts. Needless to say, the practitioners of this Discipline go through the most rigorous moral and ethical training before ever being taught even the most minor of the Discipline's Mysteries. The Srenkon De Kafli are often Security or Military personnel.

**REQUIREMENTS:**
LEADERSHIP: 4+
DISCIPLINE: 7+
GKN SKILL: Philosophy "Srenkon De Kafli" 2+

**ABILITIES:**
Mind Scan
Mind Touch*
Mind Bar
Command
Deep Programming: (New Skill: See below)

* The Mind Touch Skill learned in this Discipline is used *only* as a conduit for the Command and Deep Programming abilities. The user DOES NOT actually gain the full use of the ability as described in the Prime Directive Rulebook.

## Srenkon De Kafli Psionic Skill

### Deep Programming: 6/8/10 (25)

This ability allows the user to set into another person's mind a deeply ingrained mental compulsion or prohibition. This essentially is a "delayed reaction" Command ability that lasts for a considerable amount of time. The skill functions exactly as Command (see the Prime Directive Rulebook) with the following differences.

**Complete SL** allows the user to cause the target to perform some action, or prevent him from doing such, either as a result of a specific trigger, such as seeing a face or hearing a specific word or phrase, or prevent him from performing some act, such as leaving a certain area or responding to an individual's specific question. The potential for this effect lasts for ten times the user's Discipline characteristic in Days. At this SL, the target character has no ability to resist the compulsion.

**Moderate SL** means that the user can compel the target, as above, but only for a period of time equal to the user's Discipline characteristic in Days.

**Minimal SL** means that the user can compel the target, as above, but only for a period of time equal to the user's Discipline characteristic in Hours.

**Failure** means that the user has no effect upon the target.

**Botch** means that the user causes Stun Damage to himself equal to the Target's Discipline characteristic.

**For example**, the last time that Lt. Surek met the weak-willed security guard working in the Lyran Consulate (at the front gate at lunch time), Lt. Surek implanted a Deep Programming compulsion into the guard's mind. Lt. Surek scored a Moderate SL, allowing him to leave an "invisible" command in the guard's mind which would last for up to the Lieutenant's Discipline characteristic in days. The command was for the guard to open the gate without setting off the internal monitor, and then to forget the whole thing, when he heard the phrase, "The wood are lovely, dark and deep." Three nights later, the leader of the black-clad Prime Team whispers the phrase out of the shadows and the gates whoosh open. The Team mutters a quick series of thanks to the Lieutenant's abilities, and the mission is on.

**Srenkon De Kafli Path Emblem**

### The Path of the Vesehr of Trak

"Even the most skillful rider is woeful indeed without a worthy mount."

Attributed to Karshan the Mighty,
Vulcan's foremost proponent of the Vesehr of Trak.

The Path of the Vesehr of Trak is devoted to the perfection of the physical form and the betterment of the physical world around themselves. Their slant is that without a well-tuned "vehicle" (i.e., body) for their "intellect" (mind) to travel in and be protected by, there is little point, logically, to having a superior intellect to begin with. The Vesehr, therefore, devote the bulk of their Disciplines to being fast, strong, healthy, etc.

**REQUIREMENTS:**
DISCIPLINE: 6+
STR, ACC, SPD: ALL 4+
STR, ACC or SPD skills: Any three at 2+
(NOTE! These three skills CANNOT be ones that were acquired under the ALL STAR FLEET, or Skills By Service Division sections!)
GKN SKILL: Philosophy "Vesehr of Trak" 2+

**ABILITIES:**
Mind Bar
Biofeedback (New Skill: See below.)
Feign Death (New Skill: See below.)

### Vesehr of Trak Psionic Skills

#### Biofeedback: 6/8/10 (25)
The Psionic ability Biofeedback gives the user extraordinary control over his own bodily functions. This is represented by a temporary increase of the character's characteristics.

**Complete SL** allows the character to temporarily raise one of his physical characteristics, Strength, Accuracy, Speed or Perception, by up to +3. This cannot raise a characteristic above 12. This increase lasts for TiCs equal to the character's Discipline characteristic if the characteristic is raised by +3; for TiCs equal to 10 times the character's Discipline characteristic if the characteristic is raised by +2; for minutes equal to the character's Discipline characteristic if the characteristic is raised by +1. The character chooses how much he will raise the characteristic at the time he begins using the ability.

**Moderate SL** allows the character to temporarily raise one of his physical characteristics, Strength, Accuracy, Speed or Perception, by up to +2. This cannot raise a characteristic above 12. This increase lasts for TiCs equal to the character's Discipline characteristic if the characteristic is raised by +2; for TiCs equal to 10 times the character's Discipline characteristic if the characteristic is raised by +1. The character chooses how much he will raise the characteristic at the time he begins using the ability.

**Minimal SL** allows the character to temporarily raise one of his physical characteristics, Strength, Accuracy, Speed or Perception, by up to +1. This cannot raise a characteristic above 12. This increase lasts for TiCs equal to the character's Discipline characteristic.

**Failure** has no effect.

**Botch** LOWERS the target characteristic by 1D3 points for an hour minus his Discipline characteristic times 5 minutes. If this would lower the characteristic to 0, or lower, the character automatically takes all his boxes of Stun and may not begin to roll to recover ANY SDC until after a period of time equal to an hour minus his Discipline characteristic times 5 minutes.

Only ONE characteristic can be affected by this ability at any one time, and the effects of this ability are NOT cumulative. For every use of this ability past the first in a period of time equal to 13 hours minus the character's Discipline characteristic in hours, the user is subject to a flat +1 mod to ALL his psionic AND physical task tricodes.

#### Feign Death 4/6/8 (15)
This skill allows a character to put himself into a super-deep trance. This effectively slows his metabolism down to the extent that it will not only fool the unsuspecting observer but also make it appear as if he is lifeless to a med scan. It also affords temporary sanctuary from inhospitable environments.

**Complete SL** allows the character to fall into a trance so deep it appears as if he is dead. Only a Complete Success with a tricorder (at a flat +2) will show that he is alive. While in this mode, he can go without food or water for a period of time equal to the character's Discipline characteristic in days and can go without breathing for a period of time equal to his Discipline characteristic times 5 minutes.

**Moderate SL** means the character is in a trance. Only the successful use of a tricorder will detect the ruse. He can go without food or water for a period of time equal to one-half the character's Discipline characteristic in days and can go without breathing for a period of time equal to his Discipline characteristic times 2 minutes.

**Minimal SL** means the character is in a trance. Only a less advanced entity will be fooled. He can go without food or water for 24 hours and can go without breathing for a period of time equal to his Discipline characteristic in minutes.

**Failure** means the character was unable to fall into a trance.

**Botch** means that the character falls into a deep trance just like the Complete SL, but will either wake up at some random time before or after his set wake up time (down to half the expected time, or up to half again as long, but no longer than the maximum), or perhaps not wake up on his own at all! (But don't worry, one of his Teammates will undoubtedly come along to snap him out of it!)

Note that while the character is completely aware of his surroundings while in the Feign Death trance (he can hear everything that is going on around him), he is completely immobile and incapable of action! Also, once the trance has begun, the character is incapable of performing any other psionic activities, as all his psychic energy is being directed to the trance.

A character who places himself into a trance may either allow the trance to run its full course, or alternately, he can set a 'wake-up time' when he will emerge from the trance. This decision must be made at the time the character enters the trance and may not be altered thereafter. Note that if someone is actively trying to awaken the tranced character before he is scheduled to emerge from the trance (slapping his face, yelling his name, etc.), then the character MAY voluntarily emerge from his trance before he is scheduled to wake up.

If a character, for whatever reason, wishes to exit the trance (without any external assistance) before the time limit he set when he entered it, he must make a Discipline Test versus a yes/no number of 8*. A success means that he exits the trance immediately, with no ill effects. A Failure means that the character takes a point of SDC and increases the Yes/No number by +1 for any subsequent attempt.

*A Yes/No test is a test wherein the only results possible are Success and Failure, much like the BR# test for additional Mission Equipment Allocation Requests. Any mods listed are applied directly to the listed test #, including Level of Damage mods, Repeated Task mods (if any), etc. However, Yes/No tests are **not** subject to the Continuing Task Attempt rules, nor can a Yes/No test result in a Botch regardless of how low the task roll is.

It takes only a single TIC for this to function.
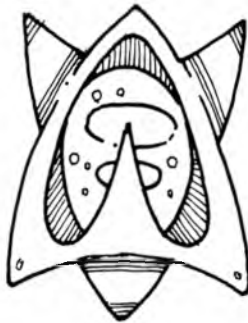


**Vesehr of Trak Path Emblem**

**The Path of the Surini Maklar**

"Everything that is, is the product of everything else. To know anything, one must know everything."

Attributed to Spenok,
the renowned Senior Master of the ancient Vulcan Academy of Natural Philosophy at Torin'aku, and co-founder of the Sohk-Pak of the Surini Maklar.

The Path of the Surini Maklar is related to, but apart from, the Paktoc Kelfee. The Surini are more concerned with the simple acquisition of raw data than in any particular pursuit related to it. While the Paktoc Kelfee are superb experts in one or two very narrow, very specific fields, the Surinin are just general know-it-alls about everything. In some ways they are comparable to the Mey'lar, except that they want to just KNOW about what the Mey'lar experience for themselves.

The Surini's Disciplines are related to the acquisition of factual knowledge and are reflected in their GKN skills.

**REQUIREMENTS:**
DISCIPLINE: 6+
GKN: 6+
GKN SKILL: Philosophy "Surini Maklar" 2+

**ABILITIES:**
Factual Storage (New Skill: See below)

**Surini Maklar Psionic Skill**

**Factual Storage: NO TRICODE (25)**

This is a special psionic ability that allows the user to have a greatly increased capacity to store mental information. The way this works is this: For every level in Factual Storage that a character possesses, he parenthetically raises his GKN characteristic by +1 for the purposes of calculating the number of task dice that the character will have for his GKN skills. This also has the effect of raising his GKN characteristic by +1 for the purposes of determining the maximum Skill Level he may possess with his GKN skills.

For example, a character with a (natural) GKN characteristic of 5, and a Factual Storage skill level of 3, would have a modified GKN score of 8 for the purposes of his task dice and maximum skill levels for his GKN skills. This increase may NOT raise a character's GKN characteristic above 12, even "parenthetically", nor does it affect the maximum natural characteristic increase allowed to the character's GKN characteristic.



**Surini Maklar Path Emblem**

**The Path of the Srunihki**

"We may only become by becoming."

General credo of the Sohk-Pak of the Srunihki and attributed at various times to different authors.

The Path of the Srunihki is actually a recently constructed (within the last 800 years) amalgam of other lesser Paths, and its teachings are turned toward the "fine tuning" of the weaker Psionic abilities in the general Vulcan populace as well as dealing with Non-Vulcan Psionics who have turned to traditional Vulcan Mysticism for instruction. While most Srunihki Temples are located on Vulcan, several have recently been established on other Federation worlds to facilitate the entrance of these out-worlders into the Path. The Srunihki is the Path that all Non-Psionics Master Vulcan characters who still want Psionic abilities will follow. Bear in

mind that ANY degree of Psionic ability is taken as a sign of superior dedication and logical capacity by most Vulcans, such that those who follow the Path of Srunihki are certainly not looked down upon as "cut rate" or "bargain basement" Psionics by their Vulcan peers, and should not be seen as such by others!

**REQUIREMENTS:**
DISCIPLINE: 6+
GKN SKILL: Philosophy "Srunihki" 2+
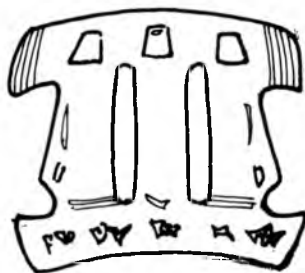
**ABILITIES:**
Mind Bar
Aid Mind Bar
Mind Meld
Mind Scan
Mind Touch
(Remember, these abilities cost DOUBLE the normal amounts to acquire and learn.)

ANY ONE OTHER ABILITY (from those listed above) at FOUR TIMES THE COST TO ACQUIRE AND LEARN.

**Srunihki Path Emblem**

## NON-VULCAN PSIONICS

Psionic abilities, as detailed in the Prime Directive Rulebook, were initially presented as being available only to Vulcan characters. (Of all the Federation Member races, only the Vulcans seem to possess such abilities in any significant numbers.) However, other Federation races have produced, from time to time, individuals possessed of some degree of Psionic ability. Unfortunately, historical and cultural events in these races' pasts have all but eliminated the societies' cultural pragmatism for dealing with these rare psionic individuals. As a result, even in the advanced and egalitarian atmosphere of the United Federation of Planets, there tends to be a lingering distrust of, and aversion to, Psionic individuals.

In early Earth history, for instance, such individuals were considered to be either visionaries or heretics, depending upon the time and the culture into which they were born. Some of these extraordinary individuals found a place in the more tolerant societies and were exalted as prophets, monks, great seers, and medicine men. More often, however, such individuals were shunned, or hunted down and killed, by societies that feared anything that they did not understand. Even in the current era of faster-than-light star travel and matter transportation systems, **most** Humans still tend to dismiss any claims or signs of Psionic activity on the part of their children as the result of an overactive imagination or as something to be hidden or "grown out of". (It is rumored that intensive studies were conducted with pairs of identical twins in the early days of faster-than-light travel, in an attempt to develop Psionic abilities to aid in communications, but no evidence exists to support this claim.) Very few Humans with any degree of Psionic activity ever come to truly believe in their nature or openly admit to it, while even fewer successfully seek out competent instruction.

Similarly, the Cygnans have it as part of the cultural legacy left them by the Sky Fathers that Psionics are a "dark road" leading to delusion and ruin. In fact the very term the Cygnans use for Psionics, "Shresh'Ohk", has its roots in the ancient terms that literally mean "Shadowed Pathway". Only a very few Cygnans that display any degree of psionic ability as children, apart from the Chosen Artists responsible for the wondrous holographic Psionic projections, are likely to find a sympathetic adult who will encourage them to develop their abilities, and fewer still who will find anyone capable of giving them much in the way of useful instruction and guidance.

Andorians fare little better, for while the wild nomadic collectives of the central deserts still tend to produce "Vyet'kazmani", or "Blessed Seers", with some degree of frequency, ancient prophecies call for strict trials to be administered to all but a few of these individuals while they are still newborns. Part genuine tests of hardihood, and part ancient methods of keeping the "Mystic Powers" in the hands of just a few family lines, very few of these newborns survive to grow into their abilities. To make matters worse, the current cultural tension between the "civilized" coastal dwellers and the less technologically inclined desert nomads leads the more "advanced" elements of Andorian society to hold the entire notion of "Kazmani", or Psionic individuals, in general disdain, relegating the belief in such to the realms of folklore and superstition. (As a result of this cultural bias, most Andorians with Psionic abilities will be bitter and reclusive.) Few coastal dwellers are likely to undertake the dangerous and uncertain journey into the continental interior to seek the guidance of a Kazmani, and even fewer trained Kazmani, who are greatly venerated and pampered by the nomads, are likely to leave the world, let alone the deserts.

Rigellian Psionics have a slightly better rate of acceptance than do some of their kin in the other Federation worlds. Since the Rigellians did not embrace the development of technology with the same fervor that the other Federation races did, they did not experience the same degree of "anti-mystical" cultural backlash that many societies go through while developing into a technologically based society. Rigellians have a strong natural bond with their evolutional past, both in terms of their collective culture and their individual nature. As a result, the Rigellians are more "in touch" with the inner drives and feral instincts that ALL advanced races share (but attempt to deny). It is the essential nature of the Rigellian mindset to "be what you are, and nothing else". While this might lead one to assume that this drive leads most Rigellians to be two-dimensional and mono-directed, nothing could be further from the truth. Due to this belief, Rigellians spend virtually none of the time that the other races do attempting to excise or suppress any part of their personal nature. (As an interesting side note, the incidence of mental illness and instability is virtually nil in Rigellian society.) As a result of this "inner acceptance", Rigellians are much more likely to be accepting of Psionic members of their society. Unfortunately, since the number of active Psionics is still very low, there are no places for young Rigellian Psionics to go to gain special insights into their special natures. (Recently, however, Vulcan has allowed the creation of a "Path of the Srunihki" center on the Rigellian homeworld in an attempt to bring forth these under-developed abilities.)



Most accepting of all the races in terms of Psionics in their society are the Alpha-Centaurans. Strong historical indications of matriarchal psionic bloodlines early in Alpha-Centauran history are suspected to be one of the major cultural factors leading to the current division of Male/Female social roles in Alpha-Centauran society. However, for reasons that remain unknown, the incidence of Psionic activity amongst Alpha-Centaurans, however prevalent and pronounced it may have been in Alpha-Centauran society in the past, has diminished greatly over the past several centuries. Consequently, it is no more common today than in any of the other non-traditionally psionic races of the Federation. By and large, however, perhaps as the result of the acknowledged role that Psionics have played in the world's history, there has not been the same degree of distrust and alienation directed toward the few active Psionics that have come forward.

### Creating a Non-Vulcan Psionic character

As a result of these cultural obstacles, emerging Non-Vulcan Psionics (NVPs) generally face great difficulties in terms of social acceptance and locating and securing instruction in their abilities. As a result, the overall number of fully competent NVPs in the general Federation population is very small, and the number that join Star Fleet is proportionally smaller still. While Star Fleet actively seeks to recruit these NVPs for their Special Ops Teams (as do the armed forces of ALL the major powers), part of the price they pay in gaining their services is that many of these NVPs are only marginally qualified for Star Fleet duty. In order to reflect these demographic factors in Prime Directive, the Character Generation Process for NVP Characters is altered in the following manner:

First, choose your race. However, since NVPs do not always represent the "best and brightest", as do other Prime Team personnel, starting characteristics for NVPs are likely to be lower then those normally found in a Prime Team character. Roll a D6 for each of the character's starting Racial Characteristics as listed on page 18 of the Prime Directive Rulebook, **except** for those characteristics listed as "1"s. On a die roll of 4, 5 or 6, that characteristic is lowered by 1. Die rolls of 1, 2 or 3 indicate that that characteristic begins as listed on the table. Human and Alpha-Centauran characters may still "tweak" their characteristics as normal. Remember, starting characteristic of 1 are **never** reduced in this manner.

Then, with the starting characteristic levels recorded, the player must decide if he wants his character to be in the Psionics Division or one of the other Star Fleet Service Divisions. If he chooses the former, then the character enters Star Fleet with some degree of formal Psionics training, as reflected by the Skills by Service Division and Service Specialization tables below (though it is still likely that he will not initially be as advanced as a Vulcan Psionics Master). Note that the NVPs Service Division is its own Service Division/Specialization, with its own requirements and skills. (In either case, the NVP character *never* pays double the CIP costs for his psionic abilities, as do certain Non-Psionics Master Vulcans.)

If the character chooses the second option (to join one of the other Star Fleet Service Divisions), then he will be a character of that type who "just happens to have" a few psionic abilities, but who will have to "pay" for those abilities out of his own I-CIPs. Note that in this case the character must STILL meet the Service Division Requirements listed on pages 19-20 of the Prime Directive Rulebook in order to qualify for the character type AS WELL AS using the modified method of determining initial I-CIPS, as described below.

The next thing the character does is to determine his stock of I-CIPs. Unlike other characters, NVPs do not automatically begin with 56 I-CIPs, although they DO still receive their bonus I-CIPs for Rank. Roll 3D6 on the NVP I-CIP Table, below.

| NVP I-CIP Table | |
|---|---|
| **3D6 Roll** | **I-CIPs** |
| 3-4 | 36 |
| 5-6 | 40 |
| 7-10 | 44 |
| 11-14 | 48 |
| 15-17 | 52 |
| 18 | 56 |

These I-CIPs act in all ways exactly as the I-CIPs provided to characters going through the normal Character Generation process described in the Prime Directive Rulebook.

As noted above, an NVP character who wishes to join one of the "regular" Star Fleet Service Divisions must meet the requirements for that Division using this stock of I-CIPs. If the character **cannot** meet those minimum requirements, then the character is not eligible to join that Service Division and must select another one. In any event, all NVP characters receive the skills listed in the STANDARD STAR FLEET SKILLS list, as well as the skill/characteristic bonuses listed in their final Service Division/Specialization lists.

As indicated above, an NVP character who selects a "regular" Service Division must "buy" his Psionic abilities out of his own stock of I-CIPs. However, he may still circumvent the high initial Psionic Ability "Start Up Cost" for Level 0 by initially acquiring low levels in his abilities.

The following is the Service Division/Specialization information for the NVP Service Division. Note that unlike the expanded Vulcan Psionics discussed in this volume, there are few, if any, recognized Psionics "Colleges" outside of Vulcan. As such, there are no Colleges of Psionic activity for NVPs, who tend to "catch as catch can" in terms of instruction. As an **OPTIONAL RULE**, at the discretion of the GM, an NVP character who is able to raise his Discipline Characteristic to an 8 or greater, AND who meets any/all other listed requirements, may be assumed to have gone to Vulcan to study with one of the Colleges, and follow one of the Vulcan Psionic Paths listed in this volume instead of using the NV PSIONICS SKILLS BY SERVICE DIVISION information listed below. This is a rarity in the Prime Directive universe, and the GM should only allow it for a character with an **excellent** background justification.

An NVP character who selects the Non-Vulcan Psionics Service Division determines his Rank (and thence his Professional and Heroic Reputations) on the appropriate Vulcan Psionics Master table (even if he isn't a Vulcan Psionics Master). An NVP character who selects one of the "regular" Service Divisions simply determines his Rank and Professional and Heroic Reputations as normal.

Beyond that, the NVP character finishes the Character Generation Process just like any other character, spending left over I-CIPs, determining Background Rating, Range Type, etc., and selecting Personal Interest Skills as normal.

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### SKILLS BY SERVICE DIVISION: NON-VULCAN PSIONICS

**REQUIREMENT** – Discipline characteristic of 5 or greater by the end of the Character Generation Process.

**Non-Vulcan Psionics Characters:**
Any ONE of the following at Skill Level 4, OR any TWO of the following at Skill Level 2: Mind Scan, Mind Touch, Mind Bar, Confusion, Amnesia.

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### SERVICE DIVISION SPECIALIZATION SKILLS

Any ONE of the following three skills (which are ONLY available to Non-Vulcan Psionic characters) at Skill Level 2: Far Sense, Precognition, or Telekinesis.

"Just over that bluff, I can see a low building set back into a fold in the canyon. There are two men on the roof with electronic binoculars and phaser rifles. Inside, I can see rough walls all around; it's one big room. That's all ... no, wait. There are bars on the windows; there's a cell in one corner of the room and ... Rodriguez is in it! He looks okay. Hold on. There are two other men in there with him. One is a short weasely-faced man with scars on his neck and face. I don't recognize him. The other guy looks like one of the thugs that ambushed us last night. This could be trouble!"

*See Far Sense*

### Far Sense: 6/8/10 (25)

Far Sense is an ability that lets the character "see" and or "hear" things that are going on in the distance. While the ability occasionally operates as Precognition (where the GM butts into the adventure and informs the character that he "sees" something, but that he doesn't know exactly what), generally the character tries to focus his attention on a specific location or attempts to "find" a particular individual. While the character is Far Sensing, he may perform NO other actions, other than listening to those around him and relaying the information to them.

When the character is attempting to look into a remote location, the following conditions apply. If the character is trying to Far Sense into an area that he has NEVER directly seen before (in that clump of reeds, in that house, in the room next door, etc.), then the Far Sense test is resolved with a flat +3 mod. If the character is trying to Far Sense into an area that he has not directly seen **recently** (in the past month) or if that area has been significantly changed (fire, knocked-out wall, paved over, buried by rockslides, etc.), then the Far Sense test is resolved with a flat +1 mod.

If a character wishes to **hear** what is going on around the person or location that he is Far Sensing in addition to sensing it, he must state his intention before he makes the task attempt and resolve the task with a flat +4 mod. The character cannot JUST listen unless he defines his Far Sense ability as **Aurally Prominent**, in which case he ALWAYS hears and must apply the +4 mod to be able to SEE as well.

**Complete SL** allows the character to pinpoint the location of (but not necessarily the direction to get to) another character with whom the Far Sensing character has had prior face to face contact (at least a minute) at a range of up to his Discipline in Kilometers. The Far Sensing character can also generally perceive the target character's surroundings (Area Perception), to within a few meters all around, but may not minutely examine these surroundings. If the character is trying to remotely examine a nearby area, no farther away than the character's Discipline x 10 meters, then this SL will allow the character to minutely examine such an area in diameter of up 2.5 times the character's Discipline in meters. The character cannot move objects around, of course, but he can otherwise examine the area as closely as if he were actually there. With this SL, the character may continue to "look around" the area for a period of time equal to twice his Skill Dice in Far Sensing in TiCs before he begins to tire. For every additional period of TiCs equal to this base time, or portion thereof, that the Far Senser continues looking into the area without first resting (using NO Psionic abilities) for at least a Recovery period equal to 15 minutes minus his Discipline, he will automatically suffer one point of Stun Damage. REGARDLESS of whether this damage is reduced, ANY subsequent psionic activity will suffer a flat +2 mod for

EACH point taken until sufficient time has been spent to Recover from ALL the accumulated fatigue.

**Moderate SL** allows the character to closely determine the location of another character with whom the Far Sensing character has had prior face-to-face contact (at least a minute) at a range of up to one-half his Discipline in Kilometers. As with with Complete SL, above, this does not provide detailed instructions as to how to get to this place, but rather gives you the knowledge that it is "X hundred meters that'away!". This SL can be off by as much as several meters left/right and up/down. The Far Sensing character can also vaguely perceive the target character's surroundings, to within a few meters all around, but with virtually no detail. If the character is trying to remotely examine a nearby area, no farther away than the character's Discipline x 5 meters, this SL will allow the character to generally examine such an area in diameter up to the character's Discipline in meters. The character can look all around the area, but he cannot get close enough to individual objects or locations to minutely look them over. With this SL, the character may continue to "look around" the area for a period of time equal to his Skill Dice in Far Sensing in TiCs before he begins to tire. For every additional period of TiCs equal to this base time, or portion thereof, that the Far Senser continues looking into the area without first resting (using NO Psionic abilities) for at least a Recovery period equal to 15 minutes minus his Discipline, he will automatically suffer one point of Stun Damage. REGARDLESS of whether or not this damage is reduced, ANY subsequent psionic activity will suffer a flat +2 mod for EACH point taken until sufficient time has been spent to Recover (as described above) from ALL the accumulated fatigue.

**Minimal SL** allows the character to generally determine the location of another character with whom the Far Sensing character has had prior face-to-face contact (at least a minute) at a range of up to his Discipline x 100 meters. This SL can be off by as much as 100 meters left/right and up/down. The Far Sensing character can perceive virtually nothing about the target character's surrounding with the exception of generalities such as bright/dark, hot/cold, wet/dry, etc. If the character is trying to remotely examine a nearby area, no farther away than the character's Discipline in meters, this SL will allow the character to generally examine such an area up to the character's Discipline in meters in diameter. The character can look all around the area, but he does so as if he were several meters away from the scene, and in dim light. Little, if any, detail can be picked out. With this SL, the character may continue to "look around" the area for a period of time equal to one half his Skill Dice in Far Sensing in TiCs before he begins to tire. For every additional period of TiCs equal to this base time, or portion thereof, that the Far Senser continues looking into the area without first resting (using NO Psionic abilities) for at least a Recovery period equal to 15 minutes minus his Discipline, he will automatically suffer one point of Stun Damage. REGARDLESS of whether or not this damage is reduced, ANY subsequent psionic activity will suffer a flat +2 mod for EACH point taken until sufficient time has been spent to Recover (as described above) from ALL the accumulated fatigue.

**Failure** indicates that the character was unable to focus on the target or target area. No information is received.

**Botch** means that the character has over-extended his abilities and suffers a horrendous psychic feedback as he is flooded with a rapid succession of random, uncontrolled visions of things both near and far. The character becomes completely immersed in the onrushing flood of information, with no ability to collate or control it. The character suffers D3 points of Stun Damage per subsequent round until he passes

out. (He cannot avoid taking this damage by 'turning off' the Far Sense.) The character then takes an additional 2D6 Stun Damage points and must then recover from his Stun Damage as normal. (This is **not** a good time to Botch!)

Time for Far Sense is 2 TiC to establish (which does not count against the time limit for Area Perception) and requires at least 1 TiC per subsequent turn to maintain. The Far Senser does NOT need to make an additional roll each TiC to maintain the ability, but may choose to roll again if he wishes to attempt to increase his SL. In this case Repeated Task Attempt mods **would** be applied.

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"The bay doors are open and you can see the shuttle off in the distance. There are blast marks all over the surface of the craft and you recognize that it is from the *Saratoga*. There's a body lying next to the shuttle. As you make your way cautiously over to her, you see that it's Aquash. She is holding a frag grenade..."

*See Precognition*

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### Precognition (PreCog): 6/8/10 (25)

Precognition gives the character momentary (and unexpected) glimpses of the future. People, places, events, significant objects, meaningless junk, fragments of songs or music, cryptic scenes and shadowy images, they're all part of the Precognition game. Make no mistake about it, Precognition is a PLOT DEVICE IN THE HANDS OF THE GM. The owning character does not so much "use" the ability as the ability "happens" to him at a dramatically appropriate moment in the adventure. PreCog is a good device for a GM to use to get the Team started on an adventure, to point them in a particular direction, or to give them a foreshadowing of upcoming events. This can work especially well if the GM is running a continuing campaign instead of a series of episodic adventures. Of course, the GM **does** have to work it out so that the things that the character sees in his "visions" actually show up at some point in the adventure. Sometimes this can be a real challenge to the GM's plotting skills! Anyway, the GM decides WHEN and WHAT the PreCog character sees. Then the character rolls to see how much he understands about what he's seen in the vision.

**Complete SL** means that, to the extent possible, the character has a full understanding of the situation and/or the significance of the scene he sees. The GM starts off by saying, "You see a shadowy figure, clutching a knife, about to jump out to attack another figure, lost in the mist..." With a Complete SL, the GM might add, "There is even a third figure. It's YOU! The mysterious person with the knife is trying to prevent the second guy in the mist from attacking you from behind. You are sure that this first guy has been waiting for you to come by for a while now, and that you can trust him..."

**Moderate SL** means that the character has perceived all that there is to see about the scene, but without a great deal of UNDERSTANDING about the significance or motivation of the situation. A Moderate SL in the situation described above might yield this continuation from the GM, "There is a third figure. It's you! The first guy advances with the knife and attacks the second guy, who also seems to be armed. You turn to witness the attack..."

**Minimal SL** means that the character sees only a portion of the scene and has little or no understanding about its meaning or motivation. A Minimal SL in the situation described above might get this level of extra detail, "There is a third figure. It's YOU. Everyone is armed now, and there is an aura of danger in the air..."

**Failure** means that the character gains NO additional insight to the situation. He simply get the base description from the GM and nothing else.

**Botch** means that the character misinterprets the vision! A Botch SL in the situation described above might get the character turned around like this, "There is a third figure. It's YOU! Both of the other strangers draw knives and advance upon you. There is a flash of steel and the smell of blood. Beware these two..."

In any event, the character will almost always know it when he gets to the situation that he saw in his vision. Of course, this doesn't mean that he can always recognize the situation in time to CHANGE what he saw (unless he Botched), but once the moment has come and gone, and he sees in real time what he previously saw in his vision, he'll go, "That was what I saw!"

Remember, the player NEVER gets to say "I want to make a Precognition roll now! Do we get blown up if we try to disarm the bomb, or not?" But, remember also that the character **has** spent points on this ability that he could have spent on something dull (but useful) like phasers or amnesia, so give the guy a break and let him use the Precognition skill once or twice an adventure. It'll make him feel that he's contributing to the adventure, and besides it's a cool way to add some interesting twists to what might be an otherwise straight forward mission.

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O'Connor smiled as the Obulite trophy floated through the air and then abruptly flew towards the window. The others shielded their eyes as the glass exploded and the gas poured out of the room.

"Why are you such a Tekehound, O'Connor? You could have just thrown it!" Redding said, as she knocked the shards free and clambered through the opening.

"That would have been no fun."

*See Telekinesis*

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### Telekinesis (TK): 6/8/10 (25)

This ability allows a character to move and manipulate objects at a distance without actually touching them. The degree of control a character achieves over the object(s) that he is attempting to manipulate is determined by the Telekinesis SL he scores. This skill is sometimes referred to as *"teke"* or *"teking"*.

**Complete SL** means that the character has achieved a level of fine control over the object that he is manipulating. If he is trying to move something to a specific location, then it goes to the desired target location, within a few millimeters. If he is attempting to use Telekinesis to remotely perform some other manipulation-based task (GM's call, but generally anything that uses the hands, including Martial Arts, or tools of some kind, including melee weapons), the skill task is resolved with a flat +2 mod (in addition to any other mods). The RATE at which the object(s) may be moved with this SL is equal to twice the character's Discipline in Meters, per action. (Note that this means that a character may be required to spend multiple actions to move an object significant distances.)

**Moderate SL** means that the character has achieved a moderate level of control over the object. If he is trying to move something to a specific location, then it ends up not more than 10 to 20 centimeters from the desired target location. If he is attempting to use Telekinesis to remotely perform some other manipulation-based task, the skill task is resolved with a flat +4 mod (in addition to any other mods).

The RATE at which the object(s) may be moved with this SL is equal to the character's Discipline in Meters, per action.

**Minimal SL** means that the character has achieved a poor level of control over the object. If he is trying to move something to a specific location, then it ends up anywhere between a meter or two away from the desired target location. If he is attempting to use Telekinesis to remotely perform some other manipulation-based task, the skill task is resolved with a flat +6 mod (in addition to any other mods). The RATE at which the object(s) may be moved with this SL is equal to a flat rate of one meter per action.

**Failure** means that the character has failed to gain any degree of control over the object(s). If the character was using Telekinesis to move the same object(s) last action, then they fall. If he is attempting to use Telekinesis to remotely perform some other manipulation-based task, the skill task is resolved with a flat +8 mod, with a MAXIMUM POSSIBLE SL of Minimal.

**Botch** means that the character has lost control of the direction of the motion of the object(s). The object(s) move 3D6 meters in a random direction (use the grenade scatter-gram in the Prime Directive Rulebook) if the character was trying to move the object(s). If the character was attempting to use Telekinesis to remotely perform some other manipulation-based task, the manipulation task is AUTOMATICALLY a BOTCH as well.

The Distance over which the ability may be used equals the character's Discipline x 10 in meters. There is a flat +2 to any Telekinetic activity being conducted at over one-half the user's range. For example, a character with a Discipline of 6 has a total Telekinetic Range of 60 meters. However, any attempts to use the ability at a range of over 30 meters (one-half his total Range) are resolved with a flat +2. REGARDLESS of the distance, however, the character MUST be able to see the object(s) that he is attempting to manipulate throughout the entire action. If the character loses sight of the object **even momentarily** (a small object going behind a tree, for instance), the task is resolved with a flat +2 mod. If the character loses sight of the object for a **significant** portion of his action (an object being moved underneath the length of a long table, for instance), the task is resolved with a flat +4. If the character cannot see the object **at all** (because he has been temporarily blinded, or because he cannot turn his head to look at the object, for example), the task is resolved with a flat +8 mod. Note that in any event the character must be aware of the starting location of the object, and he must have been able to see the object in its starting location (i.e., you can't manipulate objects that you don't know are there, on the other side of a wall, with just a flat +8 mod).

The total amount of Weight that the character is capable of manipulating telekinetically at one time is equal to the character's Discipline squared (Discipline x Discipline) in Kilograms. However, if the character is attempting to manipulate multiple objects simultaneously, there is a flat +2 for every object past the first that the character is attempting to manipulate. These mods are NOT applied in an incremental manner, i.e., no mods for the first object, +2 for the second, +4 for the third. Rather, the total number of extra objects (past the first) x 2 equals the TOTAL mods applied to EVERY manipulation test made during the action.

The equivalent Strength characteristic that a character can generate telekinetically is determined by referring to the table below. This Telekinetic Strength can be used exactly like a character's regular strength (subject to the conditions described above) to knock over and lift people, to manipulate objects, or to "punch". Any strength based RRTs called for

when using TK are resolved using the standard RRT rules versus the listed Strength.

| DISCIPLINE | EQUIVALENT STRENGTH |
|------------|---------------------|
| 1-4 | 0 |
| 5-6 | 1 |
| 7 | 2 |
| 8-9 | 3 |
| 10 | 4 |
| 11 | 5 |
| 12 | 6 |

Time for Telekinesis is 1 TiC per attempt. As discussed above, many TK actions may takes several TiCs to resolve. There are NO Repeated Action Mods for the use of the TK ability itself, although manipulation tasks being performed **through** TK do accrue Repeated Action Mods as normal.

### Non-Vulcan Psionic Character Generation Example

Anne wants to play a Non-Vulcan Psionics character in her next adventure, so with her GM's permission, she starts to put one together. Anne wants to play an Alpha-Centauran Psionic character, both tough AND smart. Besides that, she isn't sure what else she wants to do with the character, so first things first.

Anne first checks to see what her character's starting characteristics are going to be. She rolls a D6 for each of the 10 characteristics listed for Alpha-Centauran characters, and rolls a 4, 5, or 6 for Accuracy, Logic, Intuition, and Perception. After reducing each of these characteristics by 1, her character's starting Characteristic values look like this:

Str-3 Acc-3 Spd-4 Ldr-3 Lgc-2 Int-2 Dis-4 Tec-3 GKn-3 Per-2

However, Alpha-Centaurans can add +1 to either their Accuracy, Speed or Discipline. Anne chooses to add the +1 to her character's Discipline, figuring that it might be helpful for a psionic character. At this point, Anne's character's looks like this:

Str-3 Acc-3 Spd-4 Ldr-3 Lgc-2 Int-2 Dis-5 Tec-3 GKn-3 Per-2

The next decision Anne has to make is whether she wants her character to actually be a Psionics Division character, or whether she wants her to be in one of the "regular" Service Divisions (Marines, Medical, Command, etc.) and just pick up a few special psionics abilities on the side. It's a tough choice. A Psionics Division character has Psionic abilities, but not much else. Regular Service Division characters get all their Skills By Service Division, but might not have enough I-CIPs to start with much in the way of Psionics abilities.

Anne decides that she would like to play her character as a Psionic Command Division character. She takes the Command Division Characters package (along with the Standard Star Fleet Skills package, of course). This adds +1 to her character's Leadership characteristic.

At this point Anne's character looks like this:

Str-3 Acc-3 Spd-4 Ldr-4 Lgc-2 Int-2 Dis-5 Tec-3 GKn-3 Per-2

+ all the skills in the Command Division Characters list and the Standard Star Fleet Skills list.

Next, Anne selects her Service Division Specialization. She decides to go for Helm/Navigation (Naval) to be the

Team's pilot. She records the skills listed in the section and moves on.

Anne knows she has to get her character's Leadership characteristic up to a 6 in order to qualify for the Command Division. But raising skills and characteristics requires I-CIPs, and Anne doesn't know how many of those she has yet! So, Anne turns to the NVP I-CIP Table, and rolls 3D6. Her roll of 13 means that she has 48 I-CIPs to spend. While this is somewhat less than the usual 56, Anne realizes that her character has access to the special Psionics abilities that the other non-Vulcan characters on her Team do not. In fact, Anne's character has access to a few psionics abilities that even the Vulcans can't get!

It takes 9 I-CIPs to raise her Leadership from a 4 to a 6 (the minimum required Leadership characteristic for the Command Division), so Anne spends those points first, before anything else, just to make sure she doesn't overspend on other things. This leaves Anne with 39 I-CIPs to spend on her character. At this point, however, Anne rolls for her character's Rank and Seniority, which will provide her with a few more I-CIPs to spend on skills. Anne rolls on the OTHER NAVAL COMMAND table and gets a 9. This makes Anne's character a Lieutenant (SG). Next, rolling on the Seniority table, Anne gets a 7, raising her starting Seniority to a 35, just enough to get a bonus of 7 I-CIPs to be spent on skills.

From this point Anne determines her Background Rating, Heroic and Professional Reputations, Personal Interest skills, Body Weight, etc., just as usual. She also gets to spend her remaining I-CIPs to raise her character's Skills and Characteristics. Note that while Anne's character did not take the Non-Vulcan Psionics Service Division or Specialization, she is still able to acquire any/all of the psionic abilities listed there. (She would have to spend 8 of her remaining I-CIPs to acquire Level 1 in all 8 of the abilities listed there.)

If Anne HAD decided to send her character into the Non-Vulcan Psionics Division, then her character generation would have gone much the same, but with Anne acquiring the special abilities in the Non-Vulcan Psionics Division/Specialization rather than those listed in the Command progression, (and requiring different Service Division characteristic minimums). Also, she would have determined her Rank on the VULCAN PSIONICS MASTER - NAVAL chart instead of the OTHER NAVAL COMMAND chart.

## The Commando Service Division Specialization

The Commando is essentially a highly specialized version of the Marine Surface Combatant. Commandoes are characters from any Marine Service Division who take the Commando Service Division Specialization (as detailed below).

Regardless of the Service Division selected by the character, he is still a Commando. His Service Division selection serves only to help determine the character's directional emphasis in terms of his role within the ranks of the Commandoes and Star Fleet. A Command Division Commando character, for instance, is NOT in line to command the Team. (There is an exception to this, however. See the Note to the GM below.) Commandoes roll for Rank on the Other Marine Command table.

The Commando Division is a demanding one, as it eats into the character's I-CIPs. A Commando must both fulfill the requirements for his Service Division AND acquire the skills listed for the Marine Surface Combatant, and the required Discipline of 6, by the end of the character generation process. While the character gets his chosen Service Division "package" for free, he must acquire the Marine Surface Combatant skills, and the required Discipline, with his I-CIPs. (The Marine Surface Combatant Skills cost the character 11 of his 56+ I-CIPs.)

The Commando tends to serve a double role as both warrior and spy. He is often called upon to perform covert acts of espionage and infiltration, as well as to act as a (admittedly elite) soldier in the field. As a Prime Team Commando, the character is often called upon to exercise an "advisory command" position in espionage and other covert type missions, where his extensive training puts him in the position to "advise" the Team Leader on how to best conduct the operation.

While no "Espionage" or "Covert Operations" skills exist, the Commando is assumed to have an extensive knowledge of how to conduct operations of these types in exactly the same manner that Command and Marine characters are assumed to have an extensive knowledge of strategy and tactics. No die rolls should cover these sorts of endeavors. That's why YOU control the characters!

[NOTE TO THE GM – If your players are more interested in playing Soldiers and Spies than Diplomats and Scientists, you might consider just letting them build a Strike Team, which could function as a Commando Prime Team. They would still be able to "cover the bases" by selecting different Service Divisions, while forming a hard-hitting, no frills combat team.)

Commando characters specialize as follows:

12 skill levels to be applied to any combination of the following skills: Lethal Damage Attack (AMA), Nerve Strike, Melee Combat, Stealth, Throwing, Tracking, Quick Draw, Interrogation, Resist Interrogation, Demolitions, Blind Fighting, Parachuting, Vocal Mimicry, Disguise, Heavy Weapons Operations, Survival, Free Climbing, Rope Climbing. NO skill level may be brought above a value of 4 in this manner.

### Commando Character Generation Example

Alan decides that for his next game he wants to play a Commando character, and so, with the permission of the GM, he starts to put one together. As always, Alan must first choose the race for his new character. In order to try something new, Alan decides to make his new Commando character an Andorian, specializing in Tracking and other

perceptive abilities. Good choice! Alan's character starts out with these characteristics:

Str-3 Acc-3 Spd-3 Ldr-1 Lgc-4 Int-3 Dis-3 Tec-3 Gkn-3 Per-6

He also gets all the Standard Star Fleet Skills, and so he pencils in that information on his Character Datafile.

Now, regardless of his other choices, Alan's character is still a Marine. Normally, a Marine character would pick a Service Division package, and then a Service Division Specialization package before going on to spend his I-CIPs. However, since this is going to be a Commando character, things are done a little differently.

First, Alan picks a Service Division for his character just like normal, except that he **cannot** select the Marine Surface Combatant package. (He will still acquire all the skills in that package later, but will have to spend I-CIPs to do so.) The Service Division that Alan selects for his character at this point simply determines the sort of secondary emphasis that his character wants to develop in terms of skills and abilities. Remember that although Alan's character will be assigned to Prime Team duty, Commandoes should be able to form up into independent units that are supposed to be able to "cover the bases" in terms of command, medical, technical and scientific abilities all on their own.

Alan decides that his Andorian character probably isn't cut out for the Command role, and opts to go for the Medical role instead. Alan pencils in the skills listed in the Medical Division Characters section. Note that Alan does NOT have to meet (in this case) the Characteristic and Skill requirements for the Medical Division; he only picks up the skills listed in the Medical Division Skills By Service Division list. Alan's character **will** have to meet the characteristic requirements for the Marine Surface Combatant Service Division, however.

Later, instead of picking one of the three Marine Division Specializations (Combat Specialist, Heavy Weapons Specialist or Scout), Alan will select his character's Specialization skills from the Commando Specialization list, in the section above.

First, however, Alan needs to determine his Rank and Seniority to determine how many I-CIPs he has to spend on his character. Rolling on the Other Marine Command table, Alan gets a 7, making his character a First Lieutenant. Rolling on the Seniority Chart, he rolls a 5, yielding a final Seniority Rating of 13. Alan now has his 56 I-CIPs to spend as he pleases, plus the 2 additional I- CIPs that his Seniority gives him to spend on skills.

First things first. Alan needs to raise his character's Discipline characteristic to a 6 in order to qualify for the Marines division. It costs 12 I-CIPs to raise his character's Discipline of 3 to the required 6, leaving him with 44 I-CIPs. Since his character is a Commando, Alan is also required to acquire all the skills (but not the +1 to Discipline) listed in the Marine Surface Combatant's Skills By Service Division section. This costs another 11 I-CIPs, leaving Alan with 33 to spend on his character's skills, characteristics or range type, and his two Seniority I-CIPs to spend on skills. At this point, Alan turns back to the skills list for the Commando Specialization, and selects the skills he wants. With the particulars of generating the Commando skills for his character taken care of, Alan would spend his remaining I-CIPs, determine his Background Rating, Size, Weight and Personal Interest Skills all as normal.

### The Combat Engineer Service Division Specialization

The Combat Engineer is a Marine Service Division which combines the qualities of the Engineering and Surface Combatant Service Divisions. The Combat Engineer is still considered to be an Engineering Division character for the purposes of determining Rank.

The Combat Engineer specializes in the preparation of field fortification and entrenchments, the construction and repair of vital field structures and facilities (such as bridges, runways, sensor domes, etc.) under combat conditions, and is often called upon to help in the employment of explosives to neutralize bunkers, clear roadways, demolish bridges, etc. All in all, not the best way to collect a pension!

The Combat Engineer's Skills By Service Division entry looks like this:

**Combat Engineer Characters**
Add +1 to your TECHNICAL Characteristic

**Accuracy**
  +1 to Fire (Phaser)
  +1 to EITHER Melee Combat OR Martial Arts
  Throwing – 1

**Technical**
  Computer Systems – 2
  Demolitions – 2

Combat Engineer Division Characters specialize as follows:

**Field Engineer**
  Electronics – 4
  Mechanics – 4
  Civil Engineering – 4

10 skill levels to be applied to any combination of Technical skills. NO skill level may be brought above a value of 4 in this manner.

## NEW SKILLS

### Skill Sub-specializations

> "Move aside!" Lt. Commander McCaig called out, as he pushed his way through the crowd and knelt at the side of the fallen Governor. The ashen-faced Shirokov, chief administrator of the colony for over forty years, was clutching his left arm, obviously in great pain, and appeared to be having trouble breathing.
> "Sir, I can help," Lt. Graham said as he joined his Commander at Shirokov's side, already unslinging his Medical tricorder. "Stay calm, Governor, I'm a doctor. You're going to be fine.
> "Hmmm, looks like a heart attack, simple Posterior Ventricliosis. But, wait, no! Look here, sir, these endocranial readings are too high. Sir, this man has been poisoned!"

A skill that possesses sub-specializations (such as Medicine) allows for, but does not require, considerable specialized knowledge within (or beyond) the "basics" provided by the base skill.

A sub-specialization, in game terms, is a skill that deals with a specific sub-topic of a larger, more general skill, and these sub-specializations have special rules associated with them. First, a skill is only ever a sub-specialization skill if it appears in the rules or if your gaming group **agrees** that it is. Next, a sub-specialization skill costs **one-half** the normal IP (or CIP) cost to acquire and learn (with a minimum of 1 IP or CIP per level). However, this one-half cost bonus is in effect only as long as the level that is being purchased for the sub-specialization skill is less than or equal to your current level in the base skill. That is to say, you only get the "half-price special" for the sub-specialization skill as long as your level in that skill doesn't exceed your level in the basic skill that "controls" it. If you wish to learn a skill level for a sub-specialization skill that exceeds your level in the basic skill, then you pay the normal IP cost for the sub-specialization. (Of course, you always have the option of raising your level in the basic skill first.)

The main advantage of a sub-specialization skill is that it provides your character with an extra degree of ability or insight in a specific, technical or highly detailed situation. In situations where it is relevant, a sub-specialization skill (or skills) will often be used as a Supporting Skill (see section 2.7 of the Prime Directive Rulebook) for some task involving the basic skill. However, there are times when the sub-specialization skill itself might well be the primary skill used. The GM will decide (or the adventure will tell you) whether a sub-specialization skill is being used as a supporting skill or as the primary skill. In any event, any limitations or special considerations that apply to the basic skill also apply to the sub-specialization skill as well.

### New Skills by Characteristic

## STRENGTH SUPPORTED SKILLS

> "How you holding up back there, Ayanian?"
>
> Ensign Cheryl Ayanian, the Team's newest, and only non-Rigellian, non-Alpha-Centauran member, shot a nasty look at Major Turek'Kiels, the Team's Rigellian leader, before singing out in a too-chipper voice, "Just fine, Major! Why do you ask?"
>
> Of course, at that moment, and for the past hour, the pair had been marching up the side of Mount Arikojyt at a fast trot toward the rendezvous point with the rest of the Team still several kilometers distant. As the sole human on the Team, her new teammates had given her no end of gentle, but pointed, ribbing about the "soft" nature of her race, and this dash up the side of the mountain was just another reminder. But while Cheryl **was** small; at only 64 kilos, she was in the sort of physical condition that only a seasoned long distance runner could ever hope to achieve. To Cheryl, long distance running was not only her hobby, it was her *passion*.
>
> Noticing the first trickles of sweat on the brow of the huge Rigellian, she smiled, and bolted ahead shouting, "C'mon Major, we're going to be late! Want to race?"
>
> *See Endurance*

### Endurance: 4/6/8 (8)

This skill describes a character's developed cardio-vascular conditioning above and beyond his sheer muscle and bulk. A character using this skill has the endurance and fatigue threshold of a character who is much "stronger" than would be expected of his size, without necessarily having the accompanying size and strength to match.

**Complete SL** means that the character is considered to be operating with a Strength characteristic that is three higher than his base Strength ONLY for the purposes of determining Fatigue and Fatigued related effects and mods.

**Moderate SL** means that the character is considered to be operating with a Strength characteristic that is two higher than his base Strength ONLY for the purposes of determining Fatigue and Fatigue related effects and mods.

**Minimal SL** means that the character is considered to be operating with a Strength characteristic that is one higher than his base Strength ONLY for the purposes of determining Fatigue and Fatigue related effects and mods.

**Failure** means that the character operates at his own normal Strength level.

**Botch** means that the character has pushed himself beyond his current limits and is on the verge of suffering a collapse. Any Fatigue test called for is resolved as if the character's Strength was one-half of its normal value.

A character may elect to make an Endurance skill test any time he is informed that he will need to make a Fatigue test. The character need not use the Endurance skill if he feels that other mods might not make it worthwhile for him to do so. The Endurance skill's effects (if any) are in effect until the next time the character is called upon to make a Fatigue test. The Repeated Task Attempt rules are in full effect for the use of Endurance.

## ACCURACY SUPPORTED SKILLS

> "Did you see that? Randall knocked the weapon out of Hopkirk's hand! I don't believe it...what a lucky shot!" Anderson said as he watched Randall take the saboteur into custody.
>
> "*Luck* didn't enter into it," Randall replied as he looked up at him and smiled.
>
> *See Trick Shot*

### Archery: 4/6/8 (8)

This skill allows a character to use Bows of all types (standard and crossbows), as described in the Combat section of the Prime Directive Rulebook.

### Blade Throwing 4/6/8 (15/5)

This skill is a new division of the general Throwing skill that allows characters to throw bladed weapons with the intent of hitting their targets with the pointed tip, rather than the pommels or the flat of the blade.

A character with the base Throwing Skill but without this Blade Throwing skill may still attack with bladed weapons at range, but has a flat +2 to his To Hit tricode, and will score one-half the normal listed D#s with any SL except Complete. A character who has both Throwing skills, but whose Knife Throwing skill is lower than his General Throwing skill, must use his lower Knife Throwing skill for the task or suffer the penalties described above. There is no Blade throwing penalty for having a lower General Throwing skill, or none at all.

A character who already possesses the General Throwing skill at at least level 1 may acquire Level 0 in the Blade Throwing Skill for 5 CIPs. Otherwise, it requires 15 CIPs to acquire Level 0 in the Blade Throwing Skill. Blade Throwing in all other ways is resolved as discussed in the Throwing section of the Prime Directive Rulebook.

### Forgery (Documents) : 6/8/10 (20)

This skill allows a character to create false documents and inscriptions that are identical, or nearly so, to the real thing. The Forgery skill covers such things as duplicating the distinctive signature of another individual, the creation of a fake ID card or badge, or even the creation of false orders or requisitions.

One must realize, however, that in the high tech environment of the Star Fleet Universe, just being able to duplicate a superior officer's signature is not sufficient to fool anyone. Most military orders and communications are created, transmitted, accepted and recorded electronically, so a successful forgery attempt dealing with official orders, documents, ID cards, etc., will almost always need to be accompanied by a Computer Programming skill task. The **lowest** SL achieved on either task will determine the overall SL of the forgery attempt. In any event, the character must also know **which** forms are required, and **what types** of authorizations are required to validate them, etc. Usually the Star Fleet Regs skill (or its equivalent) will provide this information, but occasionally an Administration skill roll might be in order. Also, when attempting to forge IDs (etc.) with Holographic plates or magnetically-encoded materials, the GM may also rule that special materials must be acquired and that additional skills, such as Computer Programming, above, must be brought into play to complete the job.

**Complete SL** means that the character has produced something that looks just like the real McCoy. Assuming that the information and materials are correct, even someone who should know better will be completely taken in. (This doesn't

mean that they couldn't get in touch with someone else to verify the information, however.)

**Moderate SL** means that the character has produced a quality forgery that will survive all but the closest scrutiny, again, assuming correct information and materials. Someone who has reason to doubt the veracity of the forgery to begin with, however, would probably spot the flaws if he spent any amount of time looking for them, however.

**Minimal SL** means that the character has produced something that looks about right to the casual observer, but will not stand up to any degree of close examination. If someone who knows what the piece **should** look like does more than just glance at the thing for a few moments, then there is an excellent chance that he will spot the flaws.

**Failure** mean that piece isn't going to fool anyone. One look is all it takes for someone to know that something is fishy about the piece...

**Botch** is along the lines of, "Hey, pal, we haven't used these CX-172/H Blue Sheets for almost a year now, and this Authorization Routing Number is all screwed up! Maybe you ought to step into the booth for a minute..." You'd better hope that your Fast Talk is in rare form today!

Time scale for this action is TOC = 10 minutes.

### Parachuting: 4/6/8 (8)

This skill allows the character to jump out of an airborne craft (or from a great height) using a parachute and land on the ground unharmed. This skill might be used either in an emergency evacuation of a failing aircraft or as a stealthy method of entering a hostile territory. Of course, some (crazy) characters might do this just for fun!

When making a jump, the character needs to make TWO Parachuting tests, one to determine if he lands anywhere near where he wanted to, and another to see if he hurts himself at the moment of impact. (Advances in materials technology all but preclude the possibility of chutes that tangle or fail to open all together.) If the characters are using "low tech" chutes, however, the GM might want to make a secret "folding up" roll to see if the chutes are incorrectly folded into the harness packs. A Botch SL on the Folding Roll will cause the chute to fail in some way, automatically causing a Botch (at least!) for the jump.

**Complete SL** means that the character does everything just right, opening his chute at the optimal altitude, and successfully guiding his descent to within a meter or two of his desired landing location. He not only gets to where he wants to be, but also rolls out just like they showed him in training, taking no damage, and wasting no time.

**Moderate SL** means that the character gets to the ground all right, but he opened his chute a moment or two too early or late, perhaps with some minor consequences if the timing of the drop was critical, and finds himself landing 2D6 times 10 meters from his intended landing spot. For the landing test, it means that the character made a rough landing but nothing dangerous. The character takes one point of Stun Damage. A character's AR has NO effect upon this damage, and it cannot be avoided with defensive maneuvers.

**Minimal SL** means that the character gets to the ground in more or less one piece, but it wasn't fun. For the location test, he is WAY off base, landing 2D6 times 25 meters from his intended landing spot. In the landing test, this SL means that the character made a safe, but VERY rough landing. The character takes D6+1 points of Stun Damage. (This could easily knock the character out.) A character's AR has NO effect upon this damage, and it cannot be avoided with defensive maneuvers.

**Failure** means that the character is swept way off course, landing 2D6 times 100 meters from his intended

landing spot. For the landing test, this SL means that the character takes a D6+1 Stun Damage, as above, but also takes an additional D3 points of LETHAL damage. Ouch! A character's AR has NO effect upon this damage, and it cannot be avoided with a defensive maneuver.

**Botch** means that not only does the character drift way off course (2D6 times 250 meters), he also, unlike the above SLs, has NO IDEA WHATSOEVER of the direction to his intended landing spot. He is now completely lost! In the landing test, this SL means that the character made a disastrous, potentially fatal, landing. The character takes 2D6 Lethal Damage points and automatically takes his entire SDC plus a D6.

A jump made without vision aids at night is subject to a flat +2 Mod, as is one made in high winds or in other drastic atmospheric conditions. (While laser/satellite locational aids (LORAN) are unable to help the parachutist pick a better landing area, they will certainly help him find his rendezvous point much faster.)

The time involved in a parachuting attempt depends upon the gravitationally determined Terminal Velocity for the world, the height from which the character jumps, and the altitude at which the character deploys his chute.

### Trick Shot: 6/8/10 (25)

This skill, which is available ONLY to those characters with a Range type of Marksman or Sharpshooter, allows the character to perform astounding feats of precision with his weapon, such as shooting weapons out of other people's hands, firing while looking in a mirror, or shooting only the Red targets (for instance) that appear in and amongst a host of other potential decoys, etc. Essentially, this skill gives the character the opportunity to offset any mods applied to a shot due to the situation involved. This skill would NEVER allow the character to offset Level Of Damage mods, however.

A character must declare that he intends to make a trick shot before the regular attack is made, and is subject to an **additional** flat +2 mod if the character has not Aimed for at least one action directly prior to the actual attack, and an **additional** +4 mod if the character is firing a weapon on a Repeater setting. When rolling against the listed tricode for this skill, apply any and all mods that would otherwise affect the regular shot to the Trick Shot tricode.

**Complete SL** means that the character may offset up to 6 points of Mods from his shot. This may NEVER lower the to hit tricode to below its base value.

**Moderate SL** means that the character may offset up to 4 points of Mods from his shot. This may NEVER lower the to hit tricode to below its base value.

**Minimal SL** means that the character may offset up to 2 points of Mods from his shot. This may NEVER lower the to hit tricode to below its base value.

**Failure** means that the character fails to offset any of the mods applied to his shot.

**Botch** means that the character tried too hard. Not only does he not offset any of the mods applied to the shot, he suffers an Expanded +1/+2/+3 mod to his actual to hit tricode!

Trick Shot must be acquired separately for each Type of weapon that the character wishes to be able to use the skill in conjunction with. For instance, Trick Shot – Phaser, Trick Shot – Archery, Trick Shot – Ballistic, Trick Shot – Thrown, etc.

A Trick Shot roll requires no time, but must be made in conjunction with a regular attack To Hit roll. A Trick Shot roll may NEVER be used to actually perform an attack.

## LOGIC SUPPORTED SKILLS

> "The schematic we saw indicates that once we reach the first turning in the air ducts, we should then take a left, a right, two lefts, and then continue 100m straight ahead past the main juncture on the right. This 100m stretch, which will bring us to the hatch above the computer rooms, contains electronic security tripwires at 25m and 65m which we should certainly avoid."
>
> *See Memorization*

### Memorization: 4/6/8 (20)

This skill represents a character's ability to commit to memory even quite complex and complicated information. This information may be presented to the character in either written or verbal form. This skill is particularly useful for memorizing directions, instructions, quotations or other lengths of text, long lists of names, dates, numbers, and other tasks involving memory. Please note that this skill requires preparation and a certain amount of time to be spent in the process of memorizing the materials in question. As such this is NOT an "eidetic" memory skill, allowing characters to recall in minute detail any and all situations that pass before their eyes.

GMs should impose mods based upon the size and complexity of the Memorization task at hand. The "normal" baseline Memorization task might be to Memorize an entire page of names and associated security pass numbers (50+ sets), or to commit to memory the exact blueprint layout of a multi-roomed single story structure, with about a minute of exposure.

**Complete SL** means that the character remembers the memorized information as if it were written down in front of him. In general, the GM should give the character 100% access to the information or the ability to reproduce it with 100% accuracy.

**Moderate SL** means that the character accurately remembers the majority of the material (about two-thirds), and can determine with a great degree of certainty what it is that he **can't** recall. A character with this SL trying to recall a vital piece of information will be able to do so on a D6 roll of 1-4.

**Minimal SL** means that the character accurately remembers a sizable portion of the material (about one-third), but doesn't have a solid grasp on what he actually remembers and what he only **thinks** he remembers. In this case the GM rolls a D6, with the character accurately recalling the information on a D6 roll of 1 or 2, and scoring the equivalent of a Botch on a roll of 6!

**Failure** means that the GM says "Tough luck; you should have written it down!"

**Botch** is the sort of situation that devious GMs dream of, as they can make up whatever they want and the character believes it!

> "Then we take the second right (there is no second right) and drop down into the vertical airshaft over the vault (actually over the main security compound). After that, it's a straight shot to the shuttle bay (actually three buildings over) and home!"

Time to Memorize material is as short as a TiC for a very short list or diagram, up to an hour for complex lists or diagrams, to years memorizing the Complete Sonnets of Sendiar of Vulcan, who lived to be over 200 years old and wrote over 135,000 thirty-line sonnets!

## INTUITION SUPPORTED SKILLS

> Chandler stepped over the unconscious body of the guard and switched on the intercom. Taking a deep breath, he signalled Cell Level One. The response came almost immediately.
>
> "Cell Level One."
>
> "410015," Chandler recited the security code slowly and deliberately in what he hoped was a convincing imitation of the fallen guard's voice, and then continued. "Deactivate electronic locking systems on cells two, five and eleven."
>
> "Reason?" The intercom barked back at him.
>
> "I am preparing a prisoner transfer for the Overguard," Chandler replied. *This just might work*, he thought, but he reached for his phaser anyway. *Can't be too careful!*
>
> *See Vocal Mimicry*

### Disguise: 6/8/10 (15)

This skill allows you to alter your appearance in order to avoid being recognized or to attempt to pass as a different sort of person in general. It is relatively easy to change your general appearance, height, hair color, distinguishing features, etc. but it does require some props and materials, such as clothing and makeup. The GM may apply mods to the Disguise Task if the character does not have appropriate materials available to him. Also, the GM must rule on mods for the general difficulty of a Disguise attempt. (A Kzinti trying to pass as a Gorn had better have an awful lot of hair remover available!)

Attempting to "look like someone other than yourself" applies no particular mods to the Disguise tricode, while trying to pass yourself off as someone (or something) in particular, like "one of those cargo handlers", or "one of the Ambassadorial party", or "one of the Urban Nomads of Meva Station", would probably have some mods associated with the attempt.

**Complete SL** means that you look for all the world just like whatever it is that you want to look like. If you just wanted to "look different", any Perception test made to recognize you would be made with a flat +6 to the attempt. Of course, if you were trying to look like something in particular, this SL wouldn't give you any special knowledge about any of that, and your inability to respond to certain questions, or act in an appropriate manner, could still cause others to become suspicious. (Fast Talk is a good Supporting Skill to use here.)

**Moderate SL** means that you are pretty darn hard to recognize. Apply a flat +4 to any Perception based attempts to recognize you. If you are trying to "pass", you are doing a decent job, but close scrutiny might give you away.

**Minimal SL** means that you have managed to cover most of your distinctive features and are safe from casual recognition. Apply a flat +2 to any Perception based attempts to recognize you. If you are trying to "pass", then virtually any **close** contact with someone who should know better will see through your disguise, but you *are* safe from distant or casual observation.

**Failure** means that you blew it. Anyone who is looking for you is not going to find it any more difficult to recognize you than he would normally. If you are trying to "pass", then you aren't going to get away with it.

**Botch** means that you LOOK like someone who is trying to disguise themselves and failing miserably. Not only do you fail to disguise yourself, but your inept attempt actually *attracts* attention. If you can't easily get rid of your disguise,

then anyone looking for you actually has a flat +2 mod to recognize you! If you are trying to "pass", the first person you run into is going to go, "Hey, pal! Whadda you think you're trying to pull here, anyway!" Good luck...

Good Supporting Skills for Disguise are Fast Talk, Vocal Mimicry, a knowledge of the area and the culture, and knowledge of the regional language or professional jargon.

Disguise takes anywhere from a few TiCs to throw on some local clothes to several minutes or hours to cut and dye your hair, apply makeup and facial prosthetics, etc.

### Instruction: 2/4/6 (15)

This skill represents a character's ability to instruct other characters in skill areas with which he is VERY familiar. This skill grants a character the ability to confer a reduction in the CIP cost required to acquire a new skill level after the Character Generation process has been completed. (One could also use this skill to instruct NPCs, who, while never having gone through the Character Generation process, may still certainly improve their skills.)

Characters may NOT use Instruction to reduce the "Start Up" CIP cost to acquire a new skill at level 0. Further, while in theory a skill level up to 11 could be taught using Instruction, the following stipulations are placed upon the use of this skill.

**1.** The Instructing character must have a skill level in both Instruction AND the skill that he is trying to teach, that are both at least one skill level higher than the skill level that he is trying to teach. That is to say, a character who possessed Instruction at level 5, and Free Climbing (for instance) at level 3, would only be able to provide instruction to another character in the Free Climbing skill up to level 2, one less than his own Free Climbing skill level. If the instructing character, who had a skill level of 6 in Swimming wished to instruct another character in **that** skill instead, then he would be able to instruct the other character up to skill level 4, in this case being limited by his Instruction skill level (of 5).

**2.** A character may not Instruct himself.

**3.** The Instruction tricode is subject to a flat +1 mod for each skill level in excess of 1 that the Instructor is attempting to teach. For instance, an attempt to Instruct another character up to a skill level 1 in a skill is resolved against the base tricode of 2/4/6. However, Instructing someone from level 1 to level 2 would be against a 3/5/7 tricode, against a 4/6/8 for level 3, a 5/7/9 for level 4, etc.

An instructing character may attempt to Instruct more than one other character at a time (essentially teaching a class or offering a course in some subject). Of course, **all** the other characters receiving instruction must be learning the same skill level in the same skill. Use the following mods in this situation:

| # of Individuals Receiving Instruction | Tricode Mod |
| --- | --- |
| 1 | +0 |
| 2 | +1 Flat |
| 3-5 | +2 Flat |
| 6-12 | +3 Flat |
| 13 or more | +4 Flat |

**Complete SL** means that the instructed character(s) has mastered the new material much more quickly than normal. He is awarded a 50% reduction in the CIP cost to acquire the skill level, down to a minimum of 1 CIP.

**Moderate SL** means that the character(s) has gained some benefit from his instructor's insight and instruction. He is awarded a 25% reduction in the CIP cost to acquire the skill level down to a minimum of 1 CIP.

**Minimal SL** means that the character(s) has gained a small amount of insight from his instructor. He is awarded a 10% reduction in the CIP cost to acquire the skill level down to a minimum of 1 CIP.

**Failure** means that the character(s) has learned nothing from his instructor. There is no reduction in the CIP cost to acquire the skill level, but no CIPs are expended.

**Botch** means that the instructor has actually confused the character(s). The instructed character may NOT acquire the skill at this time. However, he must still "spend" 1 CIP to represent the time and effort that went into the failed attempt. This CIP is essentially lost and does not count toward future efforts to acquire a new level in that skill.

The GM will determine the length of time before the character may try again to learn the skill. (Usually it's after the next adventure, but the GM may need to make special allowances in unusual situations or for NPCs.)

Time required is about 1 TOC equal to the square of the skill level being learned (as a very rough guide), but the GM should use a great deal of discretion with this skill.

### Vocal Mimicry: 6/8/10 (10)

This skill will allow you to effectively imitate another person's voice. In general, you will need to "study" that person's voice to master his particular vocal mannerisms and intonation. This can be done either by engaging the subject in conversation (or overhearing his conversations) or by studying extensive recordings of his voice. Apply the following mods to the Mimicry tricode based upon the amount of time you have prepared.

4 to 30 seconds – +8 Flat
31 seconds to a full minute – +6 Flat
1 to 5 minutes – +4 Flat
5 to 30 minutes – +2 Flat
More than 30 minutes – No Mod

Note that in the case of using recordings to study a voice, the above time refers to the amount of time on the recording that the subject is talking. You can't listen to the same 30-second piece of tape repeatedly for an hour and then say "I've got it down now!"

Another set of mods has to do with how similar your vocal quality is to the vocal quality of the subjects. If your subject is a Thargian Obsinoid, for example, whose speaking voice is reminiscent of a heavy cart stacked high with dinner plates being rolled along a tile floor, then the GM will have to assign some mods! (Be careful you don't simulate the mating call of an Astralan Hammer Beast by accident!)

**Complete SL** means that anyone not in visual contact listening to your voice will believe that it **is** the subject speaking. Of course, this SL does NOT give you any special knowledge about the subject, and your inability to respond to certain questions, or recognize voices, could still cause others to become suspicious. (Fast Talk is a good Supporting Skill to use here.)

**Moderate SL** means that while you won't immediately raise any alarms, slipups in terms of word choice, intonation and timbre are being made. A lengthy or extensive conversation *might* give you away.

**Minimal SL** means that you will raise subtle doubts in the listener's mind, but not to the point where they attempt to confront you. As long as the conversation is a fairly short one, and you don't make any huge factual errors, then the

conversation will stick out in the listener's mind as "odd", but they will not seriously doubt that they were actually talking with the subject.

**Failure** means that you blew it. You just weren't convincing at all. Depending upon the situation, the listener will discontinue the communication, thinking that the whole thing was a bad practical joke. Of course in *some* circumstances, it might result in the whole security force of the planet bearing down on you...

**Botch** means that you blew it in a new and embarrassingly BAD way. No one thinks it's a joke. Time to run...

## TECHNICAL SUPPORTED SKILLS

> The lights on the control console changed from red to green as Howard laid in the final set of override commands. He closed the panel carefully and replaced the locking mechanism.
>
> "Okay. We have twelve minutes, no more. Let's get him and blow this joint!"
>
> *See Security Systems*

### Civil Engineering: 6/8/10 (8)

This skill allows the character to build and repair structures and facilities, rather than devices. This includes small buildings, bunkers, bridges, docks and quays, transmission towers, tunnels, entrenchments, roadways, tree forts, runways, shuttle pads and sensor domes. In addition the character can to level hills; build up embankments; shore up weak walls, floors and roofs; clear blocked passages and roadways; etc. Civil Engineers are the ones who drive bulldozers and lay pipe and build. They can also usually tell you the best way to get rid of something, like a building, often with the judicious application of high explosives. (Characters still need to acquire the Demolitions skill, however.)

**Complete SL** means that the character has successfully constructed whatever it was that he was working on. If it was meant to be a permanent structure, it is solid, fulfills all the requirements that a structure of this sort needs to, and will last for quite a while. If it was designed to be taken down quickly, it is still solid, but breaks down in a flash without resorting to explosives. This SL is required for something that will receive a lot of punishment or stress, such as a runway, a bunker, or a bridge that is going to carry heavy equipment or LOTS of people. If the character was trying to UNdo something, then he has found the most efficient manner to so, with little "spillage" and minimal waste of material.

**Moderate SL** means that the character has, for the most part, constructed a solid structure, that will generally serve its purpose with only minor hitches. This SL means that the structure will not have the lasting power of the Complete SL structure, and will begin to weaken in a period of time related to the degree of stress that the structure receives. Sooner or later, the Moderate SL structure is going to weaken and will require repairs or suffer a catastrophic failure. If the character was trying to remove something, then he does an acceptable job. There is a noticeable amount of material spillage, however, and the endeavor takes a bit more material, time, effort, etc. than would have been absolutely required. The job gets done, though.

**Minimal SL** means that the structure goes up (or out or down or whatever), but with little structural soundness. The Minimal SL structure might collapse if subjected to ANY sort of severe stress at ANY time. The structure has no real lasting power and should be considered a risky proposition at best. In any non-emergency situation, this should be considered a Failure result. When trying to take something down, there is considerable wasted effort, translating into extra time, and the "flow" of materials is badly handled, perhaps resulting in injury, and even more delays.

**Failure** means that the character is unable to construct the desired structure to any specification. In removal attempts, the character is unable to dislodge or collapse the structure in question.

**Botch** results in a disaster waiting to happen. It LOOKS all right, but there are serious flaws in the design and/or structure. It cannot take ANY stress whatsoever and will fail the first time that is subject to any, probably with calamitous

results. In a removal attempt, the character blows up the wrong thing, or the blast is improperly directed, etc.

Of course, in any construction endeavor, materials and manpower are vital components. If the character doesn't have access to the materials that he needs, such as beams, cement, wood, cranes, welders, rivets, etc., then there are going to be some healthy modifiers applied to the Engineering task. The GM might even disallow it altogether. You can't build a tank bridge out of reeds and mud! Also, if there aren't enough hands around, who can take orders and have even the vaguest idea of what they're doing, the TIME for this task is going to be much longer.

Time for Civil Engineering ranges from ToCs equal to a few minutes to inspect a damaged member or beam to days or even weeks to construct something big. (Especially if the crews are getting shot at and the bad guys keep dropping bombs on your building!)

### Diving: 4/6/8 (8)
This skill allows the character to use Scuba gear, or similar equipment, to dive down beneath the surface and to remain underwater for some period of time. Any character with at least a Skill Level of 1 in this skill can handle the mundane tasks involved with checking depth, gauging the amount of air (or whatever they are breathing) they have left in their tanks, monitoring their position, etc., without resorting to Skill rolls.

However, in adverse situations, equipment failures, sudden disturbances in the surrounding medium, or on particularly long or arduous dives, the GM may call upon the character to make a Diving Skill roll, judging the outcome of the situation by SL

Time for Diving is based both upon the complexity and duration of the dive and the equipment being employed.

### Mechanical Lockpicking: 4/6/8 (8)
This skill represents the character's ability to successfully "pick" a standard mechanical non-electronic lock. Note that due to the nature of this operation, either the lock is picked or it isn't. To reflect this, an SL lower than Complete (but not a Botch) yields a result equivalent to a Failure EXCEPT that the Repeated Task Attempt Mod of +2 (see pg. 38 in the Prime Directive Rulebook) is NOT applied to future tests to pick this particular lock, and these partial SLs are still treated as working under the 3 to 1 success rule (9 Minimal = 3 Moderate = 1 Complete).
**Complete SL** means the lock is successfully sprung. Note that some enclosures will have multiple locks, however. Also note that springing the lock does not mean the character has successfully eluded any security devices in the area...
**Failure** means the character needs to continue working.
**Botch** means that the character has managed to wedge all of his tools tightly into the lock mechanism. They won't come back out without a fight, and the thing's still locked! Have you considered using your phaser yet?

The GM should apply a Flat mod of between +2 to +6 to the test if the character is without appropriate tools. If the situation is just too ridiculous in terms of what the character has to work with ("Well, I've got two rubber bands, an eye dropper, this nifty marble statuette, and Geppi's sonic depilitator..."), the GM may simply disallow the task attempt all together.

Time Scale for this is several TICs to 1 TOC=several minutes per task attempt depending upon the nature of the lock.

### Security Systems: 6/8/10 (15)
This skill allows the character to not only operate and repair high tech Security devices (including electronic locks), but also to attempt to defeat them. The specific outcome of the use of this skill will be determined by the nature of the Security System in question. The characters will first need to determine the *nature* of the system. (A Security System's skill roll will give the character this information as determined by SL.) Is the system simply an alarm? Is it linked into a larger security net, or does it cause another device to be triggered? Does it initiate an attack or some other direct response? Once the character has determined what the system does, then he needs to decide what it is that he wants to do about it. Does he want to deactivate it permanently or just for the time it takes to get the rest of the Team past it? Send false information? The GM will have to assess the potential for success and mishap on a case by case basis based on the answers to these questions, using the following SL descriptions as guidelines.
**Complete SL** means that the character tweaks the system just the way he wanted to. The thing is deactivated for as long as the character wanted, in the *way* he wanted.
**Moderate SL** means that the character has done a decent job of defeating the system, but not as completely as he would have liked. Either it is still operating at some very minimal level, or it is possible that it might come back online sooner, or later, or perhaps not at all if he needed for it to do so to make his plan work. In other words, it's all going the way he wants it to go, for right now, but there is a small chance that it might all come apart in a little while, perhaps at the worst possible moment.
**Minimal SL** means that he has got the system precariously balanced on the edge of disaster, but shut down or screwed up just enough to get going right at this very moment. Of course, with this SL there is no guarantee that things are going to stay that way for more than a few seconds, or that someone somewhere isn't looking at some panel or read out and thinking, *"Hmmm, that's strange..."*
**Failure** means that you can't make heads or tails of the system, and that you cannot find a way to defeat it. Of course, just shooting it a few times might disable it, but don't you think that that might attract just a little attention?
**Botch** "WARNING! WARNING! INTRUDER ALERT IN SECTOR GREEN 7! SECURITY TO SECTOR GREEN 7! COMMENCING SOMNAMBULATION GAS DETERRENTS! HAVE A NICE DAY..."

**Note to the GM**: The more sensitive or valuable the installation, the greater the degree of security measures that are likely to be in place. In most cases, this translates not only to **more** security devices but also to better ones. The GM should feel free to impose mods to the player's Security Systems tasks due to the superior quality of the security devices at vital installations. (Anywhere from +1 for Better Than Average devices to +4 or +5 for State Of the Art Super-Zynon Pseudo-reactive PoliPhasic Molecular Bonding Triggers.) Let's face it, it's going to be harder to sneak into the main Fleet Propulsion Labs on the Klingon Homeworld than it would be to jimmy the Bathroom Stall locks at the Decades Bar!

Time for Security Systems ranges from a TiC or two to read a panel or throw a switch, to up to ToCs equal minutes to disassemble a panel and fiddle around inside.

## GENERAL KNOWLEDGE SUPPORTED SKILLS

"I'm telling you, mix that green plant over there with the sap from that tree and the resulting poultice WILL be effective on your wound! Trust me."

*See Pharmacology*

### Medicine (Sub-specializations)

The Medicine skill is one skill within Prime Directive with sub-specializations. (See the beginning of this section for a description of sub-specialization.) Medicine provides the character with a more than adequate working knowledge of the general practice of medical diagnosis and treatment. With just this skill, a character is the equivalent of a General Practitioner. However, there are numerous areas of specialized knowledge in the Medical field, and situations will undoubtedly develop in your games where a specialized knowledge will aid (or perhaps even save the life of) your character. Sub-specializations of the skill Medicine include:

**Pharmacology**: The study of the preparation, bodily introduction, and effects of various drugs in medical usage.

**Genetics**: The study of DNA, RNA, chromosomes, etc, and the effects of inherited traits. Geneticists often also study ways to **manipulate** these features and traits to produce specific specially tailored organisms.

**Pathology**: The study of diseases and their effects upon healthy organisms.

**Anatomy**: The specific study of the numerous structures and systems that comprise an organism.

**Kinesiology**: The study of the mechanisms that allow and control bodily motion, including muscles, joints, tendons, and the stresses that they generate when they move, as well as balance, overall agility and dexterity.

**Respiratory**: The study of the lungs and the air cycle in the body.

**Circulatory**: The study of the blood cycle in the body.

**Gastrointestinal**: The study of the digestive and excretory cycle in the body.

**Neurology**: The study of the nervous system and brain.

**Prosthetics**: The study of supplementary or replacement organs and limbs.

**Immunology**: The study of the immune system, which is the multi-faceted system, involving the skin, nasal cavities, blood and thalamus, that protects the body from disease, infection and other environmental poisons and toxins.

**Cardiology**: The study of the heart and heart diseases.

**Osteology**: The study of bones and diseases of bones.

**Hematology**: The study of blood and blood diseases.

**Dermatology**: The study of the skin and skin diseases.

**Enzymology**: The study of the various glands in the body and the nature and effects of their secretions.

This list, of course, only scratches the surface of the potential sub-specializations that exist for the Medicine skill. Feel free to consult with your GM if you would like to come up with additional sub-specializations for your character. (Remember also that there will be many sub-specializations for other races, such as Chitinology for the Seltorians, etc.)

## PERCEPTION SUPPORTED SKILLS

Davey and the other members of the Prime Team searched the trashed command center once again, looking for a clue which would tell them what had happened. He tried to get into the computer logs, but once again, he was refused access. *Damn, this is hopeless*, he thought. Just then, Letherman burst into the room.

"Mike, look at this!" Letherman said as he handed a computer disk to Davey. "Look on the underside!"

Davey turned it over to see the words 'Butch and The Kid were here!' scratched into the casing.

"Where did you find this, Eric?"

"It was in the technician's pocket. What does it mean?"

"I don't know, but let's get back to the ship and find out!"

*See Minute Observation*

### Minute Observation: 6/8/10 (25)

This is essentially the Perception version of the "Fine Work" skill. Using Minute Observation, a character can go over every surface, corner and crevice of an object or location in an attempt to locate any hidden or obscure markings, traces, joins or other subtle information not immediately obvious to the casual observer.

**Complete SL** means that the character finds any and (within reason) identifies all hidden or obscure markings or other visual clues. This could lead to the location of a hidden compartment, an overlooked manufacturing or identification mark or inscription, a series of telltale scratches or other distinctive and revealing marks, the presence of minute traces of some material (blood, pollen, mud, dilithium, whatever) or subtle faults or failures in the surface or object. These are of course just some of the sorts of things that might be located in this manner.

**Moderate SL** means that the character locates some significant portion of the minute details of the object of his observations, but perhaps without the degree of recognition or understanding of the nature or cause that a Complete SL provides.

**Minimal SL** means that the character finds some small amount of the obscured information in evidence, but without a high degree of understanding or recognition of what he has found. The subtle join that would otherwise indicate a concealed panel might be described as "a scratch", a series of faint inscriptions might be described as "a series of marks on the surface", etc.

**Failure** means that the character locates nothing that a casual scan of the object wouldn't reveal.

**Botch** means that the character completely mistakes the nature of some observation or "locates" things that aren't really there! A bump in the surface is "obviously a hidden micro-dot", or a slight discoloring of the material is "an obvious trace of blood", etc.

Time for Minute Observation will take anywhere between a few TiCs to look over a small object, to long minutes or hours to completely examine a large object, room. etc.

## SECTION TWO:
## NEW EQUIPMENT

The Symposium was about to begin. The audience in the massive hall at Star Fleet Headquarters continued to grow until finally all the seats were taken. A door opened at the left of the stage, and several people came out and took their seats behind the podium. It was an impressive group — Williams from the Presidio, Matthews from FedTech, Hart and Rodgers from the Cultural Commission with what appeared to be a small refrigerator unit rolling in behind them, Corwin from the Office of Research & Design, and what appeared to be all the Senior members of the Council for Colonization. A few moments passed, and then the lights dimmed and a spotlight fell upon the podium. The representative from the Office of Research & Design, his unruly thatch of snow-white hair glowing in the single beam of light, walked slowly forward to begin his presentation.

"I have three pieces of equipment to show you this afternoon," he began, the audience fully attentive as their personal viewers flickered on. "First, the Inertial Locator. If you will look at the viewers in front of you, you will see a NeoPrime holding the Inertial Locator in his hand. It weighs less than a quarter-kilo and will assist Prime Team members in navigating their way back to a point that they have previously visited. They will no longer have to rely on hand-written maps..."

The Office of Research & Design (OR&D), located within the confines of Star Fleet Headquarters, is continually striving to make the best equipment, weapons, and armor available to the Federation. This section contains the very latest additions to the quartermaster stores.

Also included in this section is the Weapons & Equipment – Availability by Year Timeline which will allow you to vary the time periods in which you set your adventures while staying true to the technology as it develops.

### New Equipment

**Artificial Gravity Generating Boots: BR# = 12 (per pair) (5.0 kg–when carried, no Encumbrance when worn)**

These boots actually create a synthetic gravity field around the user and, therefore, confer no A/I mods. (As with the FBCU, the General War accelerated improvements in many fields including artificial gravity. Early artificial gravity technology required huge generators, but continued research yielded small enough generators for the technology to be used on a personal level.) A single Power Pack (per boot) is sufficient to generate the field effect for up to 48 hours.
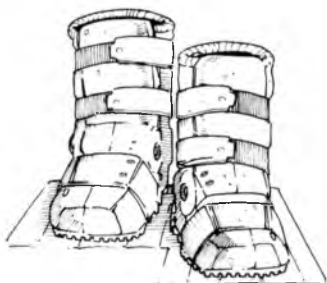
**Battle Lantern: BR#=3 (2 kg)**

The battle lantern is a rugged, high powered flashlight. It throws a intense beam of white light almost 150 meters and lasts over 100 hours on a single power pack. The battle lantern is waterproof, shockproof, non-conductive, and can be clipped onto the side of a Hummer Helmet.
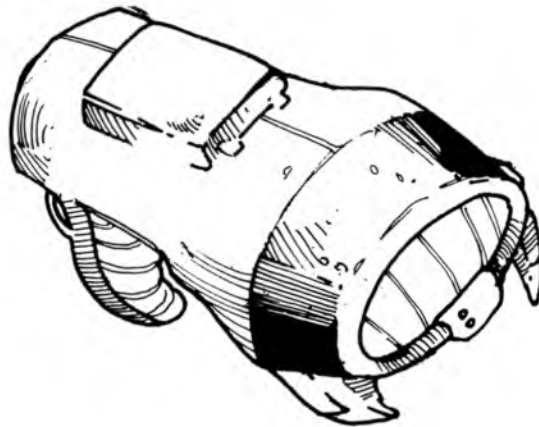
**Collapsible Ladder: BR#=3 (2.5 kg)**

The collapsible ladder is two sets of nestled 25cm cylinders (32 cylinders in each set) that easily expand and lock into two 8m poles. Ultralight ferroaluminium "steps" snap down from the sides of the cylinders and lock together to form a lightweight, but rigid, 8-meter extension ladder. While perfect for those situations where a climbing rope just isn't going to do it, this set-up is bulky, and this fact should be taken into account when doing equipment allocation. (It won't fit into your back pocket!)
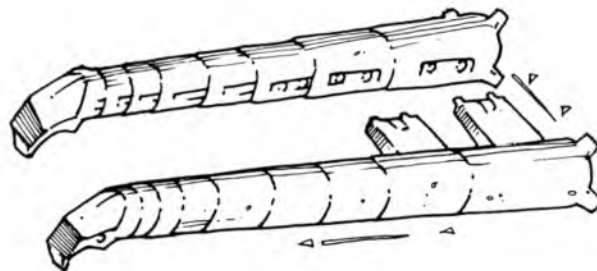
**Field Stretcher: BR#= 3 (4kg)**

The field stretcher is composed of two telescoping poles and a sleeping bag-like thermal pouch. When not in use, the poles are retracted and the pouch folded. All three pieces are carried in a medium-sized, fold-up carrying case. When in use, the two poles are extended and the expandable pouch is attached between them. The thermal pouch is composed of an insulating fabric that prevents the escape of the patient's body heat. This helps to keep the patient warm.
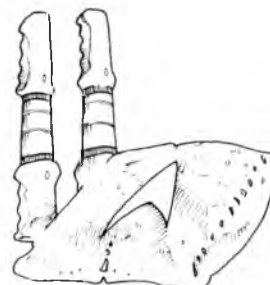
### Inertial Locator: BR#=6 (0.25 kg)

This device is the size of a communicator and is used to assist Prime Team members in navigating their way back to a point that they have previously visited. When in operation, the device uses inertial sensors to "map" the exact three dimensional path (distance and direction) through which the device is moved. Whether exploring ruins or infiltrating bases, this device has helped many a Prime Team find its way out of unfriendly territory. The device has a power cell good for approximately 7 days of continuous use. It also has a low power mode (to conserve energy when it's not being used) and integral solar cells to provide for recharging (1 day of use/1 day outdoors).
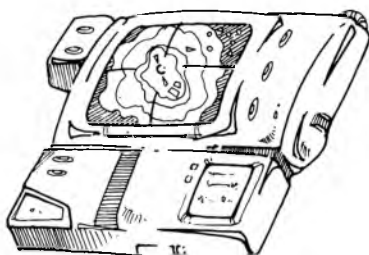
### Laser Weaponry

The laser was a heavy, power-inefficient weapon that nonetheless was the best energy weapon available to the Federation until the advent of the superior phaser weapon in Y107. From Y1 until Y106, it was the standard-issue weapon. Note that lasers have no stun settings!

### Laser Pistol BR# = 5 (1.5 kg)

(Until Y106. For each year thereafter, add +1 to the BR#)
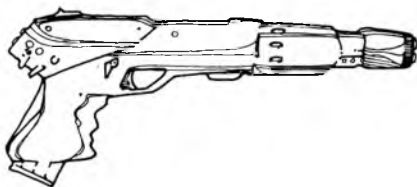
### Laser Rifle BR# = 7 (6kg)

(Until Y106. For each year thereafter, add +1 to the BR#)
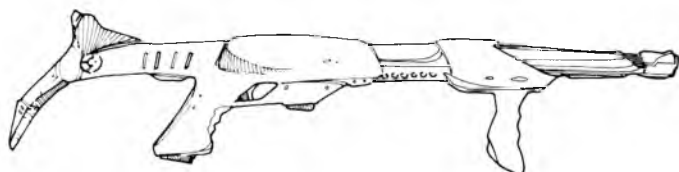
#### LASER TABLE

| WEAPON TYPE AND GRADE | D#s | ENERGY |
|---|---|---|
| Laser Pistol | | 1pp (35) |
| Lethal-1 | 1/3/5 | (5) |
| Lethal-2 | 2/4/6 | (7) |
| Laser Rifle | | 3pp (105) |
| Lethal-1 | 1/3/5 | (7) |
| Lethal-2 | 2/4/6 | (10) |
| Lethal-3 | 4/6/8 | (15) |

#### WEAPONS RANGE TABLE ADDITIONS: LASER WEAPONS

| Weapon | P | N | M | L | X |
|---|---|---|---|---|---|
| Pistol | 2m | 3-5m | 6-12m | 13-15m | 16-20m |
| Rifle | 3m | 4-60m | 61-100m | 101-175m | 176-250m |

Please note: On this table, P=Point Blank, N=Normal, M=Moderate, L-Long, and X-Extreme.

### Personal Force Field (PFF): BR#=8 (1.5 kg)

The Personal Force Field (PFF) was predicated by the development of X-technology weapons on the part of the Federation's enemies (which was mirrored by the development of X-tech phasers almost immediately). The PFF provided superior personal protection at no cost to mobility. As an added bonus, the protective capacities of the PFF were directly additive, in a reduced capacity, to regular armor. An active PFF shunts 4 points of Stun/Lethal damage (any non-psionic type) per attack when used alone (i.e., with NO other form of armor), or 2 points when used in conjunction with other "regular" armor.

This belt unit has the ability to absorb both Stun and Lethal Damage. Each point of Lethal Damage shunted by the PFF uses up 2 Power Points. Each point of Stun Damage shunted uses up 1 Power Point.The PFF itself uses 10 Power Points per hour of continual use. It takes 2 TiCs for the Force Field to form around the character once the unit has been activated. The Field provides no beneficial effects until the initial 2 TiCs have passed. The power pack, which also attaches to the belt, contains 300 Power Points.

### Personal Signature Masker (PSM): BR#=8 (0.1 kg)

The PSM, small enough to fit in the palm of your hand, is designed to send out electro-magnetic pulses to confuse electronic scanning devices such as tricorders. (It does not distract optical systems or eyesight.) Originally developed by the Klingon ESS, the technology was quickly exploited by Star Fleet. This device is normally attached to one's belt where it will operate continuously for about 4 hours on a standard power pack. When in operation, the device adds a Flat +6 modifier to all attempts using electronic sensors to detect the wearer. The drawback to using this device is that the wearer must move slowly (no more than 5 meters per turn) to allow

the device to sense its surroundings before it emits the false signature. Further, the wearer should not use any of his electronics hardware (communicator, tricorder, etc.) or energy weapons while operating the PSM, as ANY such use while masked will reduce the masking mod to a Flat +1. Obviously, the PSM will also mask the wearer's equipment as long as it is not in use.

The radius of effect generated by the PSM is very small, so one of these devices is required for **each** individual that wishes to be shielded in this manner.
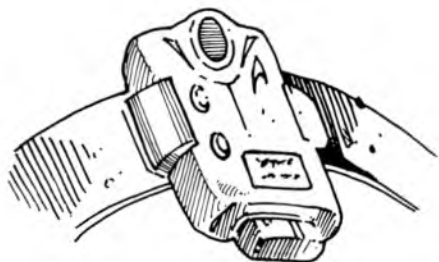
### Rations: BR#=2 (.25 kg per pouch)

Sure, everybody would prefer a home cooked meal, or at least something out of a replicator. But there will be times when you will have to eat what you can carry with you. Parchingly dry, and yet somehow slimy at the same time, Rations are highly nutritious, providing all the vital proteins, carbohydrates, vitamins and minerals that you need to keep going for another day. (Each pouch provides the nutritional requirements for a single day.) Problem is that after finishing one of these things you're not sure you *want* to keep going on another day! Rations come in such appetizing flavors as Salisbury Steak, Chicken with Gravy, Vulcan Tul'Ky with Jihan Shoots, Brazed Andorian Trefemiz Cutlets, and good old Vanilla Pudding. Just tear open one of those green foil pouches and dig in...

### Remote Sensor Unit: BR# = 7 (.5 kg)

The Remote Sensor Unit (RSU) is a small sensor package which can be set up to monitor an area, allowing players to set up a defensive perimeter without using all available personnel. These units are most commonly used to provide an early warning of objects or life forms approaching a fixed site. The RSUs operate at very low power levels which gives them a limited range of about 30 meters but makes them hard to detect by enemy sensors (Flat +2 to be scanned). These units must be used in tandem with a tricorder to be effective.
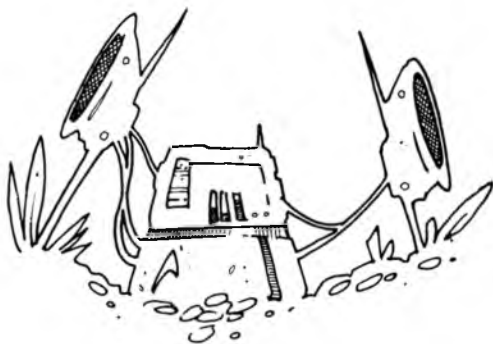
The RSUs transmit all the data they collect to the tricorder, which then analyzes and identifies the signal. An active RSU will sound a low-volume alarm tone via the tricorder when any life forms or mechanical objects (or whatever it's been programmed to look for) come within 30m of its position on a Yes/No roll of 4 or better, using 4D6 as the task dice. Obviously, the GM may alter these numbers due to unusual circumstances.

The RSU comes with a 5 cm spike and a small length of cable which is used to secure the unit in place.

### Smoke Grenade: BR# = 5 (.2 kg)

Used primarily as a defensive weapon, the smoke grenade releases a heavy pall of smoke and is equipped with the following settings.
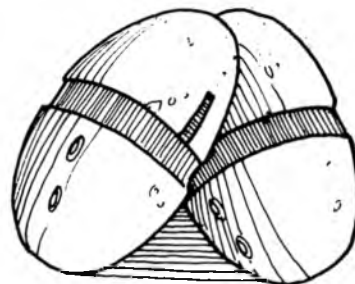
**Setting 1 – Smoke**: Each grenade comes in one of seven different colors (green, blue, purple, yellow, red, black and white – the different colors allow the grenade to also be used for signaling purposes). Comprised primarily of sulphur, it is more unpleasant to smell than to look at. This setting lasts for 10 turns.

**Setting 2 – White Phosphorus**: This setting emits a bright white flare discharge when triggered, creating a thick white cloud. Those within the damage radii (listed below) take 1/2/3 Lethal Damage per round. This discharge will also ignite any flammable materials that come within its area of effect. This setting lasts for 3 turns.

**Setting 3 – Plastic Resin:** This setting releases a cloud of carbonized plastic resin. Any energy weapon attacks directed through this cloud have their D#s reduced by 1/3/5 per 10 meters they travel through the cloud. (The amount lost, as indicated above, is determined by which part of the radius of the effect generated by the grenade that the beam passes through, with the attack losing 5 if it passes within the Complete SL Radius, 3 if it passes through the Moderate SL radius and 1 if it passes through the Minimal SL radius.) This effect lasts 1 turn.

Regardless of the setting, smoke grenades will also always have the following effects:

**A)** Causes 1/2/3 Stun Damage (due to concussion) to any/all targets within the grenade's radius of effect.

**B)** Causes a Flat to hit mod of +3 to any ranged attacks directed through the grenade's Complete SL area of effect, a Flat to hit mod of +2 to any ranged attacks directed through the grenade's Moderate SL area of effect, and a Flat to hit mod of +1 to any ranged attacks directed through the grenade's Moderate SL area of effect. These effects are NOT cumulative.

| Smoke Grenade Table | | | | |
|---|---|---|---|---|
| Setting | D# | To Hit | Radius | X |
| 1 | 1/2/3 | 3/6/10 | 25/10/2 | 10 |
| 2 | 1/2/3* | 5/7/10 | 15/8/2 | 3 |
| 3 | 1/2/3* | 6/8/11 | 10/3/1 | 1 |

* Note special effects, as described above.

**Standard Issue Uniform: No BR# (No Weight)**

The basic Star Fleet uniform is more that a stylish set of togs! The uniform is fire and corrosive retardant, and employs advanced fibertech techniques to help keep the wearer hot or cool, as appropriate, and to dry quickly and thoroughly. The material is stain and tear resistant, and has even been treated with limited disinfecting and anti-fungal agents to help keep the wearer healthy!

**Transponder/Locator (Trans/Loc): BR#=5 (No Weight)**

The transponder/locator is a tiny resonance cell which can be easily detected by a tricorder (or the sensors of an orbiting ship) but which is virtually undetectable by more primitive detection devices. Inserted under the skin by a Hypo, the Trans/Loc device is used primarily by personnel who are conducting covert operations on worlds under the auspice of the Prime Directive, so that the Team member need not carry potentially contaminating communications & recall gear. The device has an internal power cell that allows it to continue operations for up to 30 days before running out. The device may also be set to a specific frequency to allow a ship in orbit to uniquely identify a specific Team member on the ground. Once the mission is over, the Trans/Loc device is easily removed by a Hypo, or a little more messily with a knife.

Nelson had assembled his team to run through their equipment allocation. *After that fiasco on Sycharth, this is one area I'll never cut corners on again.*

"Let's see here... Science Tricorder?"

"Check," Dr. Moran replied while noting in the log that the equipment had been received in satisfactory condition.

"Universal Translator?"

"Check."

"BPMC?"

"Check."

"Repeater Phaser with integral tactical tricorder and 5 spare power packs?"

"It's not here, sir."

Ever the clown, Shokar'zan chimed in with, "All right, everyone check their pockets!"

Nelson shot the Cygnan engineer a stern look, and then keyed the ship's comm panel.

"Nelson to Stryker."

The panel crackled to life. "Stryker here."

"Sir, I noticed that we weren't allocated the Repeater Phaser..."

Stryker cut him off, "That's because this is a COVERT mission on a planet under the auspices of the Prime Directive. Your job is to establish their potential for admission to the Federation, NOT to blow big holes in anything that looks cross-eyed at you!"

"Yes, but..."

"But nothing, Nelson, I gave you everything you need for a mission like this: Tricorders... Universal Translator... Field Kits... Hell, I even threw in the Phaser Pistols you asked for instead of the Hand Phasers I had originally planned to issue you. You want me to change my mind on that?"

"No, sir!"

"Very well, then. I'll let you get back to the job of organizing your team. We hit Iconia in 3 hours. Stryker out."

With that, the comm panel went silent.

Bloodstone moved up next to Nelson and said, "Sir, don't worry about it. We'll work around it. Our Graduation Exercise taught us that the most important piece of equipment for any mission is our minds."

Nelson nodded and then said, "All right, we have only 3 hours and a lot of work to do. Get on it!"

## Weapons & Equipment – Availability by Year

GMs may wish to set their adventures in different time periods, perhaps allowing their players to play a Primary Contact Team, for instance, rather than a Prime Team, and the following timeline and information is provided for that purpose.

**The following equipment is available from Y1:**

Battle Lantern
Collapsible Ladder
Combat Knife
Grenade Launcher
Flash Grenade & Fragmentation Grenade
Field Stretcher
Climbing Pads & Climbing Rope
Federation Marine Dress Sabre
Inertial Locator
Rations
Standard Issue Throwing Knife
Standard Issue Uniform
Field Pack
Field Dressing Kit
Laser Weaponry
Medkit, Basic and Advanced
Nutroboost
Remote Sensor Unit
Smoke Grenades
Stealth Grapnel
Transponder/Locator
All Melee Weapons

## ARMOR

**Y1** – Light Field Armor

**Y1-Y65** – Standard Field Armor Mark I (+0/2/3 Exp. A/I mod)
**Y66 - Y145** – Standard Field Armor Mark II
       (+0/1/2 Exp. A/I mod)
**Y146** – Standard Field Armor Mark III (+0/1/1 Exp. A/I mod)

**Y1 - Y85** – Heavy Field Armor AR = 3/3/2
       (+1/3/5 Exp. A/I mod)

**Y60** – Assault Armor and the Hummer Helmet.

**Y86** – Skirmish Armor

**Y183** – Personal Force Field becomes available.

## BACK PACK MINI COMPUTER (BPMC)

**Y62** – Mark I (Level 1 Skills)
**Y133** – Mark II (Level 2 Skills)
**Y181** – Mark III (Level 3 Skills)

The 'monotronic' computer system, designed along with the first warp cruisers in Y62, allowed for the development of the Mark I BPMC. Developments and enhancements yielded the 'duotronic' computer along with the Mark II BPMC in Y133, and the 'tritronic' computer design which ushered in the era of X-technology in Y181 led to the development of the Mark III BPMC. (The BPMC, as listed in the Prime Directive Rulebook, is the Mark II version.)

## COMMUNICATOR

| Year | Type | Range | w/ Shipboard Enhancer |
|------|------|-------|-----------------------|
| 70 | Mark I | 1,000 km | 9,000 km |
| 120 | Mark II | 2,500 km | 12,000 km |
| 179 | Mark III | 4,500 km | 40,000 km |

The communicator, as listed in the Prime Directive Rulebook, is the Mark II version.

## COVERT OPERATIONS FIELD KIT

**Y60** – Early (gives +1 flat mod to use of subsystems)
**Y120** – Basic (as listed in the Prime Directive Rulebook)
**Y175** – Advanced (gives -1 flat mod to use of subsystems)

## FEDERATION UNIFORMS

Although not truly classified as pieces of equipment, it should be noted that the cloth used in all standard Federation Uniforms was rendered both fire- and acid-resistant in Y38.

## FIELD TOOLS

Although the specific contents and tools will change through the years, this kit will always contain the appropriate tools for the year in which it is used.

## FOCUSED BEAM COMMUNICATIONS UNIT (FBCU)

This unit is available within the Federation from Y40. The General War accelerates improvements and refinements with the result that in Y172 they weigh 8kg, down to 2kg in Y179, and finally reaching only 150g in Y185.

## GRAVITY BOOTS

**Y1-Y175** – Grav Boots, as listed in the Prime Directive Rulebook are available from Y1. While various modifications are made throughout the years, these all use a magnetic field.

**Y176** – Artificial Gravity Generating Boots become available.

## PERSONAL SIGNATURE MASKER

Available from Y125.

## PHASERS

**Y1-Y106** – Hand Lasers and Pulsers are in common use throughout the Federation, with the various Member Races contributing to the development (and testing) of phaser technology.

**Y107** – Hand Phasers, Phaser Pistols and Phaser Rifles become available, replacing laser weapons as standard issue.

**Y171** – Scatter Phaser and Repeater Phaser become available.

**Y182** – X-versions of personal phaser weapons are available. These weapons may be fired using double the normal amount of power per setting, with a flat +2 to each D#.

## PHOTON GRENADES

Available from Y120.

## POWER PACKS and SNIPER RIGS

Advancements mirror the advancements made with the associated weapon.

## TRANSPORTER HOMING BEACON and
## TRANSPORTER EMERGENCY PULSE RIPCORD

Available from Y110.

## TRICORDER

The Monocorder, an early version of the Tricorder with limited scanning effectiveness and used almost exclusively as a recording device, was available from Y1. This was replaced by the slightly more powerful Bicorder in Y60, which was itself made obsolete by the introduction of the Tricorder in Y130. The X-corder was premiered in Y182. (Refer to pg. 61 in the Prime Directive Rulebook for the Tricorder tables; range tables and modifiers for the others are featured below.)

| Type | Year | Use modifiers |
|---|---|---|
| Monocorder | Y1 | +3 flat mod |
| Bicorder | Y60 | +1 flat mod |
| Tricorder | Y130 | Basic |
| X-corder | Y182 | -1 Flat |

| Monocorder | |
|---|---|
| Range Category | Distance in meters |
| Normal | Up to 1 meter |
| Moderate | 1 - 24 meters |
| Long | 25 - 500 meters |
| Extreme | 501 - 1000 meters |

| Bicorder | |
|---|---|
| Range Category | Distance in meters |
| Close | Up to 1 meter |
| Normal | 1 - 24 meters |
| Moderate | 25 - 1000 meters |
| Long | 1001 - 2500 meters |
| Extreme | 2501 - 10,000 meters |

| X-corder | |
|---|---|
| Range Category | Distance in meters |
| Point Blank | Up to 24 meters |
| Close | 25 - 1000 meters |
| Normal | 1001 - 5000 meters |
| Moderate | 5001 - 15,000 meters |
| Long | 15,001 - 25,000 meters |
| Extreme | 25,001 - 50,000 meters |

## UNIVERSAL TRANSLATOR

These devices have a 'virtual language skill level', representing how well they translate and "speak" the target language.

| Type | Year | Virtual Language Skill Level |
|---|---|---|
| Mark I | Y1 | 1 |
| Mark II | Y40 | 2 |
| Mark III | Y65 | 3 |
| Mark IV | Y130 | 4 |
| Mark V | Y165 | 5 |
| Mark VI | Y181 | 6 |

## SECTION THREE: NEW RULES AND SOURCE MATERIAL

### Mission types and modes

He sat alone in the darkened room, his fingers playing nervously with the Pennington Flash on his dress uniform. Music played softly in the background, and Peltier looked around the room at the mementos of his years aboard the *Saratoga* and, in particular, his years long ago with the Black Eagles. The door sounded, and Peltier was abruptly brought back to the present. He allowed himself the thought that Aquash had made his stateroom her first stop after completing the covert mission on Lurdinghen.

"Come."

The door slid silently open, and Ensign Davey entered.

"I have the reports for you, sir." The young crewmember walked cautiously over to the desk where Peltier sat. He handed him the disks and turned to leave.

"Before you go, Ensign..."

"Yes, sir?"

"Any new developments on the Aquash party?"

"No, sir. It is still posted as overdue. Her recall beacon was activated at 0400, but there is still no response from the planet surface. Will that be all?"

"That's all. Thank you." Peltier watched as the door slid closed behind the ensign, and only then did he allow himself the luxury of a frown. She was seventeen hours overdue. He placed the first report disk in the scanner and sighed. This was going to be a long night.

All missions that are assigned to Prime Teams (as well as to Action and Strike Teams) will have three primary components to their description: OBJECTIVE, MODE and DEGREE OF AUTONOMY.

An **OBJECTIVE** is the purpose or desired outcome of a mission. There are six basic Objectives, as follows.

**Investigate/Recon** – The Team is supposed to acquire needed information. Investigate/Recon missions can be purely scientific (as in the cases of derelict or planetary explorations), strictly military (as in the cases of determining enemy troop strengths and movements), or anything in between that requires the Team to acquire data. Often Investigate/Recon missions that are linked with a high Degree of Autonomy will turn into other types of missions in the course of the Team's investigation.

**Retrieval (Capture/Rescue)** – The Team is supposed to gain possession or control of an individual or object. Occasionally, the team may be required to occupy and hold a specific location in order to prevent hostile forces from interfering with the search or rescue effort. This is designated as a Mission, rather than just a quick beam down and grab, when there is the presence of some degree of difficulty or positive threat in the Retrieval process. This could be represented by dangerous terrain, hazardous conditions, the presence of hostiles, etc. A Retrieval Mission whose objective is to gain control of an individual who doesn't want to accompany the Team is a Capture, while one whose objective is simply to recover someone who is in a threatening environment might more aptly be called a Rescue.

**Escort** – The Team accompanies some individual(s) or object(s) in an open, highly visible manner as an honor guard or to "show the flag". This is different from, but often closely tied to, a Guard mission. (See below.)

**Guard** – The Team accompanies some individual(s) or object(s) to safeguard them and protect them from harm or interference. This is differentiated from Escort (above) in that the Team actively expects to encounter and intercede against some positive threat and may or may not be operating in a high-profile manner.

**Sabotage/Insurgency** – The Team is expected to destroy, damage, or disrupt some operation, device, or installation operated by hostiles. If called upon to perform a Sabotage Mission for an extended period of time in a single area of operations, and against a hostile who has not yet been formally challenged or opposed, this sort of mission might better be referred to as Insurgency. This might be considered a special subcase of the general Combat mission profile. (Below)

**Combat** – The Team is expected to engage in direct conflict with hostiles in an effort to occupy a position; deplete or destroy hostile forces; destroy or capture some asset; or determine the strength, position, or number of hostile forces; or prevent hostiles from doing the same with regards to friendly forces or locations. Most often, Prime Teams will not be called upon to engage openly in Combat intensive roles, as this sort of mission is usually better suited to standard ground forces. Prime Teams will more often be called upon to perform these sorts of missions in a Covert Mode. (See below.)

**Note to the GM:** It is possible for missions to actually combine two or more of the Objectives listed above. While rare, this can happen when an additional opportunity presents itself to a Team while they are engaged in another operation. For example, the Prime Team is told to escort the Federation's most brilliant botanist as he examines the psionic plants recently discovered on Sebelia IV. While you are *escorting* the botanist, you may also be called upon to *guard* him during the course of the mission.

A **MODE** is the degree to which the Team may (or must) conceal the nature of their action (and in some cases, their actual presence) in the fulfilling of a mission. There are four basic Modes, as follows:

**Open** – The Team is under no requirement to conceal any aspect of their presence or involvement in the mission. Of course, the Team must still follow common sense in the degree and nature of their contact with locals (if any).

**Loose Containment** – The Team is expected to limit contact to a reasonably low degree, due to a moderately sensitive mission or a degree of risk to locals.

**Tight Containment** – The Team is expected to severely limit contact to little or none, due to a highly sensitive mission or an extreme degree of risk to the locals (or to the Team itself or their Objectives).

**Covert/No Contact** – The Team is prohibited from **any** contact with locals, either because of the need for complete secrecy and deniability for political reasons, or because of the need to honor the tenets of the Prime Directive.

A Team's **DEGREE OF AUTONOMY** in a mission is the latitude they are allowed in determining the directions they will take, without contact from higher officers, when the course of their mission strays from the parameters established in their initial briefing. Note that Prime Teams are as highly prized as they are because of the Team's supposed ability to operate in Moderate or Full autonomy modes, and still end up doing the

right things. Action and Strike Teams often require constant supervision, which is both time consuming and often impractical or dangerous (or both). There are four basic Degrees of Autonomy, as follows:

**Full** – The Team is given free rein to complete the mission in any manner, as long as they follow the basic tenets of their operating and contact protocols and do not contravene any Federation laws.

**Moderate** – The Team is allowed a high degree of discretion in their methods of completing their mission, with check-ins and authorizations required only when things begin to get out of hand or when the mission seems to be headed in a completely new direction from the initial briefing.

**Minimal** – The Team is allowed to make minor course corrections in their mission without higher approval, but are required to check in at specific times during the mission, and any major changes must be okayed from above.

**None** – The Team is expected to consult with superiors at every step of the mission. If unable to contact their superiors, the Team is expected to either abandon further progress with the mission and await new orders or return to their base of operations and report.

**Please note**: Strike Teams usually have a very high degree of autonomy because their entire mission may be under enemy fire and they will have to react quickly using their own judgement and initiative. (However, it is equally likely that they will have stricter time limits imposed on their operations, often hours rather than days, and as such will often be on a very short leash.)

ALL levels of Autonomy, however, are bound by the Prime Directive, Star Fleet Regulations, any Status of Forces Agreement with the local government, and assigned mission orders in that priority.



## Security Levels and Material Sensitivity

The Federation and Star Fleet both use the same hierarchical code to assess Personal Security Clearances and to rate Secret Level information.

Personal Security Clearances are rated in the following categories:

**The Current Background Contact Security Code** (CBCS Code) is the rating of the individual's background security level, dealing with the extent to which either the FSF (Federation Security Force) or Star Fleet Security has mapped out the individual's personal contacts, habits, lifestyle, prejudices and potential for either being compromised by hostiles or potentially posing a security containment threat. This code is scaled on a Color Bar system, ranging from Black, the highest rating, down through the Red/Orange/Yellow/Green/Blue/Indigo/Violet spectrum, to White, the lowest standard code. There are additional Internal Security (Eyes Only) codes, such as Two and Three Bar Black (for Covert Operatives and Senior Security personal) at the high end, and the codes Zero White, for suspected double agents, and Zero, for known double agents, at the low end. Standard low-sensitivity personnel, such as general office workers, and those personnel who do not come into regular contact with sensitive material, are usually CBSC Code rated Violet or Indigo, primarily based upon the location in which they are stationed and its proximity to more sensitive areas.

**The Secret Code**. This is a rating of the sensitivity level of material that the individual is allowed to come into contact with. This Secret Code is scaled along the same color code as standard Material Sensitivity Level (MSL), used by both the Federation and Star Fleet. This scale runs from Brass, as the least sensitive type of material and lowest Secret Code, up through Copper/Bronze/Silver and Gold, at the higher ends. There are additional special MSLs and personal Secret Codes. At the high end, there are Mercury and Lithium that, respectively, represent the highest (Eyes only) Secret Level Secret Codes, possessed by the most senior security and planning officials in Star Fleet and the Federation. At the low end, there is a Mithral MSL, which has no corresponding personal Secret Code. The Mithral MSL, which has numerous compartmentalized sub-component classifications, is used for intentional disinformation "leaked" by Federation officials.

**The Provisional Code**. This is a rating used to indicate that a background security investigation is being conducted to allow the individual to progress to a higher CBSC Code level, or to indicate a special Access Acknowledgment granted to allow the individual to gain access to a higher Secret Code for some specific ongoing project or investigation in which he is involved. Since CBSC Code investigations can often be quite time consuming, especially at the higher levels, and since there is a direct link between an individual's Secret Code and his allowable CBSC Code, sometimes special individuals will need to be granted these Provisional CBSC codes to be allowed access to sensitive material vital to their work. Of course, these Provisional advancements are granted only with the authority of the highest departmental officials and, even then, require the Provisional individual to be closely supervised at all times while dealing with the sensitive material.

**The individual's Sensitivity Level**. This is an augmentation of their Secret Code level, rating the Accession Level (AL) of Sensitive Information **within** a given MSL. Not all Gold Level material is considered equally sensitive. Each MSL is broken down into 12 ALs, with 1 as the lowest sensitivity level and 12 as the highest. An individual can not routinely come

into contact with material above the AL by MSL of his own Secret Code and Sensitivity Level.

Putting this all together, an individual working in a moderately sensitive section of the Federation Hierarchy (i.e., as an Aide to a Senior Diplomat) might have a Personal Security Clearance of Yellow/Silver/Orange 8, meaning that he is fully cleared for routine dealings with Material up to Silver 8 (some fairly important and critical stuff), currently has a Yellow CBSC, the minimum required for a Silver level Secret Code, and is being checked for background clearance to be bumped up to an Orange SBSC, to gain access to some of the more vital data that is being dealt with by the Ambassador.

**Note to the GM:** An average Prime Team member would probably have a Black/Gold/Black rating, allowing him to participate in the most covert operations based upon the highest levels of material sensitivity and to receive the most sensitive sorts of field data. If this Team or individual was involved in the processing or analysis of this sort of sensitive data, then the rating would be raised to at least Two Bar Black/Mercury/Two Bar Black, to allow access to raw intelligence data and information with regards to sources, options, and operatives.

## The Yes/No Test

A Yes/No test is a test wherein the only results possible are Success and Failure, much like the BR# test for additional Mission Equipment Allocation Requests. Any mods listed are applied directly to the listed test #, including Level of Damage mods, Repeated Task mods (if any), etc. However, Yes/No tests are **not** subject to the Continuing Task Attempt rules, nor can a Yes/No test result in a Botch regardless of how low the task roll is.

## Initial Contact Report (ICR)

Upon the first contact with an alien life form, civilization, or a previously unknown aspect of an alien civilization, Federation ships are required to file an Initial Contact Report (ICR) with the Federation Chief Directorate for Space Exploration, a branch of Star Fleet Command to which Prime Team Command is subordinate. [The Science Officer is responsible for the ICR, with the Briefing Officer participating in the writing of the report (often becoming a full co-author) if a Prime Team was involved.]

The Initial Contact Department of Prime Team Command will be the action addressee of the ICR and will assign a name to the new life form which will become an integral part of the ICR, e.g., **Initial Contact Report - PLACKARIAN GRABOID.** (An example of an ICR is provided at the end of this section.) Subsequent contacts will be reported as follow-ups to the initial report in that series, e.g., **ICR PLACKARIAN GRABOID FOLLOW-UP #1.** In the event that a follow-up report is subsequently discovered to deal with yet another new life form, the Initial Contact Department will change it to an initial report and assign a new life form name (ICR Reporting Series), presumably based on what they call themselves. The Initial Contact Department will review the reports in a ICR Reporting Series and issue a monthly Summary. These ICR SUMMARIES (ICRS) are required reading for all Prime Teams and Science Officers.

Cadets at Star Fleet Academy will, during their Junior year, take a course in INITIAL CONTACT and will, over the course of that semester, read over all the new ICRs generated during that period, as well as some of the famous "classics" from the past, and perform various analyses of the

data therein. This will allow cadets to learn the proper procedures for evaluating such data. In theory, a Star Fleet officer might be in a position to have to deal with a recently discovered new life form, and will need to know what kind of information the sciences department can be expected to provide.

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**Initial Contact Report – Jindarians**

Adult Jindarians vary between 1.85 and 2.45 meters in height and mass between 75kg and 140kg. They are believed to have an average life span in excess of 200 years. Skin coloration varies from tan to dark-brown and is covered with small scales. Jindarians are humanoid, standard two arms, two legs, with six-digited hands each possessing two thumbs.

Jindarians have been in space for perhaps 100,000 years, while the other races of the Star Fleet Universe have been in space for as little as two centuries. Jindarians have no known homeworld and have been encountered throughout known space. They pursue a distinctly nomadic lifestyle and have a decidedly disinterested view towards events around them. They do not form alliances or take part in wars simply because they consider all such affairs to be transitory in nature and of no real relevance to their lives. It is not known if they originated within our sector of the Galaxy, or arrived from somewhere else.

Jindarian ships are built from asteroids, riddled with tunnels and fitted with warp engines and other systems. These ships are virtually indistinguishable from other asteroids, at least until they start moving or fighting. The Jindarians appear to operate in groupings referred to as "caravans", which can be anywhere from three to twelve of their asteroid ships.

Most Jindarian asteroid ships have only very small amounts of gravity (0.10g or less) and in many areas this falls to as low as 0.02g. While walking is possible, most Jindarians move around their own ships by "swimming" through the air. The Jindarians use a "gravity suit" when forced to go to another planet.

Salvagers, the Jindarian equivalent of the Federation Prime Team, will have no problems with these gravity suits created to allow them to interact with other races, although the standard Jindarian will have little or no opportunity to use these suits. (The name "Salvagers" seems to have evolved from the Jindarian practice of giving over a special share of any recovered goods or materials to the members of the ship or caravan that actually go into a wrecked ship or derelict.)

For more information about the Jindarians, see ICRS-F1-5614 (available from the Federation Archives).

Historical Note: Contact between a Prellarian survey team in Y111 and a "mysterious race which lived in asteroids" has now been confirmed as a meeting with Jindarians. In their search for sigma-positronium, the Prellarians often spent many years mining asteroid belts for this rare mineral and, in this instance, understandably mistook a Jindarian asteroid ship for a barren rock. There were no reported casualties and further details of this meeting are unavailable.

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## Homeworld leave

> Jason looked around at the resplendent luxury of his First Class berth aboard the Starliner and thought, *"This is costing me a fortune to upgrade my ticket, but after that fiasco on Benning 4, I deserve it! "*

The standard service tour for Federation Star Fleet personnel is five years. If you elect to re-enlist at the end of this initial period, you are allowed a 30-day leave to be taken at the convenience of both Star Fleet and the ship to which you are assigned sometime in the next year.

This re-enlistment "bonus leave" includes the cost of a standard round-trip ticket to your Homeworld. (They can either go home or use the ticket to travel an equal distance elsewhere.) Of course, most personnel elect to return home to visit relatives and friends, but others use this opportunity to see a little more of the galaxy!

## Duties of the Briefing Officer

> Kosov sat down at the terminal and began the first draft report of the Connor Campaign. He had ten minutes before he was due on the Bridge; he might as well spend the time doing something useful!

The Briefing Officer on board a Federation starship is usually the ship's Third or Fourth officer and is responsible for selecting, assigning and preparing the personnel for virtually every mission, landing party, combat drop, etc. conducted from the ship. This ranges from controlling routine planetary survey beam-downs and colonial liaison parties to full blown covert Prime Team missions. Whenever a mission calls for sending someone "down there" (or "out there"), it is the Briefing Officer who, at the request of the Captain (or the Senior Officer On Duty), pulls the relevant people together and gives them the facts, the conditions and the equipment that they will need to get their job done. The Briefing Officer's judgement is absolute in these cases, and while the individual Team members can request additional equipment (to a point), only direct intercession on the part of the Captain can change a team's equipment allocation.

The Briefing Officer's "Department", i.e., those people who are directly and permanently under the Briefing Officer's command, will usually consist of an assistant or two (usually a Lieutenant SG for a Naval Briefing Officer or a Marine Captain for a Marine Briefing Officer), a few "dedicated" science and technical types, and the ship's Prime Team, if they are lucky enough to have one. Any additional personnel, Marines, or other technicians or specialists will be "borrowed" from their departments for the duty. Whenever possible, the Briefing Officer is expected to contact and confer with the Department Heads of the sections from which the personnel are being drawn to discuss the Briefing Officer's personnel selection, but this is purely a courtesy on the Briefing Officer's part and is not required. This ensures that personnel engaged in critical tasks are not drawn away for trivial duties. It is the responsibility of the various Section and Department heads to forward a bi-weekly list to the Briefing Officer of the personnel from their departments that are ineligible for duties due to illness, leave or critical duty, so that he can remove those individuals from his available personnel roster.

On most missions, the personnel report directly to the Briefing Officer, except in those situations where there is an on board consultant or specialist who has assumed control of the mission, or for those missions where the Captain has assumed direct control. These are relatively rare situations, however, and the Briefing Officer is most often the one in charge. The Briefing Officer is also the one who files the mission report to the Captain, evaluating the performance of the away personnel and recommending any awards, commendations, or disciplinary actions as a result. While the ultimate decisions on these matters are made by the Captain, and while the various Section and Department heads are allowed to offer their opinions, it is generally recognized that the Captain will almost always follow the Briefing Officer's recommendations. The cases of a Captain overturning his Briefing Officer's report in anything more than the most minor detail are virtually unheard of.

While the demands of his position are more than a full time job, the Briefing Officer is still a member of the Ship's Senior Staff and is expected to fulfill the duties of one of the ship's highest officers. This includes such things as leading inspections, sitting for stints on the Bridge, and participating in personal evaluations and reviews.

## Federation Colonies and Outposts

> The door dilated, and Crease burst into the room, a look of abject fear on his face. "Marshal! The Kilbert Boys are back in town, and they're demanding our dilithium! What are we gonna do?"
>
> "How about you just let me handle the Kilbert Boys?"

Star Fleet is comprised of only a very small portion of the total population of the Federation Member Races, and the vast majority of the people in the Federation live out their lives without ever setting foot on a starship or seeing a Federation representative in person. On Earth, as the formation of a World Government eliminated borders and blended the myriad of cultures, and environmental engineers (the precursors to today's terraformers) saw to it that people could settle on every continent in comfort, many people longed for a chance to face new challenges on untamed frontiers or to find new places for their vanishing cultural traditions to take root once again. These restless masses sought to leave the safe and staid confines of Earth for the challenge of unknown lands.

These first representatives of a bold new breed of explorers and pilgrims first petitioned the World Government, and later the newly-formed Federation, for placement in a colonization program. Even today, "Earthers" are the most outward-expansion driven of the Federation races, and colonies will often contain upwards of 75% human inhabitants. The Federation Council for Colonization has established colonies (and outposts) on many worlds as the influence of the Federation continues to grow in the galaxy.

### Colonies

A colony is established on a new world either to allow a group of emigres to start a whole new society or, more commonly, to form the basis of a larger permanent settlement for later urban, industrial and/or agrarian development. A standard Federation colony would include anywhere from a few hundred to several thousand "first wave" colonists, usually in family groups, and settled into perhaps as many as four of five different initial locations. These first wave pioneers would bring with them the materials they would need to build housing structures, generate power, and produce their own food. If the colony was to be established on a world with a hostile environment, then environmental domes would be built before the bulk of the colonists arrived. These early stages in the colony's development are intended to establish a foothold on the new world that can later be exploited by larger and larger numbers of immigrating second- and third-wave colonists with greater and greater ease.

With this in mind, it is most likely that a colony will still be heavily reliant upon the Federation for much of its supply needs for the first several years of its existence. The first colonists will spend the bulk of their time prospecting for minerals, locating and clearing arable land, perhaps setting up a trading post of sorts to help with the local balance of trade, and scoping the world out in general to help plan for future development. It is likely that a colony's first-wave settlers will have the place more or less to themselves for anywhere between 5 and 30 years before the next waves of colonists arrive. Star Fleet would arrange for a regular "drop" of supplies and materials every few months, and the colony would undoubtedly look forward to this day.

The sorts of individuals who would bring themselves and their families to such remote and undeveloped locations are likely to be those who dislike the atmosphere of the more urbanized and "controlled" worlds of the Federation. As such, in most colonies, the locals would be responsible for establishing most of their own rules of conduct. However, in order to keep a semblance of law and order on the newly formed colony world, the Federation will usually demand that the colonists have an elected Sheriff. The title Sheriff is reserved for law enforcement officials appointed by the colony itself. Alternatively, if there are cases of repeated violent troubles on a colony, or if there are sensitive Federation interests being represented there, a colony might have a Federation Marshal assigned to it. Such a Federation Marshal would work for and report directly to he Federation government, not for the local colonial government. In some cases it would not be unusual to find a colony with both a Sheriff and a Federation Marshal working in close quarters...and occasionally at cross purposes.

Once the second and third waves of colonists begin to show up to expand the population base of a colony, the locals will usually want to set up a local police force. As discussed above, this will usually be a civilian "Sheriff and Deputy" police force, but the Federation may wish to establish a larger Marshal's office on the colony at this time as well.

After 30 to 50 years, most colonies cross over the line to become self-sufficient worlds, no longer dependant upon the Federation for support, and with a robust production base to pay its own way. At this point the local planetary government will set up its own law enforcement agencies requiring only cursory attention from the Federation.

### The five basic colony types

It has been said that there are actually 1,000 different kinds of colonies, since every colony is different in some way from every other. These can, however, be grouped into five different types based on the sponsorship (i.e., who paid the initial cost of setting up the colony and who reaps the rewards of its economic success).

Some small colonies are self-sponsoring. A group of people desire to move to another world for some reason, perhaps because they wish to practice their own religion or lifestyle without hindrance or harassment. Because of the cost, these colonies tend to be small agricultural affairs, often less than 100 people. Federation law insists that someone have law enforcement authority, and many of these small colonies, rather than having a full-time sheriff, rely on a part-time constable who performs that duty only when needed. Military defenses are nominal if they exist at all.

> "Really, Peltier, it's a breeze mission. The agro-colony on Reticulae III is having a problem with some large herbivores which are trampling through their crops on some migration or other. You know these agro types. They're anti-technology, they don't have any weapons to speak of, and they don't want a whole company of Marines down there tromping around and doing more damage than these animals. Just figure out a way to divert the animals to a different migratory path. And remember – this isn't a big game hunt! Sensors show that the main herd is going to arrive in three day's time. The Captain needs his starship to be over in the Pargenis Sector, so we're going to drop you at the colony and move on. Take your weapons since that may be the only way to turn the herd, but load up on science equipment as you have to find some other way if you can."

The second general type is the corporate-sponsored one. A business or commercial group creates a colony as a profit-making institution. These colonies tend to be industrial in orientation, usually to exploit some resource, such as a vein of valuable ore. These colonies almost always rely on a Federation Marshal for law enforcement and this is written into their charters. Military defenses, if needed, will usually consist of troops hired (often from the special brigades) for the duty.

> "Really, Peltier, it's a breeze mission. The mining colony on Centrax IV has had a series of murders, the last one claiming the life of the Federation Marshal. Get down there and solve the case. The head of the mining colony thinks that the murders are being done by someone in the French Foreign Legion platoon which provides their security, so the sector commander wanted to send people who can take care of themselves. You will be introduced as the new Marshal (your warrant is still up to date, right?) and your deputies; they don't need to know you're a Prime Team. You wondered why it was that the Federation Marshal Service automatically made all Prime Team members deputy marshals; well, this is it. The Captain will be needing the ship to deliver a vital supply of antibiotics to Senarax, so you won't have any backup. But you shouldn't need it."

The third general type of colony is a planetary-sponsored one. A Federation member planet (usually only Full or Associate members are allowed to do this) sponsors a colony on a suitable world. This is usually done to provide expansion room for its population. These colonies always have their own law enforcement and military defenses, but often have Federation Marshals and even small military detachments.

> "Really, Peltier, it's a breeze mission. The Rigellian colony on Pentalam is being heavily infiltrated by the Orions, who have taken over the local rackets and are running a major smuggling operation. Once they get their stuff into the colony, they can legally export it anywhere in the Federation. We need to seal the breach, and quickly, without upsetting the locals. You're going to be dealing with a Rigellian governor down there, a whole Rigellian sheriff's force that thinks they can control the situation and won't like being proven wrong, and a Rigellian brigadier general who refuses to believe that the Orions are smuggling stuff onto his planet without him knowing about it. So don't step on any toes, but find out how the Orions are getting their goods into the local economy. The Captain says this one is too important to leave to you, and he'll be in orbit in case you need him, with the whole Marine company saddled up. But you shouldn't need them..."

The fourth general type of colony is one sponsored by the Federation itself. The majority of these are very small (a dozen people or less) and are more properly research posts, observer stations, or terraforming crews than full-blown colonies. These colonies will generally have no law enforcement or military forces to speak of (beyond the odd phaser locked in the desk drawer of some retired officer).

> "Really, Peltier, it's a breeze mission. The scientific outpost on Rebeylen has found some interesting new life forms and wants to know if they are sentient or not. The scientists are there to survey the strange magnetic storms prevalent on the planet and aren't really qualified in xenobiology. You'll be taking along a xenobiologist from the ship's science department. Mostly, your team is there to support Dr Moreau and help him catch some examples of the animals. Oh, sure, Peltier, I know that this mission isn't up to your usual level of danger and derring-do, but the Captain says he has to rendezvous with Admiral Binghampton and wants your Team off the ship when that happens. You remember Admiral Binghampton? The one whose uniform you borrowed during the fracas at the casino on Lorelei? I thought you might..."

Some larger Federation-sponsored facilities exist. These may have several hundred people (or even several thousand) and will have Marshals and troops in attendance. Often, these are set up around Federation bases to provide support services.

> "Really, Peltier, it's a breeze mission and should hardly interfere with your shore leave at all. There is a "fence" in the city next to the starport, and he's offering big money for items *borrowed* from starships. That's the problem – they're offering *too much* money. Why are they so desperate to get the equipment? That's for you to find out. When your team goes on shore leave, I want you to poke around and try to sell a few items "stolen" from ship's stores. Find out who's buying, find out why, and watch out for the local law. They don't take well to brawling, and they won't appreciate you carrying weapons into town..."

## Outposts

Of course, some "colonies" are established for very specific research-oriented reasons and aren't intended to act as the precursor to a larger population influx. These types of facilities are called Outposts, and while they are sometimes in use for dozens of years at a time, they rarely exceed 250 people and might have as few as 5-10 occupants. Outposts are sometimes established just like small first wave colonies on a planetary surface, or under environmental domes, but they are also occasionally established in orbiting facilities above a world as well. In either case, the originating organization is responsible for policing the members of the Outposts. In the case of a Star Fleet research Outpost, Marine Security detachments would be responsible for police enforcement. In the not-so-rare cases of joint Star Fleet/Civilian Federation research stations, the Star Fleet personnel would probably handle the security.

## USS Agincourt – Sample Starship Crew

It is a given that most of the adventures Prime Teams will undertake will be set on derelict spacecraft, alien planets, mining colonies, and other locations along the same vein. However, not every adventure will involve blazing phasers and menacing aliens — some of the most interesting adventures that you can present to your players could be set right "at home", dealing with the people that they work with every day, the crew of their own ship! GMs have been given the freedom to make up their own "support personnel" to flesh out their Team's home base, but a number of GMs have written asking us to provide a "sample" ship's crew. So, here you have a ship's roster (in Y172) for Heavy Cruiser NCC 1601, the USS Agincourt. Of course we couldn't provide a description for all 400+ members of the crew, so we have concentrated on the senior officers and other vital (or interesting) members of the crew. You can either use these NPCs as the basis for your own Team's starship crew or as characters in an adventure you write yourself — the choice is yours.

| Captain N'hran Th'ersa | | | | |
|---|---|---|---|---|
| Commander of the USS Agincourt (Rigeliian) | | | | |
| STR – 6 | SPD – 4 | LGC – 3 | DIS – 5 | GKN – 4 |
| ACC – 4 | LDR – 8 | INT – 6 | TEC – 3 | PER – 5 |
| Pro Rep – 11 | | LDC – 12 | | BR – 4 |
| Heroic Rep – 3 | | SDC – 11 | | RT – N |

| | |
|---|---|
| Martial Arts – 4/4 | Fire (Phaser) – 4/4 |
| Melee – 4/4 | Pilot (Shuttle) – 4/4 |
| Pilot (Star Ship Helm) – 4/4 | Pilot (Fighter) – 3/3 |
| Astrogation – 3/3 | Sensor Systems – 3/3 |
| Ship's Wpn. Systems – 3/3 | Shield Systems – 3/3 |
| Zero-G Maneuvering – 3/3 | Console Ops – 3/3 |
| Field Equipment – 3/3 | Transporter Sys. Ops – 3/3 |
| Damage Control – 3/3 | Gambling – 6/6 |
| Negotiation – 6/7 | Fast Talk – 4/6 |
| Oration – 4/6 | Administration – 4/4 |
| First Aid – 4/4 | Phil. (Fed. Prime Dir.) – 4/4 |
| Star Fleet Regs – 4/4 | Culture (Rigel IV) – 4/4 |
| Language (STE) – 4/4 | Language (Rigellian) – 4/4 |
| Language (Andorian) – 4/4 | |

Captain Th'ersa is a shrewd Captain who runs a tight ship. She has a reputation as a commander who will not shy away from a fight when the situation calls for one.

N'hran has been in command of the Agincourt for six years now and has, with the able assistance of Commander Jerrid, her First Officer, fine tuned her crew into a first class military machine. She is a model officer and Captain, tough when she needs to be tough, hard when she needs to be hard, but generally open and available to the crew. Immensely popular with her crew and almost lionized by her senior staff, Captain Th'ersa plays the "Smart Old Man", a term she genuinely enjoys, to Commander Jerrid's "Dutronium Hard Ass" role.

N'hran is level-headed and clear-thinking in a crisis (as all starship Captains have to be) and has developed the ability to rely upon her considerable intuition when it counts. She may be a bit **too much** of a gambler on occasion, but the

fact that she has rarely guessed wrong tends to cause one to overlook her high-risk, high-gain command style. She knows how and when to listen to the advice of her Senior Staff, and even her junior officers and crewmen, and actively encourages ALL of her crew to come forward with any insights that might improve the general operations of the ship, or some ongoing situation in which the ship is involved. She is unswerving in her drive to see to it that any significant contribution on the part of any of her crew is officially recognized (which only strengthens the crew's devotion to their Captain). This has led to the *Agincourt's* tremendous record of Outstanding Service Awards, which is near the top of Star Fleet's all time awards list.



| Commander Jarrid<br>First Officer (Andorian) | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 4 | LGC – 4 | DIS – 5 | GKN – 6 |
| ACC – 5 | LDR – 4 | INT – 5 | TEC – 4 | PER – 7 |
| Pro Rep – 9 | | LDC – 8 | | BR – 2 |
| Heroic Rep – 1 | | SDC – 9 | | RT – N |

Martial Arts – 4/4
Melee – 4/4
Pilot (Star Ship Helm) – 2/3
Sensor Systems – 3/3
Shield Systems – 3/3
Console Ops – 3/3
Transporter Sys. Ops – 3/3
Evaluation – 3/4
Fast Talk – 2/3
Administration – 6/6
Phil. (Fed. Prime Dir.) – 4/5
Culture (Andor/Coastal) - 6/6
Language (STE) – 4/4
Language (Prellarian) – 4/4

Fire (Phaser) – 4/4
Pilot (Shuttle) – 4/4
Astrogation – 2/3
Ship's Wpn. Systems – 3/3
Zero-G Maneuvering – 3/3
Field Equipment – 3/3
Damage Control – 3/3
Interrogation – 4/4
Oration – 2/3
First Aid – 2/4
Star Fleet Regs – 6/6
Culture (General) – 2/4
Language (Andorian) – 4/4

Commander Jarrid is the tough-as-nails First Officer of the *Agincourt*. Jarrid has been with the ship under the two previous Captains, and it is said by many of the other "old timers" that when they first laid down the ship they just built the bridge around him, and he hasn't moved since. It is true that Jarrid spends most of his time on the Bridge, except when he suddenly arrives for one of his dreaded surprise inspections. His ability to locate developing problem areas in the ship's operations is legendary, and some attribute his antenna with almost mystical abilities in this regard, saying that he uses them like dowsing rods to sniff out trouble.

Jarrid's natural inclinations as an Andorian render him perfectly suited for his role as First Officer. He is neither particularly interested in rising in rank, nor concerned with whether or not the crew likes him. He has only two overriding concerns, and those are to see to it that the crew displays the respect and regard that is required of them toward the Captain, and to see to it that they are capable of performing whatever tasks the Captain asks of them in the most efficient manner possible. A stickler for regulation, protocol, and "by the book" behavior, Jarrid is more than willing to play the "bad cop" in order to maintain discipline, and to soften the crew's opinion of the Captain, whom he himself holds in the utmost regard.

Having completely given up on the ideas of marriage and family, Jarrid lives only to honor his commitment to Star Fleet and the *Agincourt* as best he can, which is, he thinks, the most that can be expected of an Andorian.
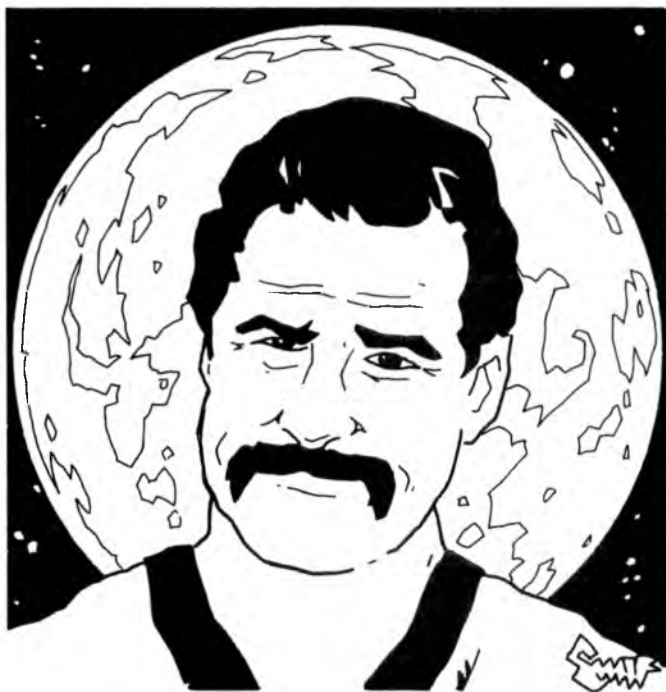


| Lt. Commander Manfred B. Kruznock<br>Second Officer (Human) | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 4 | LGC – 4 | DIS – 5 | GKN – 6 |
| ACC – 4 | LDR – 5 | INT – 3 | TEC – 4 | PER – 4 |
| Pro Rep – 8 | | LDC – 6 | | BR – 3 |
| Heroic Rep – 1 | | SDC – 8 | | RT – N |

Martial Arts – 3/3
Melee – 3/3
Pilot (Star Ship Helm) – 4/4
Astrogation – 3/3
Ship's Wpn. Systems – 3/3
Zero-G Maneuvering – 3/3
Field Equipment – 3/3
Damage Control – 3/3

Fire (Phaser) – 4/4
Pilot (Shuttle) – 4/4
Pilot (Fighter) – 3/3
Sensor Systems – 4/4
Shield Systems – 3/3
Console Ops – 4/4
Transporter Sys. Ops – 3/3
Administration – 2/4

First Aid – 4/5
Star Fleet Regs – 2/4
Language (STE) – 6/6
Language (Russian) – 6/6

Phil. (Fed. Prime Dir.) – 4/5
Culture (Earth) – 6/6
Language (German) – 6/6

Lt. Commander Kruznock is the *Agincourt's* Second Officer and Chief Navigator. He is highly intelligent and extremely well educated, but lacks the daring style and willingness to take chances that Captain Th'ersa possesses. He is one of N'hran's most trusted advisors, though still a distant second after Jarrid. Captain Th'ersa relies upon Manfred's almost timid advice to act as a balance to her own natural recklessness. Manfred himself, however, is not always so sure of how much effect his advice has upon his Captain, and as such often feels "left out of the loop".

Manfred is a career military man who worked his way up from the enlisted ranks, and still feels more at home down in the General Crew's Berths than in Officers' Country. He is fairly popular with the crew, especially the new female Ensigns to whom he shows perhaps just a bit too much attention, and is always prepared to act as a sounding board for anyone who is unsure whether or not they wish to speak with Jarrid or the Captain about some matter.

Lt. Commander Kruznock is a portly fellow, who, though fiercely proud of his Germanic heritage, has never actually been to the old Earth territories of Germany. While unquestionably a competent officer, especially at the Navigator's Station where he has few peers, Manfred is not exactly a spit and polish officer in terms of his personal deportment. It is a running joke amongst the crew that Lt. Commander Kruznock, even in his best dress uniform and review stance, would look shabby next to Commander Jarrid having just completed a shift in the Reclamation Center.

| Lt. Commander Shren Dunnaly Briefing Officer (Alpha-Centauran) | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 6 | LGC – 3 | DIS – 7 | GKN – 4 |
| ACC – 6 | LDR – 4 | INT – 4 | TEC – 3 | PER – 5 |
| Pro Rep – 9 | | LDC – 4 | | BR – 3 |
| Heroic Rep – 2 | | SDC – 11 | | RT – N |

Martial Arts – 6/6
Melee – 6/6
Zero-G Maneuvering – 4/5
Field Equipment – 3/3
Damage Control – 1/3
Evaluation – 4/4
Interrogation – 4/4
Nerve Strike – 4/5
Security Procedures – 4/4
Surv. (Jungle/Ocean) – 5/6
Star Fleet Regs – 4/4
Language (STE) - 4/4

Fire (Phaser) – 6/6
Pilot (Shuttle) – 2/4
Console Ops – 3/3
Transporter Sys. Ops – 1/2
First Aid – 4/4
Administration – 4/4
Sleight of Hand – 2/4
Persuasion – 4/4
Security Systems – 3/3
Phil. (Fed. Prime Dir.) – 2/3
Culture (AC) – 4/4
Language (AC) – 4/4

Lt. Commander Dunnaly is the *Agincourt's* Briefing Officer. She has a keen military mind, and was herself the leader of the Red Lightning Prime Team before being promoted to the position of the *Agincourt's* Briefing Officer.

Shren is a no-nonsense Officer and a harsh taskmistress, often pushing those under her control to their limits. She rewards good performance, though, and will go to great lengths to see to it that untried or unsure personnel develop the skills and confidence to perform to their utmost. Make no mistake however. Shren will grind into the dust anyone who can't cut the mustard, hammering away at them until they grow into their potential, or crack under the strain of her constant testing and harsh evaluations.

Shren expects the absolute best from every single member of the crew every single moment of every single day, and that includes herself. An avid physical fitness enthusiast, Shren relives the pressures of her position by running almost 25 kilometers a day in high gravity, and regularly sparring and working out with Security Chief Solak.

Really only appreciated by the Senior Staff, and not even all of them, Shren is considered at best a necessary evil by Captain Th'ersa, who appreciates the difficulty of what Lt. Commander Dunnaly does and acknowledges the positive effect it has upon her crew without having any particular warmth for Shren herself. Almost universally despised by the crew in a way that completely transcends their feelings for Commander Jarrid, Shren is often referred to as "Shrew" Dunnaly, but never, of course, to her face.

Of everyone on the *Agincourt*, only Jarrid and Dr. Maithias have any sort of genuine positive feelings for this obsessive Alpha-Centauran. Jarrid because he understands the sort of loneliness that comes from the degree of devotion to duty that they both share, and the Doctor because he feels that she is simply trying to deny herself any sort of social outlet to prove something to herself.

| Lt. Commander Sulli'Vahr<br>Chief Engineer (Cygnan) | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 4 | LGC – 5 | DIS – 3 | GKN – 4 |
| ACC – 4 | LDR – 3 | INT – 4 | TEC – 7 | PER – 3 |
| Pro Rep – 7 | | LDC – 4 | | BR – 4 |
| Heroic Rep – 1 | | SDC – 5 | | RT – N |

| Lt. Commander Lars Shöner<br>Science Officer (Human) | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 5 | DIS – 3 | GKN – 6 |
| ACC – 3 | LDR – 4 | INT – 4 | TEC – 4 | PER – 5 |
| Pro Rep – 7 | | LDC – 6 | | BR – 4 |
| Heroic Rep – 1 | | SDC – 6 | | RT – N |

Martial Arts – 2/3
Pilot (Shuttle) – 2/3
Console Ops – 5/6
Transporter Sys. Ops – 5/6
Communications Sys. – 5/6
Impulse Drive Sys. – 5/6
Life Support Systems – 5/6
Power Generation Sys. – 4/5
Shield Systems – 5/6
Transporter Systems – 4/5
First Aid – 2/3
Star Fleet Regs – 1/2
Language (STE) – 4/4
Language (Binary) – 4/4

Fire (Phaser) – 2/3
Zero-G Maneuvering – 1/2
Field Equipment – 5/6
Damage Control – 4/5
Electronics – 7/7
Jury Rig – 7/7
Mechanics – 7/7
Sensor Systems – 5/6
Ship's Weapons Sys. – 3/5
Warp Drive Systems – 5/6
Phil. (Fed. Prime Dir.) – 2/3
Culture (Cygnan) – 4/4
Language (Cygnan) – 4/4

Martial Arts – 3/3
Melee Combat – 1/2
Zero-G Maneuvering – 2/2
Field Equipment – 4/4
Sensor Systems – 4/4
Natural Science – 6/6
Investigation – 4/4
First Aid – 2/4
Star Fleet Regs – 3/4
Language (STE) – 6/6

Fire (Phaser) – 3/3
Pilot (Shuttle) – 1/2
Console Ops – 4/4
Transporter Sys. Ops – 2/3
Comp. Programming – 4/4
Physical Science – 6/6
Damage Control – 2/3
Phil. (Fed. Prime Dir.) – 3/4
Culture (Earth) – 6/6
Language (Norwegian) – 6/6

Lt. Commander Vahr is the Chief Engineer on board the *Agincourt*. He was the only officer brought along from the *Hamilcar* by Captain Th'ersa. While Captain Th'ersa places extreme value on Vahr's technical ability, she also thinks that he is a first rate pain in the ass. In the final analysis, however, she was, and is, willing to put up with Vahr's attitude in order to gain access to his extraordinary skills in the engineering department. N'hran holds engineers (especially good ones) in high regard — even a sarcastic, disrespectful, easily distracted, wise cracking braggart like Vahr.

Sulli would be quite surprised to know the Captain's true feelings about him, especially as he feels that he is much more "regular navy" than many of his kin, and certainly within the bounds of acceptable behavior.

Lars is the head of the Science Division on board the *Agincourt*. He is a highly qualified researcher and scientist in his own right, but his best ability in the field is the adaptation of other people's work to a new situation. Lars is a whiz at searching the Library Computer for existing research or hypotheses that have a bearing on his current situation. Lars is friendly, outgoing, helpful, and generally a nice guy. He is also a poor Command figure, and knows it, being just above Dr. Maithias and just below Sulli'Vahr (!) in the Command structure.

from mandatory retirement, Darwin is at a loss to accept that his 45-year career with Star Fleet is about to come to an end.



| Lt. Commander Darwin Maithias Chief Medical Officer (Human) | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 5 | DIS – 5 | GKN – 7 |
| ACC – 4 | LDR – 5 | INT – 5 | TEC – 4 | PER – 4 |
| Pro Rep – 7 | | LDC – 6 | | BR – 2 |
| Heroic Rep – 1 | | SDC – 8 | | RT – N |

Martial Arts – 2/3
Pilot (Shuttle) – 2/3
Console Ops – 2/4
Transporter Sys. Ops – 2/ 3
First Aid – 7/7
Surgery – 7/7
Radiation Exposure
Tissue Replacement – 4/5
Psychology – 5/6
Phil. (Fed. Prime Dir.) – 3/5
Culture (Earth) – 7/7
Language (Vulcan) – 3/5

Fire (Phaser) – 2/3
Zero-G Maneuvering 2/3
Field Equipment – 4/4
Damage Control – 2/3
Medicine – 7/7
Xeno-Biology – 5/6
Medical Systems – 4/4
Natural Science – 7/7
Star Fleet Regs – 3/5
Language (STE) – 7/7
Language (Romulan) – 1/4

Doctor Maithias, an excellent physician who specializes in xeno-anatomy, is easily the most amiable individual on the *Agincourt*. As Chief Medical officer, Darwin takes his responsibilities to the crew very seriously, considering their mental well-being to be every bit as important as their physical health. Often acting as informal counselor, surrogate father, or big brother, Dr. Maithias uses his long years of psychological training, and his home-spun horse sense and understanding of human nature, to lend a sympathetic ear to anyone who enters his office. Not a few junior officers' careers have been salvaged from early burn out or other personal difficulties by Dr. Maithias' careful attentiveness and insight. As a result, Darwin is easily one of the most popular and well regarded members of the crew.

A member of the Senior Staff, Darwin tends to act as an almost invisible moderator of the staff, simply by knowing how to smooth over ruffled feathers and redirect the member's attentions to the critical aspects of the current discussion, or by knowing when to throw out a sly comment to defuse a potential conflict before it develops. Now only five years away



| Marine Major Solak Head of Security (Vulcan) | | | | |
|---|---|---|---|---|
| STR – 5 | SPD – 5 | LGC – 6 | DIS – 6 | GKN – 4 |
| ACC – 5 | LDR – 5 | INT – 4 | TEC – 4 | PER – 4 |
| Pro Rep – 9 | | LDC – 10 | | BR – 3 |
| Heroic Rep – 1 | | SDC – 11 | | RT – M |

Martial Arts – 5/5
Melee Combat – 5/5
Security Procedures – 4/4
Tracking – 4/4
Endurance – 5/5
Biofeedback – 4/5
Free Climbing – 3/4
Pilot (Shuttle) – 3/4
Console Ops – 2/3
Transporter Sys. Ops – 2/3
First Aid – 4/4
Phil. (Fed. Prime Dir.) – 4/4
Star Fleet Regs – 4/4

Fire (Phaser) – 5/5
Vulcan Nerve Pinch – 5/5
Blind Fighting – 4/4
Quick Draw – 5/5
Mind Bar – 4/5
Feign Death – 4/5
Jumping – 3/4
Zero-G Maneuvering – 5/5
Field Equipment – 4/4
Damage Control – 2/3
Investigation – 6/6
Phil. (Vesehr of Trak) – 4/4
Culture (Vulcan) – 4/4

Major Solak is the *Agincourt's* Chief of Security. An initiate in the Vesehr of Trak (see the Vulcan Psionic Disciplines section), he is both a formidable personal combatant and a first rate security officer. Calm, dispassionate and seemingly aloof, Solak approaches his job logically and efficiently, seeing to it that his people are ready to face any challenge placed before them. He often devises his training programs in conjunction with Lt. Commander Dunnaly, a prospect that rarely fails to overjoy his people, but does keep them in top condition.

| Marine Captain Garonok Security – Second in Command (Prellarian) | | | | |
|---|---|---|---|---|
| STR – 5 | SPD – 5 | LGC – 3 | DIS – 6 | GKN – 3 |
| ACC – 4 | LDR – 4 | INT – 3 | TEC – 3 | PER – 3 |
| Pro Rep – 7 | | LDC – 10 | | BR – 1 |
| Heroic Rep – 1 | | SDC – 11 | | RT – N |

Martial Arts – 4/4
Melee Combat – 4/4
Lethal Damage Attack – 4/4
Parachuting – 4/4
Security Systems – 3/3
Jury Rig – 3/3
Zero-G Maneuvering – 4/4
Field Equipment – 3/3
Damage Control – 1/2
Shadowing – 3/3
Star Fleet Regs – 3/3
Language (STE) – 3/3

Fire (Phaser) – 4/4
Wrestling – 5/5
Jumping – 5/5
Security Procedures – 3/3
Electronics – 3/3
Pilot (Shuttle) – 2/4
Console Ops – 3/3
Transporter Sys. Ops – 3/3
First Aid – 1/2
Phil. (Fed. Prime Dir.) – 3/3
Culture (Prellius) – 3/3
Language (Prellarian) – 3/3

Garonok is from the Prellarian Warrior Caste and is Solak's Second In Command. Garonok is a gruff, stout little fire plug of a Marine. While Garonok has the same instinctual dislike of heights shared by all Prellarians, this has not stopped him from becoming fully jump-certified. He views **anything** that might balk him even for an instant, or cause him to hesitate even momentarily, as something to be stormed over and conquered before it can grow. Needless to say, Captain Garonok is an aggressive, forward opponent, who acts as a perfect foil to Solak's "let them come to me" philosophy.

| Lt. SG Ray-Anne Pulceevoe Transporter Chief (Human) | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 4 | LGC – 4 | DIS – 5 | GKN – 4 |
| ACC – 3 | LDR – 3 | INT – 4 | TEC – 5 | PER – 4 |
| Pro Rep – 5 | | LDC – 6 | | BR – 3 |
| Heroic Rep – 1 | | SDC – 6 | | RT – N |

Martial Arts – 3/3
Pilot (Shuttle) – 3/3
Console Ops – 5/5
Field Equipment – 3/4
Transporter Systems – 5/5
Mechanics – 3/4
Warp Drive Systems – 3/4
Computer Systems – 3/4
First Aid – 4/4
Phil. (Fed. Prime Dir.) – 4/4
Culture (Earth) – 4/4

Fire (Phaser) – 3/3
Zero-G Maneuvering – 1/2
System Speed – 4/4
Transporter Sys. Ops – 5/5
Electronics – 5/5
Jury Rig – 5/5
Damage Control – 5/5
Communication Sys. – 3/4
Ride (Terran Horses) – 3/3
Star Fleet Regs– 2/3
Language (STE) – 4/4

Ray-Anne is one of the more respected junior officers on board the *Agincourt* because of her easy going demeanor and her ability to keep a cool head in an emergency. Needless to say, she knows transporters like nobody's business, and is the person that everyone wants to see behind the console when they are beaming up or down!

Ray-Anne worked her way through school, and gained a scholarship to the local University, where the Field Mechanics Professor saw what was a possibly brilliant technical mind going to waste. He put her up for entrance to the Academy, where she was admitted on her first try.

| Chief Petty Officer Robert Laramey Chief Quartermaster (Human) | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 3 | DIS – 3 | GKN – 3 |
| ACC – 3 | LDR – 3 | INT – 3 | TEC – 3 | PER – 3 |
| Pro Rep – 4 | | LDC – 6 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 6 | | RT – N |

| Lieutenant (SG) Xin Chi Shuttle Crew Commander (Human) | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 5 | LGC – 4 | DIS – 3 | GKN – 3 |
| ACC – 5 | LDR – 4 | INT – 5 | TEC – 4 | PER – 4 |
| Pro Rep – 4 | | LDC – 6 | | BR – 3 |
| Heroic Rep – 0 | | SDC – 6 | | RT – N |

Martial Arts – 3/3  
Pilot (Shuttle) – 1/2  
Administration – 3/3  
Console Ops – 3/3  
Transporter Sys. Ops – 3/3  
First Aid – 3/3  
Star Fleet Regs – 1/2  
Language (STE) – 3/3  

Fire (Phaser) – 1/2  
Memorization – 5/5  
Zero-G Maneuvering – 1/2  
Field Equipment – 3/3  
Damage Control – 3/3  
Phil. (Fed. Prime Dir.) – 1/2  
Culture (Earth) – 3/3  

Chief Petty Officer Laramey, or "Uncle Bob" as he is affectionately known, is in charge of the ship stores. He has the uncanny ability to know exactly where every single thing that is in storage is at that moment, and how many of them there are. Some, only half kidding, say that 'ol Bob must be a savant, since he seems pathologically incapable of telling you the stardate, his Service number, or even the time. But if you ask him about "Stock Req Inv Acc DD1497264-9910Y (Blue) — Replacement Zipper Housing Alignment Tool for Standard Issue Arctic Boot Lining Collar (Blue)", he can take you to them with a blindfold on, and even tell you how many are there (and how many of those are **not** on his inventory and hence available for trading for other needed or wanted items.)

Martial Arts – 3/4  
Melee Combat – 5/5  
Pilot (Starship Helm) – 3/4  
Ship's Weapons Sys. – 2/3  
Administration – 3/3  
Fast Talk – 4/4  
Console Ops – 4/4  
Transporter Sys. Ops – 2/3  
First Aid – 3/3  
Star Fleet Regs – 3/3  
Language (STE) – 3/3  

Fire (Phaser) – 3/4  
Pilot (Shuttle) – 5/5  
Pilot (Fighter) – 3/4  
Astrogation – 4/4  
Bribery – 4/4  
Zero-G Maneuvering – 3/4  
Field Equipment – 2/3  
Damage Control – 4/4  
Phil. (Fed. Prime Dir.) – 3/3  
Culture (Chinese) – 3/3  
Language (Mandarin) – 3/3  

Xin Chi is the Senior Officer for the *Agincourt's* shuttle crews. The shuttle crews on board a starship are broken down into maintenance crews (teams of highly specialized technicians who service, prep and repair the ship's shuttles) and flight crews, who actually fly the shuttles. Lt. Chi is in charge of both of these teams, seeing to it that the shuttles are constantly in top maintenance, and that his flight crews are not only in their best possible condition, but also ready to go at a moment's notice.

Since the ship usually spends more time *going to* places than *being at* places, this means that shuttle crews spend many hours training — both in exercises and in simulators. During an engagement, when wild weasels and suicide shuttles can make the difference between life and death for the whole ship, Lt. Chi and his crew are on the line.

| Lt. SG Tuu-Klot | | | | |
|---|---|---|---|---|
| Senior Helmsman (Brecon) | | | | |
| STR – 3 | SPD – 3 | LGC – 5 | DIS – 3 | GKN – 4 |
| ACC – 5 | LDR – 2 | INT – 2 | TEC – 4 | PER – 3 |
| Pro Rep – 4 | | LDC – 6 | | BR – 1 |
| Heroic Rep – 0 | | SDC – 6 | | RT – N |

Martial Arts – 2/3
Comp. Programming – 5/5
Pilot (Shuttle) – 5/5
Pilot (Fighter) – 3/4
Sensor Systems – 4/4
Shield Systems – 2/3
Console Ops – 4/4
Transporter Sys. Ops – 2/3
First Aid – 2/3
Star Fleet Regs – 4/4
Language (STE) – 4/4

Wrestling – 3/3
Fire (Phaser) – 2/3
Pilot (Starship Helm) – 5/5
Astrogation – 5/5
Ship's Weapons Sys. – 4/4
Zero-G Maneuvering – 3/4
Field Equipment – 2/3
Damage Control – 4/4
Phil. (Fed. Prime Dir.) – 4/4
Culture (Brecca) – 4/4
Language (Brecon) – 4/4

Lt Tuu is the *Agincourt's* Senior Helmsman. His golden skin and four arms make quite an impression at the Helm, but so do his abilities. A natural master at astrogation and starship piloting, Tuu is one of Captain Th'ersa's rising stars, and one she feels lucky to have acquired.

As with all Brecons who serve in Star Fleet, Tuu has a "buddy" serving on board the *Agincourt.* Tuu and Klot applied to the Academy together, studied together, and both now serve aboard the *Agincourt.* Should anything happen that would remove **one** of the buddies from Star Fleet, such as death, court-martial, voluntary retirement, etc., then the other would be honor bound to leave as well, returning to the Brecon homeworld. This causes Captain Th'ersa some degree of worry, but for the moment she is content to simply have Lt. Tuu at the Helm.

Tuu and Klot are both quite popular with the rest of the crew, who do not have much of an opportunity to deal with the much spoken about but rarely seen four-armed "Buddy" Brecons.



| Lt. SG Berrani'Yol | | | | |
|---|---|---|---|---|
| Senior Communications Officer (Cygnan) | | | | |
| STR – 3 | SPD – 4 | LGC – 4 | DIS – 3 | GKN – 3 |
| ACC – 3 | LDR – 4 | INT – 3 | TEC – 6 | PER – 3 |
| Pro Rep – 5 | | LDC – 6 | | BR – 3 |
| Heroic Rep – 0 | | SDC – 3 | | RT – N |

Martial Arts – 3/3
Pilot (Shuttle) – 1/2
Console Ops – 6/6
Cryptography – 4/4
System Speed – 4/4
Electronics – 4/5
Transporter Sys. Ops – 2/4
First Aid – 3/3
Star Fleet Regs – 3/3
Language (STE) – 3/3

Fire (Phaser) – 3/3
Zero-G Maneuvering – 1/2
Communications Sys. – 6/6
Administration – 3/3
Mathematics – 2/3
Field Equipment – 2/4
Damage Control – 2/4
Phil. (Fed. Prime Dir.) – 3/3
Culture (Cygnus) – 3/3
Language (Cygnan) – 3/3

Lt. Yol is the *Agincourt's* Senior Communication's Officer. She is in many ways the opposite of Lt. Commander Vahr in terms of her attitude to her job and Star Fleet in general. Yol is a thoroughly professional officer who has not only mastered her craft, but also acts in a manner befitting her rank. Yol listens to others and offers comments and advice that are free of recriminations and comments such as "any idiot would see that", a trait for which Captain Th'ersa is eternally grateful.

| Lt. (JG) Turon (Nurse) Medical Tech (Vulcan) | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 4 | LGC – 6 | DIS – 6 | GKN – 5 |
| ACC – 4 | LDR – 3 | INT – 2 | TEC – 4 | PER – 4 |
| Pro Rep – 4 | | LDC – 8 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 10 | | RT – N |

Martial Arts – 1/2
Pilot (Shuttle) – 1/2
Console Ops – 4/4
Transporter Sys. Ops – 2/3
Vulcan Nerve Pinch – 4/4
Medicine – 5/5
Medical Systems – 2/3
Star Fleet Regs – 5/5
Language (STE) – 5/5

Fire (Phaser) – 2/3
Zero-G Maneuvering – 2/3
Field Equipment – 4/4
Damage Control – 2/3
First Aid – 5/5
Surgery – 2/3
Phil. (Fed. Prime Dir.) – 5/5
Culture (Vulcan) – 5/5
Language (Vulcan) – 5/5

Lt. Turon is Dr. Maithias' chief Nurse in the sickbay. She is a highly qualified medical technician, who has specialized in Non-Vulcan medicine, but whose bedside manner is somewhat lacking. She is always quite concerned about the ailments and injuries of the crew, and is attentive to their complaints.

Turon is very proud of her Vulcan heritage and takes time to teach courses in both Vulcan culture and language aboard the *Agincourt*. Continual attempts by Shöner (and others) to include her in social activities seem to fall on a deaf ear. She finds great pleasure in both healing and teaching and feels that she needs nothing else to make her life complete.

| Ensign Maxwell Buniatto Captain's Yeoman (Human) | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 3 | DIS – 3 | GKN – 3 |
| ACC – 3 | LDR – 3 | INT – 3 | TEC – 3 | PER – 3 |
| Pro Rep – 2 | | LDC – 6 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 6 | | RT – N |

Martial Arts – 1/2
Pilot (Shuttle) – 1/2
Communications Sys. – 1/2
Field Equipment – 1/2
Administration – 1/2
Evaluation – 1/2
Damage Control – 1/2
Phil. (Fed. Prime Dir.) – 1/2
Culture (Earth) – 3/3
Language (Rigeliian) – 3/3

Fire (Phaser) – 1/2
Zero-G Maneuvering – 1/2
Console Ops – 1/2
Transporter Sys. Ops – 1/2
Persuasion – 1/2
Fast Talk – 3/3
First Aid – 3/3
Star Fleet Regs – 1/2
Language STE – 3/3

Ensign Buniatto is Captain Th'ersa's personal Yeoman, responsible for keeping the Captain's appointments, delivering and receiving her personal notices, laying out her uniforms, fetching her coffee, dealing with her personal affairs, etc. As a young officer starting out in the Liaison specialization department, he considers his assignment a plum, and tries his absolute best to meet and exceed the Captain's expectations. He knows that a good review from her at the end of his tour could make things happen for him career-wise.

Of course, Max's close relationship with the Captain doesn't exactly make him the most popular guy on board. Some are afraid that any off color joke, or potentially insulting remark, they make about any of the Senior Officers· will be instantly transmitted through Max directly to the Captain. Others simply resent his having what they see as a "make work" assignment where he doesn't really do anything all day. Of course, if they knew about all the late nights Max spent running errands on board ship that the Captain simply didn't have time for, or his constant need to keep on top of her schedule, to keep minutes of all the Senior Staff meetings, and to see to it that her calendar stays free of conflicts even when she needs to constantly rearrange her days, perhaps they wouldn't think of it as so much of a "non-job" assignment.

reassurances from Star Fleet Command about his loyalty and competency, N'hran is occasionally uncomfortable to find that Beeyoop-ping has spent DAYS wandering around in the computer core. Of course, even with the universal translator specially tuned to translate Mynieni, Beeyoop-ping's odd grammatical habits, such as always referring to himself as "me", regardless of the case, and his seeming inability to NOT specify the exact number of things that he is referring to, coupled with his most decidedly unusual appearance, all add up to a type of alienness that even the starwise, seen-it-all crew of the *Agincourt* find hard to ignore.



| Lt. JG Beeyoop-ping Computer Tech (Mynieni) | | | | |
|---|---|---|---|---|
| STR – 2 | SPD – 3 | LGC – 4 | DIS – 2 | GKN – 5 |
| ACC – 3 | LDR – 1 | INT – 2 | TEC – 3 | PER – 3 |
| Pro Rep – 3 | | LDC – 4 | | BR – 1 |
| Heroic Rep – 0 | | SDC – 4 | | RT – N |

Martial Arts – 3/3  
Pilot (Shuttle) – 1/2  
Console Ops – 3/3  
Transporter Sys. Ops – 3/3  
Comp. Programming – 4/4  
Mathematics – 4/4  
Electronics – 3/3  
System Speed – 3/3  
Phil. (Fed. Prime Dir.) – 1/3  
Culture (Myna) – 5/5  
Language (Myna) – 5/5  

Fire (Phaser) – 3/3  
Zero-G Maneuvering – 3/3  
Field Equipment – 3/3  
Damage Control – 3/3  
Computer Systems – 3/3  
Cryptography – 4/4  
Jury Rig – 3/3  
First Aid – 1/ 3  
Star Fleet Regs – 5/5  
Language (STE) – 1/3  

Lt. Beeyoop-ping (the phonetic equivalent of his self professed name) is the *Agincourt's* Computer expert after Lt. Commander Sulli (I don't really like to work with computers unless I have to...) Vahr.

Beeyoop-ping is one of the few Mynieni who has chosen to serve onboard a Federation starship since their race recently came out of near seclusion. Beeyoop-ping is a highly qualified Computer Tech, who is often horribly put upon by Lt. Commander Vahr because of his extraordinary ability to manipulate complex tools and components in cramped areas using his thousands of flexible cilial "arms". Rather than take the time to actually open up access panels and unbolt conduits, Vahr is apt to just go get Beeyoop-ping.

This doesn't seem to bother the Mynieni engineer, however, who doesn't seem to ever sleep. Or eat. Or, whatever. Beeyoop-ping seems to spend all of his time wandering around in the computer core patching up new circuits and replacing old parts. Captain Th'ersa, unfortunately, seems to share the crew's rather standoffish attitude toward the unusual engineer. Despite repeated

| Lt SG Christopher McNamerra Planetologist (Human) | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 5 | DIS – 3 | GKN – 6 |
| ACC – 3 | LDR – 4 | INT – 4 | TEC – 4 | PER – 4 |
| Pro Rep – 4 | | LDC – 6 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 6 | | RT – N |

Martial Arts – 2/2  
Pilot (Shuttle) – 3/3  
Console Ops – 2/3  
Transporter Sys. Ops – 1/2  
Sensor Systems – 4/4  
Natural Science – 4/4  
Geology – 4/4  
Investigation – 4/4  
Phil. (Fed. Prime Dir.) – 4/5  
Culture (New Australia) - 6/6  
Language (Prellarian) – 6/6  

Fire (Phaser) – 2/2  
Zero-G Maneuvering – 1/2  
Field Equipment – 4/4  
Damage Control – 1/2  
Physical Science – 4/4  
Planetology – 4/4  
Comp. Programming – 3/4  
First Aid – 4/5  
Star Fleet Regs – 2/4  
Language (STE) – 6/6  

Lt. McNamerra is the *Agincourt's* Planetologist. He works in conjunction with the Survey Corps finding, classifying, and cataloging the numerous planetary bodies the *Agincourt* encounters in her travels. Chris was born on the New Australia colony planet and as many others who were born there, he takes pride in maintaining the (Old Earth) Ozzie twang to his voice.

## SECTION FOUR: OPTIONAL RULES

There were many times during the Prime Directive design process where the development of more complex rules (such as the concept of Hit Location, etc.) would have yielded a style of gaming deemed "more realistic" by some players. Unfortunately, this style of playing also adds considerable time, effort, and record keeping to the game, so we opted to keep the game as fluid and smooth as possible.

For those players, however, who thrive on "the more complex, the better" rules systems, we offer the following **Optional Rules**. (Please note: The entire gaming group should agree to these rules before they are used in a gaming session.)

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**An important note about Optional Rules**

While these rules have been playtested, they are not used in the **playtesting** of the various adventures. All adventures are balanced for (and all estimates of playing time are based on) groups NOT using these optional rules. The effect on playing time and balance depends on many factors, and each group will have to make adjustments for themselves based on their own experience. These optional rules are not used in Prime Directive tournaments.

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**INNATE STUN DAMAGE REDUCTION (ISDR)**

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His comrades in the Prime Team had all fallen at the hands of the hulking Romulan before Rusty appeared to challenge him.

"Hah!" cried the Romulan, as he rushed forward to engage the Rigellian, "you will be no more of a match that the others!"

"I wouldn't count on that, Sultan. C'mon!"

Moving first, Sultan unleashed a furious combination of powerful blows against Rusty, certain that he, like the others, would quickly wither and fall. But Rusty rolled away from the attacks and resumed his crouch, smiling.

"Impossible!" cried the Romulan.

"C'mon, Sultan," Rusty hitched his chin at his pouting opponent, "take your best shot. Let's see what you've got!"

Furious, the Romulan dove forward, putting all his strength behind one massive blow to Rusty's face. The impact was tremendous, but Rusty stood his ground. The Romulan, gaping in amazement, had completely abandoned his guard. One lightning-like strike from Rusty was all it took to put him down.

Rubbing the sore spot on his jaw, Rusty muttered, "You just gotta' know how to take a punch!"

---

When a character takes Lethal Damage, there is not much that he can do about it except moan and hope that there's a medic around. You can't ignore the fact that someone just drilled a hole in your side with a phaser, right? But what about Stun Damage? In particularly intense situations, a strong character *should* be able to "shrug off" the effects of shock attacks by simply gritting his teeth. If the following optional rules are used, that is exactly what characters can do.

Whenever a character takes Stun Damage, he can then attempt to *Reduce* the amount of damage that he takes by making a special Damage Reduction Roll. The character rolls

a number of D6 equal to his Strength characteristic, and refers to the tables below:

| Stun Damage Reduction Task Tricodes | |
|---|---|
| Tricode Level | Determined Against Base D#: |
| Complete Success # | D# +6 |
| Moderate Success # | D# +4 |
| Minimal Success # | D# +2 |

The tricode for the Stun Damage Reduction task takes this form: The tricode number for a Minimal SL equals the modified base D# of the attack plus 2. The tricode number for the Moderate SL equals the modified base D# plus 4. The tricode number for a Complete SL equals the modified D# plus 6.

For example: If the modified Stun D# for a disruptor attack is 6, the tricode for Damage Capacity reduction task against that attack would be 8/10/12.

Please note that the reference to "Base D#" here, means the actual D# that gets through to the character AFTER Defensive Action and AR mods have been applied, NOT necessarily to the raw D# found on the weapon chart by SL.

The table below lists the effects of the different SLs in the Damage Reduction task:

| Stun Damage Reduction Task Success Effect | |
|---|---|
| Reduction Task SL | Effect On Damage |
| Complete Success | Takes Modified D# -4 |
| Moderate Success | Takes Modified D# -2 |
| Minimal Success | Takes Modified D# -1 |
| Failure/Botch | Takes Unmodified D# |

This Reduction task can be made against any Stun Attack. Note that the Stun Damage Reduction test is made AFTER any Defensive Maneuvers are made and AFTER any reductions have been made for Armor. ISDR is the end of the line, defensively, and cannot be used earlier in the Defense sequence.

**Note to the GM:** Making an ISDR roll is not in and of itself an action, and as such takes no time nor does it require the character to expend any Level of Action for his turn.

---

**CRITICAL SUCCESS**

---

This rule section establishes an SL "above" Complete. If a character can achieve a roll on his task dice that is at least twice the final, modified value for a Complete SL for that task, then the SL is considered to be **Critical**. Regardless of the actual tricode of the task involved, however, NO Critical Success value can be less than 12.

For example, a character attempts a task with a tricode of 4/6/8. In this case, if the character scores a 16 or better, (twice the Complete SL value of 8), then the SL for that task attempt would be considered Critical. If the task tricode had been 2/3/4 instead, then the minimal roll for a Critical success would be 12, due to the minimum value imposed for Critical Success.

Remember that all mods are applied to the base tricode only, and that the value for the Critical SL is always exactly twice the modified Complete SL, or 12, whichever is **greater**.

---

There is no hard and fast definition of the effect of a Critical Success. Rather it is treated as sort of the inverse of a Botch, where the GM, once again, has the ability to determine the effects. As a general guideline, a Critical SL will always accomplish everything that a Complete SL would, but will also provide the character with some additional benefit or advantage.

For instance, a Critical SL in a Fire phaser task might ignore the target's AR or do enough extra damage to knock a really tough opponent unconscious, while a Critical Piloting SL might allow the pilot to evade several closely pursuing shuttles, or to fly sideways between two buildings instead of having to fly over them, etc. If a character who is in a **really** tight spot wishes to expend Heroic Reputation for the expressed purpose of achieving a Critical Success, then it is okay for the player to ask the GM if he would or would not allow for a Critical Success effect in that situation BEFORE the player expends the Rep Point(s) and rolls his dice.

Remember, the GM is NEVER required to provide a Critical SL bonus in a situation where he feels that it would be inappropriate, even if he has elected to use the Critical SL rules. We suggest that the Critical SL rules be used sparingly, to add excitement and variety to your games, rather than to slavishly follow the convention even when it doesn't add anything to the situation. Players! Don't bug your GM if he doesn't give you a "gee-whiz" success every time you get a lucky roll when tying your shoes, and he might be a little more generous when you score one when you really need it! GMs! Don't forget that the Bad Guys can get Critical SLs too!

## ADVANCED INITIATIVE

For players who desire a more realistic (but slightly more complex) initiative system, we suggest the following. Multiply the character's SPEED characteristic by his PERCEPTION characteristic. Index that value on the chart below to obtain the dice the character will roll (instead of a number equal to the SPEED characteristic) in his A/I test:

| Advanced Initiative Table | |
| --- | --- |
| **Speed x Perception Result** | **A/I Dice rolled** |
| 1-3 | 1 |
| 4-8 | 2 |
| 9-15 | 3 |
| 16-24 | 4 |
| 25-35 | 5 |
| 36-48 | 6 |
| 49-63 | 7 |
| 64-80 | 8 |
| 81-99 | 9 |
| 100-120 | 10 |
| 121-143 | 11 |
| 144 | 12 |

Players who desire an even more realistic system can replace the number of dice rolled in a DODGE action with the number of dice as determined above.

## PASSIVE SCAN MODE - TACTICAL TRICORDER

When facing a potential Threat with active sensor technology, be it radar, sonar, or SFB sensors and scanners (i.e., tricorders), it is almost a sure bet that you can receive

the sensor signal at a greater range than it can return useful information back to the utilizing party. Therefore, it stands to reason that the Tactical Tricorder would have a 'passive' mode that utilizes no broadcast of its own to gather data. In passive mode, a tricorder can only detect the active emissions (electronic, heat, odor, sound, etc.) of an object, or things that can be detected optically. If in physical contact with the object, passive mode will result in the same results as active mode. It might be reflected in the game by the following rule:

When in Passive Mode, all scanning and analysis ranges are reduced to 20% of normal; that is to say, what one could detect at 50 meters in Normal (Active) Mode could only be detected at 10 meters in Passive Mode, save for detection of Threat Active Sensor systems. Any passive scan for Active-mode Sensors is resolved at DOUBLE the normal range, i.e., what you could detect at 100m normally, may now be detected at 200m with the same die roll mods.

The main use of Passive Mode is obviously to keep from alerting Threat forces to your presence because of your tricorder scans. And of course, if you have a Passive Mode, you'll also need...

## ACTIVE JAM MODE - TACTICAL TRICORDER

Threat force tricorder scans may be jammed (i.e., subjected to a positive modifier) by the utilization of AJM, or Active Jam Mode, the PD equivalent of electronic warfare. (In SFB terms, this could be viewed as a personal form of Electronic Counter Measures.)

If linked to a communicator, Threat communications frequencies may also be jammed, subject to the strength and nature of the Threat transmission. Of course, certain types of communication are immune to jam effects, most notably tight-beam point-to-point transmissions. (In game terms, Focused Beam Communication Units are immune to tricorder and communicator AJM.)

The effect of AJM in PD game terms is to force a Reciprocal Response Test for any attempt at scanning (or communicating, if applicable) through the jamming, using the jammer's Field Equipment Skill vs. the target's Communication Systems, Field Equipment, or Sensor Systems skill, whichever the Briefing Officer deems appropriate. Determine Success Level of the Jam attempt as below:

**Complete SL** – Target system is successfully jammed, and attempts to locate source of jamming are at a +3/4/5 expanded tricode modifier. No scans/transmissions are possible while the jamming lasts.

**Moderate S L** – Target system interfered with. Apply a flat +2 mod to all further Tasks with this equipment while jamming lasts, and all attempts to locate jam source are at a flat +2 mod.

**Minimal SL** –Target system has static. Apply a flat +1 mod to Tasks with this equipment until jamming ceases. Attempts to locate jammer are resolved as normal.

**Failure** – No effect on Target system. Attempts to locate jam are at a flat -1 mod.

**Botch** – No effect on Target system. Target instantly knows location of jam source, and no roll is necessary.

The Briefing Officer is free to apply mods for differences in transmitter/jammer power and distance. Tasks to locate the source of the jam are also Reciprocal Response Tests with the same skills as before, only this time in reverse.

## HIT LOCATION

In Prime Directive, the damage your player takes in combat is assumed to be a series of generic hits to the body. This is done in an effort to be true to the source material that inspired Prime Directive, and to keep the incidence of Player Character death (in fact ALL deaths) to a minimum. However, if some players would like a little more "realism" in their combats in terms of the exact locations and effects of attacks, then they may wish to adopt the following Hit Location rules. Be aware that these rules will not only make combat much slower, but also **much** deadlier.

Whenever a character takes damage from any attack or effect, then roll 3D6. These dice need to be color coded, or rolled in a distinct sequence, because you are generating a three digit number with the dice rather than adding them up or looking for the highest number. For instance, you might roll three dice, one red, one white, and one blue. You would read the red die as the first "digit", the white die as the second, and the blue die as the third.

For example, if you rolled a 5, a 2 and a 1 with the first second and third dice that you rolled, you would have rolled a 521. You then refer this number to the Hit Location Table.

Find the top row that corresponds to the SL of the attack, Complete, Moderate, or Minimal. Cross index the first number of your 3D6 roll in this row to find the column that you use to determine the actual Hit Location of the attack. To do that, you find the number on the left hand column that corresponds with the next two digits of the 3D6 roll. Tracing across from this number to the column that you determined with the first digit, you will find the hit location.

For example: You are determining the hit location of a Moderate SL attack. You roll 3D6, and get a hit location number of 521. The 5 tells you that you need to look at the "1-5" column of the "Mod SL" line. (This is the second column on the table.) The 21 tells you to cross reference the number 21 on the left hand column with the "1-5" column, as determined above. This yields a hit location of "Foot-L 2". (Left foot, grade two wound.) If the attack had been a Minimal SL instead, then the result would have been read off the "1-5" column for Minimal SLs. a Complete SL attack with a 542 roll would generate a "Upper Arm-L 4" result. (Left Upper Arm, grade 4 wound.)

In a situation where the target is partially behind cover (a wall, doorway, shuttle, etc.), the GM will determine which Hit Location areas are available to be hit. Remember that there are already modifiers applied when firing at a target that is in cover, so rather than saying that any shots that "hit the target in a place where he couldn't be hit" just miss, the GM will simply ignore any Hit Location rolls that indicate "impossible shots" and reroll until an area that he judges is accessible to injury is indicated.

Integrating the concept of hit location into Prime Directive also requires you to decide, before the game starts, whether your player character is right-handed or left-handed. This optional rule allows for no ambidextrous characters. A character who attempts to perform an action relying primarily on their NON-favored hand will suffer modifiers, as discussed below.

### Severity of the Wound

The number, 1-4, that follows the Hit Location is the Wound Level, or Severity of the attack, where 1 is the lowest and 4 is the greatest.

The Severity of a wound determines the likelihood that the wound will cause a Short Term Disabling Effect upon the area that was hit. The Short Term Disabling Effects of a hit location attack deal with the degree to which the attack **incapacitates** the area hit, as opposed to the simple rendering of Damage Points that will need to be healed over time.

A Severity 1 attack hurts but isn't serious. Other than the Level of Damage mods, discussed in section 5.22 of Prime Directive, there is no incapacitating effect from the attack.

A Severity 2 attack has a chance of incapacitating the hit location. If the actual amount of damage inflicted by the attack after all Defensive Maneuvers, AR reductions and ISDR rolls (if applicable) is greater than one-half the target character's LDC (for Lethal attacks) or SDC (for Stun attacks), then the hit location is **incapacitated** (effects described below) for a length of time equal to the amount that the relevant Damage Capacity (DC) was exceeded, in TiCs. After that time has passed, the character suffers no further incapacitation effects (from that particular attack, anyway):

For example, a character with an SDC of 8 takes, when all is said and done, 6 points of Severity 2 Stun Damage from an attack to his left thigh. One-half his SDC is 4, which is the character's base line incapacitation number for stun attacks. (When dealing with Lethal attacks, the base line number would be one-half his LDC instead.) The amount inflicted by the stun attack exceeds this base line by 2 points, so the thigh is **incapacitated** for 2 TiCs. If the attack had done two fewer points, or if the character's stun base line had been higher, or if the attack had been Severity 1 instead, then the character would have still marked the damage off his SDC track, but there would have been no incapacitation effects.

A hit location area that becomes **incapacitated** cannot be controlled properly or used. Refer to the Hit Location Incapacitation Chart, below, to determine the effects of incapacitation for the various hit location areas.

A Severity 3 attack **automatically** incapacitates the hit location for a period of time equal to the amount of damage inflicted times ten, in ToCs, minus the target character's LDC (for Lethal attacks) or SDC (for Stun attacks). As above, the Hit Location Incapacitation Chart below provides all the gory details.

A Severity 4 attack **automatically** incapacitates the hit location area, and the area **stays** incapacitated until the character heals or recovers the first box of damage associated with that particular attack. (See the Modified Hit Location Damage Record/Recovery System, below, for more information.)

A hit location that has been **incapacitated** may not be used. The area has suffered a trauma which means that it is damaged so badly that the character can't control it for a period of time. Refer to the effects listed by hit location, below, to determine the specific effects of incapacitation. Beyond the basic effects listed there, it is up to the GM to determine the nature any other effects or special mods that he feels would be appropriate to the situation. Note that in several cases the hit location damage effects listed below have identical effects for different actual hit locations. The GM should realize that the differentiation of the shoulder, upper arm, elbow and forearm, for example, are present mainly to help him determine the exact nature of the wound, and to help in determining any special effects as discussed above.

**Hit Location Incapacitation Chart**

**Foot**: Movement is halved to a minimum of 1. All non-**hand**-driven Strength/Accuracy skills, (all Climbing, Acrobatics, Martial, Melee, etc.) are at a flat +2 mod.

**Knee**: Leg is out. Movement is cut one-third, to a minimum of 1. All non-**hand**-driven Strength/Accuracy skills, (all Climbing, Acrobatics, Martial, Melee, etc.) are at a flat +4 mod.

**Thigh**: As Knee, above.

If any portion of BOTH legs, left and right, are incapacitated at the same time, the character is incapable of standing. His Movement is reduced to a MAXIMUM of 1 (crawling) per turn. The character performs all non-hand-driven Strength/Accuracy skills, (all Climbing, Acrobatics, Martial, Melee, etc.) at a flat +6 mod.

**Shoulder, Elbow, Forearm, and Hand**: All tasks which require the use of the arm or hand (this is a GM's call, whose decision is final) are resolved with the following mods:
**Favored side** incapacitation – flat +4,
**Non-Favored side** incapacitation – flat +2
**Both sides incapacitated** – flat +8.

**Body**: An incapacitating hit to the Body causes the character to suffer a flat mod to the character's A/I roll equal to the Severity Level of the attack. Further, the character's SDC or LDC is reduced by the Severity Level of the attack (down to a minimum of 1) for the purposes of determining secondary effects, such as fatigue, and special time/damage reduction related to the DC, etc. ONLY. The character does NOT actually "lose" any DC points nor does he take any additional damage. As described above, this effect lasts until the period of incapacitation passes.

**Scalp**: The character suffers all the effects described in Body, above, in addition to suffering a flat + mod equal to the Severity of the attack to all his Perception and Discipline tasks.

**Abdomen Vitals**: The character suffers all the effects described in Body, above, in addition to suffering a flat +2 to all healing and recovery tests, and makes those tests at one-half the normal rate. Further, if the character has suffered a Lethal Damage attack to this hit location (only) and does not subsequently make at least a Minimal SL on his **first** Healing roll, his SPEED characteristic is reduced by 1 PERMANENTLY, and DOUBLES the cost to raise that characteristic in the future.

**Chest Vitals**: As for Abdomen Vitals, above, with the exception of affecting the character's STRENGTH characteristic, instead of SPEED.

**Eye**: An incapacitating hit to the Eye causes the character to suffer a flat mod to the character's A/I roll equal to the Severity Level of the attack and to all Perception tasks. Further, if the character has suffered a Lethal Damage attack to this hit location (only) and does not subsequently make at least a Minimal SL on his **first** Healing roll, his PERCEPTION characteristic is reduced by 1 PERMANENTLY, and causes the character to suffer a flat +2 mod on all visual Perception tests.

**Eyes**: As per Eye, above, but the character is temporarily blinded, causing him to suffer a flat +8 to virtually all his tasks. (However, see the Blind Fighting skill.) If the character fails to make at least a Minimal SL on his first Healing test, he is permanently blind. (While this seems particularly harsh, it does reflect the "reality" of the situation.)

**Ear**: An incapacitating hit to the Ear causes the character to suffer a flat mod to the character's A/I roll equal to the Severity Level of the attack and to all Perception tasks. Further, if the character has suffered a Lethal Damage attack to this hit location (only) and does not subsequently make at least a Minimal SL on his **first** Healing roll, his PERCEPTION characteristic is reduced by 1, and causes the character to suffer a flat +2 mod on all aural Perception tests.

**Nose**: An incapacitating hit to the Nose causes the character to suffer a flat mod to the character's A/I roll equal to the Severity Level of the attack. Further, if the character has suffered a Lethal Damage attack to this hit location (only) and does not subsequently make at least a Minimal SL on his **first** Healing roll, then all his olfactory Perception tasks are resolved with a flat +4.

Note! While the actual DAMAGE taken from multiple hits to a hit location IS cumulative, the special hit locations effects ARE NOT. A character only ever suffers the effects of the MOST SEVERE hit to a specific hit location. Any hits at a lesser Severity to the hit location are "overwritten" by a hit of a greater Severity for the purposes of hit location special effects.

**Modified Hit Location Damage Record/Recovery System**

In the basic system, you just mark off SDC or LDC boxes as your character takes points. The introduction of Hit Location requires some additional consideration for purposes of keeping track of damage. Here's what you do. Every time your character takes damage, you mark off the points on the appropriate track, just like always, but you also have to make a side note of the specifics of the individual attacks as well in terms of hit location, Severity and incapacitation.

You still look at your character's **total** damage from all his various wounds to determine when he's reached the break points for Level of Damage Mods, and unconsciousness. The good news is that your character isn't DYING unless the total amount of Lethal Damage that he's taken to any Hit Location Area (Head, Body (including Abdomen/Vitals), Arm Left, Arm Right, Leg Left, Leg Right) exceeds his LDC. The bad news is that he has to roll for EACH wounded hit location **separately**, with a potential chance to botch each roll! A character still suffers Level of Damage mods based on the TOTAL amount of damage that he's taken, but the amount of damage suffered by **each separate** hit location (as defined above) relative to your character's SDC or LDC determines its Healing tricode and mods separately, as per the Recovery/Healing tables listed in sections 6.1 and 6.2 of the Prime Directive Rulebook.

This is why you need to keep separate track of each hit, because the damage that you take from each hit will most likely be healing at different rates.

| HIT LOCATION TABLE | | | | | |
|---|---|---|---|---|---|
| **Complete SL** | | | **1-4** | **5** | **6** |
| **Moderate SL** | | **1-5** | **6** | | |
| **Minimal SL** | **1-5** | **6** | | | |
| 11 | Foot–R 1 | Foot–R 2 | Foot–R 3 | Foot–R 4 | Foot–R 4 |
| 12 | Shin–R 1 | Shin–R 2 | Shin–R 3 | Shin–R 4 | Shin–R 4 |
| 13 | Knee–R 1 | Knee–R 2 | Knee–R 3 | Knee–R 4 | Knee–R 4 |
| 14 | Thigh–R 1 | Thigh–R 2 | Thigh–R 3 | Thigh–R 4 | Thigh–R 4 |
| 15 | Thigh–R 1 | Thigh–R 2 | Thigh–R 3 | Thigh–R 4 | Thigh–R 4 |
| 16 | Thigh–R 1 | Thigh–R 2 | Thigh–R 3 | Thigh–R 4 | Thigh–R 4 |
| 21 | Foot–L 1 | Foot–L 2 | Foot–L 3 | Foot–L 4 | Foot–L 4 |
| 22 | Shin–L 1 | Shin–L 2 | Shin–L 3 | Shin–L 4 | Shin–L 4 |
| 23 | Knee–L 1 | Knee–L 2 | Knee–L 3 | Knee–L 4 | Knee–L 4 |
| 24 | Thigh–L 1 | Thigh–L 2 | Thigh–L 3 | Thigh–L 4 | Thigh–L 4 |
| 25 | Thigh–L 1 | Thigh–L 2 | Thigh–L 3 | Thigh–L 4 | Thigh–L 4 |
| 26 | Thigh–L 1 | Thigh–L 2 | Thigh–L 3 | Thigh–L 4 | Thigh–L 4 |
| 31 | Shoulder–R 1 | Shoulder–R 2 | Shoulder–R 3 | Shoulder–R 4 | Shoulder–R 4 |
| 32 | Upper Arm–R 1 | Upper Arm–R 2 | Upper Arm–R 3 | Upper Arm–R 4 | Upper Arm–R 4 |
| 33 | Elbow–R 1 | Elbow–R 2 | Elbow–R 3 | Elbow–R 4 | Elbow–R 4 |
| 34 | Forearm–R 1 | Forearm–R 2 | Forearm–R 3 | Forearm–R 4 | Forearm–R 4 |
| 35 | Forearm–R 1 | Forearm–R 2 | Forearm–R 3 | Forearm–R 4 | Forearm–R 4 |
| 36 | Hand–R 1 | Hand–R 2 | Hand–R 3 | Hand–R 4 | Hand–R 4 |
| 41 | Shoulder–L 1 | Shoulder–L 2 | Shoulder–L 3 | Shoulder–L 4 | Shoulder–L 4 |
| 42 | Upper Arm–L 1 | Upper Arm–L 2 | Upper Arm–L 3 | Upper Arm–L 4 | Upper Arm–L 4 |
| 43 | Elbow–L 1 | Elbow–L 2 | Elbow–L 3 | Elbow–L 4 | Elbow–L 4 |
| 44 | Forearm–L 1 | Forearm–L 2 | Forearm–L 3 | Forearm–L 4 | Forearm–L 4 |
| 45 | Forearm–L 1 | Forearm–L 2 | Forearm–L 3 | Forearm–L 4 | Forearm–L 4 |
| 46 | Hand–L 1 | Hand–L 2 | Hand–L 3 | Hand–L 4 | Hand–L 4 |
| 51 | Body 1 | Body 2 | Body 3 | Body 4 | Abdomen Vital |
| 52 | Body 1 | Body 2 | Body 3 | Body 4 | Abdomen Vital |
| 53 | Body 1 | Body 2 | Body 3 | Body 4 | Abdomen Vital |
| 54 | Body 1 | Body 2 | Body 3 | Body 4 | Chest Vital |
| 55 | Body 1 | Body 2 | Body 3 | Body 4 | Chest Vital |
| 56 | Body 1 | Body 2 | Body 3 | Body 4 | Chest Vital |
| 61 | Body 1 | Body 2 | Body 3 | Body 4 | Eye–R |
| 62 | Body 1 | Body 2 | Body 3 | Body 4 | Eye–L |
| 63 | Body 1 | Body 2 | Body 3 | Body 4 | Eyes |
| 64 | Body 1 | Body 2 | Body 3 | Body 4 | Ear–R |
| 65 | Body 1 | Body 2 | Body 3 | Body 4 | Ear–L |
| 66 | Scalp 1 | Scalp 2 | Scalp 3 | Scalp 4 | Nose |

(Please note: The notation on the table is read as follows: Foot-R = Right Foot, Foot-L = Left Foot, Knee-R = Right Knee, Abdomen Vital = Vitals – Abdominal (Groin, Intestines, Stomach, Diaphragm, etc.), Chest Vital = Vitals – Chest (Heart, Lungs, Esophagus. etc.), Scalp = Head (Not Face) etc.

# Book Two

## A Guide to the Federation
### (Federation Archives Publication #1)

## SECTION ONE: THE STRUCTURE OF THE FEDERATION

### The Federation



Following untold centuries of continuing conflict, the 21st Century saw the true beginnings of world peace on Earth. The success of the Maastricht Euro-Asian Treaty, the African Alliance, and finally, Pax Terra (in which an all-encompassing planetary government was formed towards the end of the century) unified the incredibly diversified cultures on Earth and encouraged them to finally allow their eyes to look skyward. Pax Terra also succeeded in uniting the world's space programs, establishing colonies and outposts on most of the planets in the Solar System. Then, in a year now designated as Y1 to symbolize the beginnings of a new era, Earth had its first contact with neighboring races.

There was an immediately recognized need for the creation of an Alliance or Confederation with which to cement their new relationships. The first meeting of the Conference on Interstellar Organization (CIO) was held in the city of San Francisco on Earth in September of that same year, and was attended by representatives from Vulcan, Cygnus, Andor, and Rigel. (Alpha-Centauri, while not actually represented at the first meeting, was invited to become a charter member in Y2 when the second Conference convened.)

As the Universal Translator had not yet been developed, linguistic experts were brought in from all the worlds represented at the first conferences to form the core of the Interpretation and Translation corps. It was a difficult and unprecedented beginning. Ambassadors and cultural representatives strove to overcome the inevitable misunderstandings and mutual suspicions between the newly met races, while their linguists ironed out the problems brought about by the language barriers. Time and again, when it seemed that some point of contention or other obstacle threatened to unravel the frail fabric of the newly forming union, cool heads and a genuine desire to come to a level of mutual understanding between the newfound neighbors seemed to point the way to a mutually agreeable common ground. The Vulcans, even at this early point in Federation history, were the predominant agents in helping the various parties overcome their differences by emphasizing their similarities, although it must still be said that *every* race in attendance made extreme efforts to be accommodating to the whole. Drawing upon the best aspects of *each* of their culture's frameworks, the early Federation races succeed in drafting a truly multi-cultural Charter.

Incorporating the framework of Earth's United Nations, Cygnus' Hahk'Shree, and the basic tenets of the Vulcan's philosophy of Koh-di-bohn, the First Charter for the United Federation of Planets (UFP) was formed and ratified in Y4. The flexibility of this charter lent great strength to the UFP, recognizing that an alliance was important enough for the compromises which would have to made from all sides.

The Charter outlined the purpose of the organization, now called the United Federation of Planets. The primary objective of this new Federation was (and is) "The Maintenance of Interstellar Peace and Security". Further, the organization was pledged to the "Development of friendly, equal relations among the member worlds, based upon the principles of the Universal Equanimity of Sentients, and the right of self determination for all peoples, to the achievement of mutual interstellar cooperation in the resolution of social, cultural, economic, and humanitarian concerns, and to serve as a center for harmonizing the actions of member races in the attainment of these common ends."

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**The Charter of the United Federation of Planets**

We, the peoples of the United Federation of Planets, determined:

to reaffirm faith in fundamental rights, in the dignity and worth of the person, in the equal rights of races large and small,

to establish conditions under which justice and respect for the obligations necessary under interstellar law can be maintained, and

to practice tolerance and to unite our strength to maintain interstellar peace and security,

to ensure, by the acceptance of principles and the institution of methods, that armed force shall not be used, save in the common interest, have resolved to combine our efforts to accomplish these aims.

Accordingly, our respective planetary governments through representation assembled in the city of San Francisco on the planet Earth have agreed to the present charter of the United Federation of Planets and do hereby establish an interstellar organization to be known as the United Federation of Planets.

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Some of the basic principles included in the Charter are the following: The United Federation of Planets is based on the sovereign equality of its members; internal disputes are **always** to be settled by peaceful means, and where possible, disputes with outside cultures and agencies are to be settled by peaceful means. Members undertake to refrain from the use of force or the threat of violent action in direct conflict with

the principles set down in the UFP Charter in the furthering of their own ends, with cultures or worlds outside the Federation, and wherever possible to entice such cultures to enter the Federation. Finally, each member race must assist the Federation in any action it takes under the charter.

New member races are admitted to the UFP on the recommendation of the General Assembly, with a unanimous vote required for full member status and a two-thirds vote required for Associate membership. As of Y179, there are six Full Member Races serving on the UFP Council and twenty-eight Associate Member races. These numbers continue to grow as newly emerging cultures gravitate toward the UFP.

Today, the UFP is the most successful cultural and economic power bloc in known space. While life in the Federation could hardly be described as utopian, there is a high standard of living on the vast majority of developed Federation worlds, with constant technological, cultural and social progress serving to maintain and expand the economy. Free enterprise and entrepreneurial endeavors are greatly encouraged, with a strong belief present that individuals are responsible for their own actions.

Planetary survey and colonization are still major undertakings in the Federation. While the vast majority of Federation space has been explored and mapped, there are so many individual systems and clusters within Federation space that only a fraction have been closely surveyed. At this time there are still thousands of worlds in the Federation Star Fleet files known only by their catalogue references. Star Fleet and the numerous private survey companies work hand in hand (in most cases) to continue minutely examining every system and every world in Federation space. It is an expensive and time consuming process, and while this is partly a purely academic endeavor, there still are two very practical reason why they continue to do this.

**1.** To identify and see to the protective isolation of those races who fall under the auspice of the Prime Directive. The Federation as a whole takes its responsibilities toward these emerging worlds very seriously.

**2.** To find new Class M worlds, suitable for colonization. Many Federation worlds find that the price of unbridled social and economic success is the rapid growth of their population bases. New worlds are constantly in demand to give these people somewhere to go and to provide for those Pioneer spirits who would otherwise feel stifled in the overly civilized and settled atmosphere of the established worlds. Further, various religious and cultural sects occasionally wish to privately fund a colony on some remote world where they can be free to practice their beliefs without interference or ridicule, which is still a possibility, even in the egalitarian atmosphere of the Federation.

While there are pockets of what might be described as "repressive" or "unenlightened" cultures represented in the Federation (both the Alpha-Centaurans and the Fralli are perceived in this way by some of the other member races), all Federation member races, as a condition of entry, allow and provide for easy emigration for any individual or group who disagree or seek to contend with their local governments or cultures. If an individual is unhappy with the nature of his homeworld, then he may, at a nominal fee, simply move to a world where he would feel more at home! This type of easy access to other worlds and cultures, coupled with the near universal access to the vast store of accumulated knowledge in the Federation Data Banks, greatly promotes intercultural contact and understanding, while reducing the incidence of unrest or outright conflict on all but the most volatile of Federation worlds.

On those occasions when the Federation encounters a spacefaring culture that in no way, shape, or form conforms to the principles of the Federation Charter, representatives are invited to sit in on Federation General Council meetings (in an observer status) and are generally wined and dined to show off the "benefits" of life in the Federation. Every effort is made to impress upon the representatives of the new culture that a more egalitarian set of cultural norms are all but required to deal with the "big picture" of the complexities of modern interstellar politics. If the culture seems willing to come around to a line of cultural thinking more in line with Federation principles, they are considered for Provisional Membership and will continue to take suggestions from the Federation regarding areas that still need a bit or work.

Hard core cases, races that steadfastly refuse to alter their cultural behavior or who simply do not want to join the Federation are, of course, not granted Provisional Member-ship, and further, often find themselves embargoed by Federation forces in the system. These "edicted" worlds are still allowed to trade with just about anyone they please, but are not allowed either to ship or receive weapons, military hardware or electronics, or other defence related materials. The Federation recognizes that part of the responsibility of allowing young races to develop as they would without outside interference is keeping a tight lid on the ones that "grow up" to be potentially dangerous.

## Federation Headquarters

Built on the site of the Palace of the Legion of Honor in San Francisco, and overlooking the Golden Gate Bridge, Federation Headquarters sits regally amidst seemingly endless groves of eucalyptus trees, with many annexes and additional buildings spread out across the grounds. This sprawling complex contains both Fleet HQ and the main campus of Star Fleet Academy.

The current structure of the United Federation of Planets is as follows:

**The General Assembly** – All Member Races may send an Ambassadorial Party of up to 24 members, including the Senior Representative and his assistants, to speak for their world in the Federation General Assembly.



In the General Assembly, each Member or Associate Member race's Senior Representative receives one vote, making all the Member and Associate Member Race's weight

equal. The General Assembly is capable of producing (non-binding) Resolutions and is the general open forum wherein the day to day business of the Federation is discussed and directed. In addition to the full-voting Member status of the predominant Member Races, the General Assembly also contains a number of Races who participate in the General Assembly in one of several non-voting statuses.

(Despite being a member of the General Assembly, Member races, especially Associate Member races, still retain a great deal of autonomy. The Federation Charter lays down very few absolutes, and as long as individual worlds work within the spirit of the charter, the actual day-to-day working of their cultures or governments makes little difference.)

**Provisional** membership is a probationary status for behaviorally borderline worlds seeking Associate Federation membership. Provisional status is granted for five-year "probational" blocks. At the end of each probational period, the world may. make a new Membership petition to the General Assembly based upon their advances in the previous five years. Probational members may participate in the General Assembly and are generally subject to Federation Interstellar Law, but may not vote in the Assembly, and do not enjoy full access to Federation technological data.

**Observer** membership is a status extended to those races who either have not been offered membership or who wish to sit in on Federation Council meetings but do not wish, for whatever reason, to have a vote in the Council, nor wish to be subject to direct Federation control.

**The Federation High Council** – Only Full Member races of the Federation have Representatives who sit on the High Council. (The Full Member Races of the Federation – Human, Vulcan, Andorian, Alpha Centauran, Cygnan and Rigellian – are essentially the Federation's Security Council.) The High Council is required to take under consideration any Resolutions produced by the General Assembly, but is not required to act upon them. The High Council is the only body that has the ability to amend the Federation Charter in any way, and has the sole ability to issue directives to Star Fleet.

To become a Full Member of the Federation, an Associate Member must achieve a two-thirds majority vote of the current members of the High Council. While in theory any Associate Member could be advanced to Full Membership at any time, in reality it requires the Associate Member world to have both adopted a very "Pro-Federation" cultural philosophy and have achieved a sizable enough population and industrial base to "contribute" to the Federation as a whole.

**Star Fleet Command** – The UFP charter places the primary responsibility for maintaining the peace and security of the Federation upon Star Fleet. Originally intended solely as a peace-keeping fleet, Star Fleet has evolved into a curious mixture of a scientific survey organization and a deadly serious military instrument. In keeping with the nature of its dual mission, Star Fleet Command draws upon the resources of the scientific and military communities within the Federation, often combining the best of both. Those who serve under Star Fleet Command ideally combine the best aspects of scientist, soldier, and statesman. While remaining all too aware of the constant and very real threats to the sovereignty and integrity of the Federation from unfriendly outside forces, Star Fleet Command also understands that they exist to protect not only the property, but also the ideology of the Federation. It is a result of this unique viewpoint that causes the Federation's Star Fleet to take its current configuration.

**Interstellar Court of Justice (ICJ)** – This court is the main judicial department of UFP. The ICJ establishes the theoretical system of "Universal" Federation law, rules and regulations that are enforced in all locations directly controlled by the Federation The Universal Code is *suggested* as the "blueprint" for the Judicial Systems followed by the individual races, but as with the Federation Charter, there are few absolutes. Individual member worlds will often still maintain their own culturally driven legal morays even after adopting the Federation's Universal Code.

The twelve judges who make up the court are elected by the General Assembly. (Star Fleet Command maintains its own Judiciary system, although the final stage of appeal in the military justice system is to the civilian courts, starting at a very high level.) While the main legal systems of all the Federation member races are represented and respected here, it is this body that determines the nature of Federation Standard Law. Judges serve for six (Earth-standard) years and are eligible for re-election.  ·

**Federation Technical Council (FedTech)** – The Federation maintains this special Council to provide for the exchange and dissemination of technical data to all Member races, providing equal technical accessibility for all. The Council also reviews new technical proposals and recommends avenues and directions for future Federation funded research.

**Federation Cultural Commission** – This is a special body which specializes in providing recommendations to the Federation High Council as to which newly encountered races ought to be contacted and which ought to be placed under the edict of the Prime Directive. This Commission also selects the personnel and undertakes the responsibility to make First Contact with these races, and subsequently conducts negotiations with these worlds and provides for cultural exchanges with them.

**The Federation Council For Colonization (FCC)** – This is the General Assembly Subcommittee which acts as a clearing-house for all planetary survey data submitted to the Federation, and acts to decide which worlds warrant further study and, ultimately, colonization. It is the Council's job to divvy up new systems between the numerous factions that vie for them, including the various mining and industrial cartels, private sector emigres who wish to start non-Federation cultural colonies, general Federation-driven colony groups, and Star Fleet, who often wishes to establish fueling stations and other vital facilities in new systems, in a fair and equitable manner. While the FCC must present its findings to, and accept recommendations from, the General Assembly, it is still free to make its own decisions as to the distribution and assignment of all colonial assignments, making the FCC one of the most powerful, if subtle, agencies of the Federation bureaucracy.

As a point of interest, the Federation claims the right of Prior Domain over every non-inhabited world in Federation space, and, as such, it is *technically* a crime to establish a permanent or semi-permanent base on any body in Federation space without the expressed permission of the Federation Council for Colonization. This Council is also the liaison organization through which newly formed colonies are represented in the General Council.

## Star Fleet Academy

Star Fleet Academy takes the best that the Federation has to offer and turns them into Officers. The main campus sits on the grounds of Federation Headquarters on Earth, although there are testing centers and remote campuses throughout the Federation.

### Star Fleet Academy - The Entrance Examination

The entrance examination to Star Fleet Academy is an extensive and exhausting three-day battery of tests conducted at selected Testing Centers throughout the Federation. These tests are given once per year, during the first week of July on the Terran calendar. In order to even qualify for the examination, a potential candidate must pass certain minimum educational requirements and a difficult screening pre-test to provide proof of minimal acceptable competence, and then find a sponsor, either a local government official, an educator or some other figure who is willing to vouch for the potential candidate's ability. There is a maximum testing capacity for each cycle, however, so not everyone who passes the pre-test and obtains a sponsor will necessarily be able to ultimately take the test that cycle. (During wartime, however, the Sponsor requirement is often waived, allowing anyone who meets the minimal standard requirements to apply for a position.)

Those who are selected to participate in the testing process for that year are transported to the nearest testing facility, where they will reside for the next four days. In the event that the Candidate is unable to present himself for testing, he must notify the Testing Center immediately. This will enable the Testing Center to give his place to one of the Stand-by Candidates.

The first day of testing for those selected consists of a series of written and oral examinations concerning general reasoning, abstract learning ability, problem solving and computational skills, spatial aptitude and language acquisition and technical competence. The candidate is scored in the following areas: General, Abstract, Language, Spatial, Computers, Electronics, and Mechanical. The test and the scores are referred to by the acronym GALSCEM.

During the second day of the examination, the candidate receives a full medical examination in the morning, a battery of manual dexterity and overall agility tests in the early afternoon and finishes the day with an amazingly difficult obstacle course, known simply as "The Run". The point is not just for the candidate to finish the run, but also to observe his physical condition, his ability to surmount obstacle, his understanding of the strength of teamwork, and his frustration threshold. All are sorely tested on The Run.

On the third day of the examination, the (by now) prospective cadet takes a written psychological profile evaluation, with bio-psycho-potential monitors hooked up to evaluate the candidate's mental state during the process. Later, he is interviewed by a Fleet Psychologist and Fleet Career Advisor, reviewing the now collated results of the first two day's examinations. At this point, any further questions are addressed to the candidate, and the candidate is allowed time to make any final statements that he feels should be taken into account by the testing Officers. This concludes the testing process.

The results and evaluations of these examinations are classified and given the protection of Fleet Security Level Gold Two.

Ultimately, there are always more candidates, even successful ones, than there are openings to the Academy for the following term. Half the spaces in each term are allocated on a planetary/member basis, with each planet guaranteed to get its own best people in, with the remaining slots given to "open competition" across all the candidates. Entrance is based on a sliding scale established by comparing each candidate's score to all the other candidate's scores for that testing cycle. Regardless of the candidate's raw score, only the top 2 percent of the candidates from that cycle will be accepted. This means that a score which would have gained a candidate entrance in one testing cycle might not be sufficient to gain entrance in another. No candidate will receive preferential treatment, however, and the candidates will be competing with each other on a totally equal basis.

A candidate who fails to gain entrance is always open to retake the test, as long as he continues to pass the pretest each year, maintains his sponsor (or finds another) and there is space at a nearby testing facility. Some candidates who score particularly well, but who are still denied entrance due to either a specific deficiency in their scoring or an overall elevated score by the others in that cycle, may be specifically invited to return the following year to take the test again.

## Star Fleet Headquarters



High above the surface of Mars, in stationary orbit above the Tycho colonies, is the nerve center of the Federation's Military arm, Star Fleet Headquarters. This facility routinely houses over 14,000 officers, enlisted personnel, flight crew members, dignitaries, observers, technicians, specialists and support personnel. There are two companies of Federation Marine Honor Guards permanently posted to the station. Star Fleet Headquarters has hard docking facilities for over twenty capital starships, and room for twice as many more smaller ones and bays for over two hundred shuttles. While Star Fleet's main Drydocks and Ship Yards are in orbit around Earth, Star Fleet HQ itself does have some limited ship repair facilities.

Over the years, Star Fleet's numerous competing service requirements have resulted in the development of a complex command structure, both to accommodate its relation with its

Federation superiors and other Federation organizations, as well as to successfully administer its own multi-missioned branches and sub-organizations. Originally, around Y6, Earth Space Force (ESF) HQ was simply allocated a section of Starbase 1, in Earth's Orbit. By Y45, ESF Fleet Headquarters had completely outgrown its quarters aboard the Star Base, and construction of a dedicated Fleet Headquarters was begun the same year. With the disbanding of the Federation Member Race's individual Space Fleets in Y71, however, and the creation of the modern unified Star Fleet, it became imperative to establish a single Fleet Headquarters to house the administration of the now vast and complex unified Fleet. Mars was chosen as the location of the new HQ base in Y72, and by Y79 it was completely operational. Star Fleet Headquarters has since undergone four stages of major expansion and two complete refits.

Today, Star Fleet Headquarters serves as the base of operations for the following Star Fleet command structures:

**Star Fleet High Command (SFHC):** SFHC is responsible for coordinating the activities of all the branches of Star Fleet, as well as establishing Star Fleet policy and directives, under the direction of the Federation Council, of course. All other Star Fleet divisions are subordinate to Star Fleet High Command.

**Fleet Command (FC):** Fleet Command is responsible for the operations conducted by virtually all Star Fleet vessels and their crews. After the High Command, Fleet Command is the single most important division of Star Fleet.

**Starbase Command:** Starbase Command is responsible for the operations of all Star Fleet Starbases, as well as the smaller space stations, outposts, listening stations, fueling stations, and research facilities, both space and fixed.

**Marine Command:** Responsible for the operations of the Federation Marine Corps.

**Planetary Guard Command (PGC):** PGC is responsible for coordinating the operations of the Federation's planetary defense forces – the Federation Planetary Guard. (This division is also known as the National Guard.)

**Intelligence/Covert Operations (I/CO):** Responsible for the acquisition and interpretation of intelligence on known enemies and other potential threats to the Federation. I/CO is also responsible for special operations, such as covert reconnaissance, anti-terrorist raids and activities, and special operations during war time.

**Communications and Codes:** Also known as "2C", this group is responsible for establishing and maintaining secure Fleet/Base communications throughout the Federation and for creating secure codes for Federation communications. This group is also responsible for breaking other race's communications codes, which necessitates a close (though not always harmonious) relationship with I/CO.

**Logistics and Supply (LogSup):** Responsible for maintaining a sufficient store of material, equipment and other hard goods to supply the needs of the numerous Star Fleet vessels, bases, and other installations, and to distribute those goods in a timely and efficient manner. This division is also responsible for moving personnel. As such, the Federation's Auxiliary Shuttle Fleet, as well as the Tug Fleet, are controlled by the LogSup, rather than Fleet Command.

**Survey Corps:** Responsible for collating the data amassed by Star Fleet (and civilian) vessels in an effort to map and survey Federation space, both for purely academic reasons and to locate worlds suitable for colonization. GSCs

are normally under the command of the Survey division rather than under Fleet Command.

**Corps of Engineers:** Responsible for numerous civil engineering activities required by Star Fleet.

**Judge Advocate:** This judicial body is responsible for trials and other legal activities that are conducted under the auspice of the Federation Codes of Military Justice.

**Office of Training and Advancement:** Responsible for all aspects of education for Star Fleet personnel, from Boot Camp to Advanced Prime Team Training. Prime Central, for instance, is directly subordinate to the Office of Training and Advancement. This division is also responsible for determining Promotion.

**Office of Budget and Procurement (OB&P):** OB&P is responsible for determining the budgetary needs of Star Fleet and petitioning the Federation Council for those funds. This division is also responsible for allocating the funds provided by the Federation Council to maintain Star Fleet and its personnel and installations, and to acquire materials and obtain services as needed.

**Office of Research and Design (OR&D):** OR&D is responsible for determining the needs of a modern Fleet in terms of both advancing state-of-the-art technology and sheer numbers, and for providing for those needs through close coordination with the OB&P.

**Star Fleet - Federation Liaison:** Responsible for overall communications between the Federation Council and Star Fleet. Even though there are **numerous** points of contact between the two bodies, Star Fleet High Command, the Survey Corp, and the OB&P, to name just a few, the Liaison is a dedicated facility whose sole purpose is to resolve conflicts and misunderstanding between the Federation Council and ANY level of the Star Fleet structure.

**Merchant Marine Liaison:** Responsible for coordinating activities with the Federation Merchant Marine service.

**Civilian Liaison:** Responsible for recruiting, and for general interaction with the civilian population of the Federation, via the media, public meetings and hearings, publications, seminars, etc.

There is a great deal of "lateral" communication between the various divisions of Star Fleet. Virtually every division "talks" with all the others to share information and to borrow or lend services when needed without going through Star Fleet High Command whenever Survey Corps needs the Aux Shuttle Corps to move a few people around, or the Corps of Engineers gets LogSup to send a few tons of cerro-ferrimite to a construction project on a new colony.

Prime Teams, for instance, tend to be "shared" by Fleet Command, Intelligence/Covert Operations and the Survey Corps. Star Fleet High Command is also known to directly "borrow" a Team (or assign one to any other branch) from time to time.

These are by no means examples of services avoiding the normal chain of command, but rather examples of Star Fleet's flexible and efficient command structure at work. Star Fleet's initiative-encouraging, flexible chain of command provides for an organization that spends a minimum amount of time dealing with paperwork and protocol, and tends to receive a maximum amount of effort directed to dealing with the tasks at hand on the part of the vast majority of its members.

## Prime Central

> "As I entered the Central Concourse, the dazzling spectacle of multicoloured banners contrasted with the stark marble and black onyx of the Glory Lists almost took my breath away. I walked around, reading the names and thinking of the adventures they must have had, when all at once it struck me. The time would come when *my* name would be included with these names, and *my* Prime Team banner would join those which circled the dome. It was then I realized that I truly *was* a Prime Team member!"

Prime Central is the main training facility for Federation Prime Teams, and it is here that they receive the specialized training they need to advance from crew member to Prime Team member. Established Prime Team members are also sent here to receive specialized training and to develop new skills and abilities.

The grueling, year-long training course at Prime Central is designed to turn an ordinary member of Star Fleet into a Prime Team member, the elite of the elite. During the early part of their training at Prime Central, the various candidates are matched up with each other in numerous and varying combinations. Later, as the majority of the candidates wash 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.

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.

Prime Central consists of a series of protective domes spread out across the area known as Oceanus Procellarum on Earth's moon. (Domes A, B, C, E, H, and I made up the original Cultural Indoctrination Center.) While the domes are connected by aboveground walkways (as indicated on the map following this section), an extensive turbolift system has been installed underground which connects all areas. (For example, although there is no aboveground walkway which directly connects domes C and Q, the turbolift/turbotram system connects **all** domes to **all** other domes and therefore makes them easily accessible to each other.)

• Prime Central is laid out as follows:

• Dome A contains the Main Entry Airlock, the shuttlecraft landing bay (which is designed to handle 24 shuttlecraft at any one time), the Main Transporter Terminal (which is equipped with 24 pads), the Indoctrination and Briefing Area, and Central Concourse. This area also contains the VIP and guest accommodations where visitors and dignitaries are quartered when staying at Prime Central. (While hardly a hotel or resort, Prime Central does occasionally host Official or Diplomatic functions, and those functions are held in a series of rooms radiating off the Central Concourse.) Candidates who wash out early in training are sometimes called "Dome A material" implying that they never really got past the receiving station before being sent home.

• Dome B is the Organizational dome, the "head shed", if you will. It extends several levels underground and contains the Personnel office, the communications center, the Commandant's office, the dispensary/hospital, the Training admin offices, and the office of the Trainee Liaison and Counsellor. The Security Offices (and the Brig) are also found within the confines of this dome.

• Dome C is the Power Station dome. Although the actual power generators themselves are located some distance away from the Prime Central complex itself in a classified location, the power itself is routed through this dome. (Small emergency backup generators are found in all domes, however, to provide temporary power in case of emergency.)

• Dome D is the Sports dome, which contains many sports areas and playing fields. Within this dome, the single largest enclosed area at Prime Central, you will also find gyms, obstacle courses, rock climbing practice areas, etc. Graduation ceremonies are also held in this Dome, which can be almost completely repositioned within to form an arena large enough for this special event.

• Dome E is the Entertainment dome, which in addition to several entertainment areas, holo-theaters, libraries, a small concert hall and stage, etc. also contains the mess hall and the infamous Decades Bar! The facilities found within Dome E are open twenty-four hours a day and it is a matter of record that 75% on the "incidents" which happen at Prime Central requiring the assistance of the Security Office occur here.

• Dome F is the simulations dome (often referred to as "The Maze") where training exercises are held using specially modified weapons and armor. 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 colour clues as to the type of attack being employed.

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"Jonn, I've never dealt with any Kzintis before," Rannya said, as the briefing came to an end and the Team filed out of the briefing room.

"You have a few hours. Go down to the Cat Dome," Harrison replied, as he made his way toward the turbolift entrance. "I think Williams is on duty tonight. He is absolutely fascinated with the Kzintis."

"The Cat Dome?"

"G3 in the Presidio. The guys call it the Cat Dome for obvious reasons. Let Williams take you through the museum and lend you a few disks so you can bone up before you ship out. If he starts telling you about the Kzinti combat harness, though, you're in trouble!"

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• Dome G is the language training area, and is often referred to as "the Presidio". It is composed of one large dome, in which the ethnic languages of the Federation Member (and Associate Member) races are taught, and a walkway which connects it to 8 smaller domes, each dedicated to a specific language or languages. (Klingon in G1, Romulan in G2, Kzinti and Lyran in G3, Gorn in G4, Tholian and Seltorian in G5, Hydran in G6, Andromedan in G7, and ISC and Jindarian [a recent addition] in G8.) New languages are extensively researched and teaching courses developed in the main dome. (Despite the accessibility of the Universal Translator, Star Fleet fully appreciates the fact that personnel will often be in situations where a UT is not available.)

Each of the smaller domes also contains a comprehensive cultural museum and intelligence center, devoted to the history, culture, etc., of the race(s) whose language is taught there. (It is here that you will find specialized information about a specific race, and this may help in initial preparations for a mission.)

• Dome H is the Melee/Martial Arts dome, where training is given not only in many forms of armed hand-to-hand combat, but also in numerous types of weaponless fighting. Team members will not always have access to their phasers and must be ready to use anything they can lay their hands on as a weapon. While this could be a club, a heavy stick or pole, it could also mean a fine sword or a balanced dagger. In the Melee section of the dome, lessons are given in fencing, swordplay, and knife throwing.

Karate, Judo, Aikido, Jujitsu, wrestling, boxing, and numerous other Terran forms of weaponless combat are studied in the Martial Arts section of the dome in addition to specialized Vulcan and Klingon martial arts, of which there are many distinct types. (It is rumored that an instructor from the Prellarian Belk'choh Academy will soon join the staff of instructors.)

• Domes I & J are the Helm and Navigation domes, respectively, where training is given using bridge simulators, shuttle simulators, etc. These domes are often referred to as the "Flight Decks".

• Dome K is the Electronics and Ship's Weapons Systems training dome. Electronics training is given here on constantly updated, state-of-the art equipment and extensive banks of simulators allow candidates to practice operating (and repairing) phaser systems, etc.

• Dome L contains not only the the "underwater" training area, which consists of a massive water-filled tank wherein advanced scuba and diving lessons are given, but also the Null-Grav and High-Grav training areas. (The gravity areas were designed and built by the Prellarians, a recent addition to the ranks of the Federation Associate member races.)

• Dome M is the Cryptology dome, also referred to as the "Code Dome". Divided into two separate areas — Signal Security and Signal Intelligence — where NeoPrimes will work not only with existing "cracked" codes, but also with newly intercepted codes. While the vast majority of the work done here is computer-aided, extensive training is given which will allow the Primes to work with less advanced technology.

• Domes N1-3 contain the Prime Central firing ranges. All types of weapons are covered within the three above-ground domes, and there are several hundred square meters of underground ranges. Extensive training is given with captured weapons, and courses are created here whenever new weaponry is discovered (or developed).

• Dome O contains the Psionics Training Area. Senior Psionic Masters will often complete their service periods here training and molding new candidates. All non-Vulcan candidates who attend Prime Central are tested for latent Psionic abilities. (This area is referred to as "Psi-Town", and even includes a special recreation area where talking is strictly prohibited!)

• Dome P contains the Enlisted Quarters and spreads out to include smaller domes P1-P10, in addition to several underground, multi-level bunking areas. Laundry and mess facilities are available in each of the ten smaller domes.

• Dome Q contains the Officers Quarters and spreads out to include smaller domes Q1&2, in addition to several underground, multi-level bunking areas.

• Domes R1, R2, & R3 each contain emergency airlock and backup transporter facilities, and house the terrain vehicles used when personnel need to do work outside the domed areas. General Storage areas, often referred to as "slag rooms" for reasons lost over the course of time, are also found in all three domes.

[Note to the GM: With a little creative work on your part, the map of Prime Central on the next page could very easily be used as the basis for either a colony or outpost adventure.]
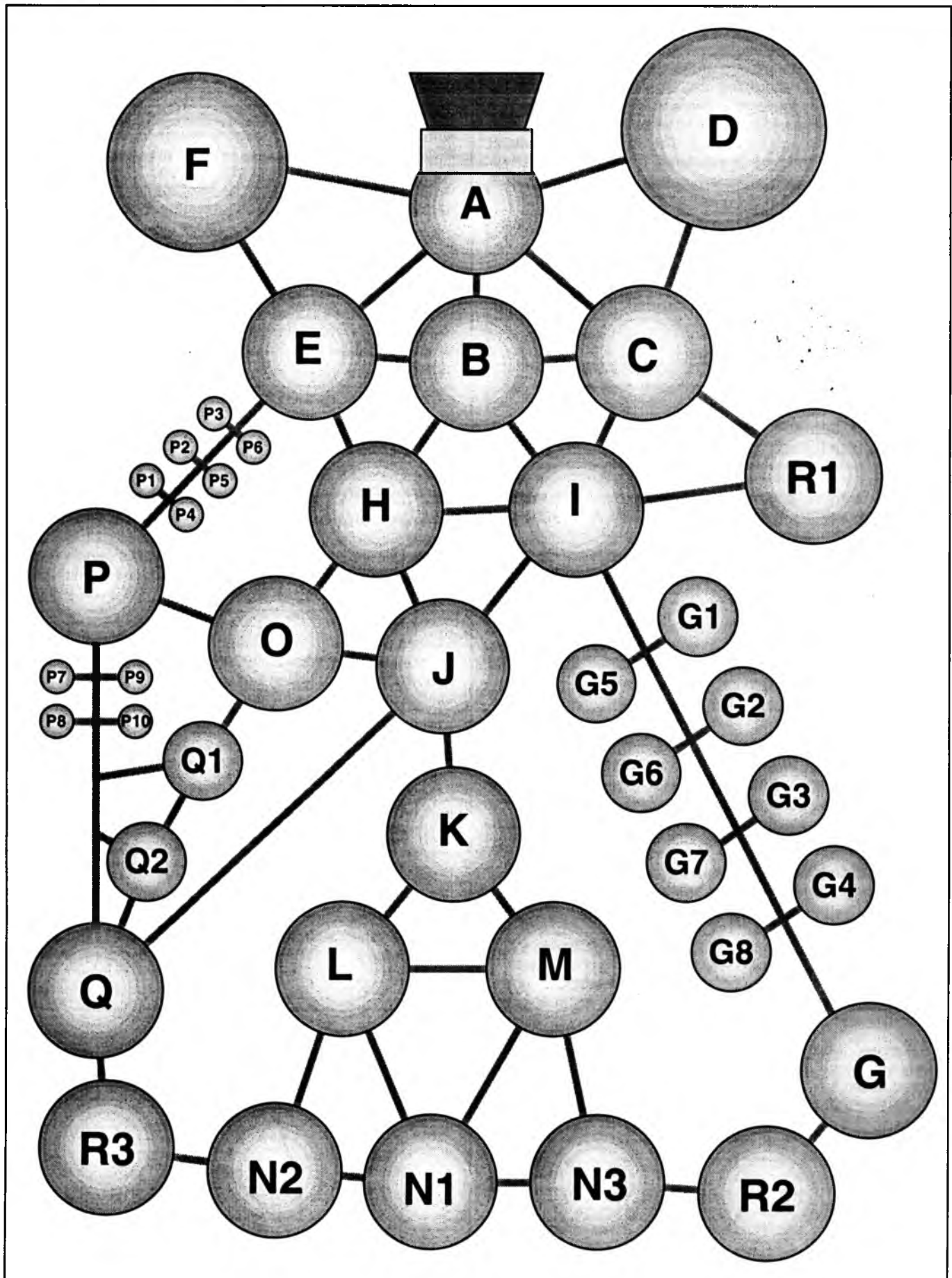
## Awards, Decorations, and Medals

> "I am so hungry, I could eat a horse between two bread vans!" Luff said, as he struggled with the buttons on his dress uniform. "There had better be some food at this Awards Banquet!"

The Federation uses two systems of decorations, one type (known as "campaign ribbons" or "ribbons") is awarded for successful completion of a mission. Such ribbons consist of three equal-size squares side-by-side, with the center square a different color than the other two. The two colors will signify the theater in which the award was won. For example, red/black/red means the award was won against the Romulans while black/white/black denotes an award earned for service against the Klingons. For general service inside the Federation, the ribbon is blue/black/blue. In the case of specific Federation member planets, the outer squares will be much more elaborate than simple colors, using stripes and even diagonal lines to indicate the specific planet on which the award was earned. (Very few Star Fleet personnel wear ribbons with the white/red/white pattern denoting combat action against the Gorns, who became Federation allies after the very brief initial conflict. Later, Federation Prime Teams who performed missions in Gorn space were given ribbons with this same pattern.)



OUTSTANDING
SERVICE
STAR FLEET



OUTSTANDING
SERVICE
AGAINST KLINGONS



SUPERIOR
SERVICE
STAR FLEET



SUPERIOR
SERVICE
AGAINST ROMULANS



MERITORIOUS
SERVICE
STAR FLEET



MERITORIOUS
SERVICE
ON DEBROCK



GENERAL
SERVICE
STAR FLEET



GENERAL
SERVICE
AGAINST PIRATES

In all cases, a small metal device affixed to the center square denotes the level of the award: star for outstanding, cross for superior, diamond for meritorious, and no device for General Service. (Prime Team members receive ribbons for the successful completion of Emergency Missions rated Code 4 or higher or any Investigate/Recon Mission rated Code 3 or higher, as shown on page 100 of the Prime Directive Rulebook. Any mission rated lower than this is considered simply doing their duty.)

The other system of decoration (known as "medals") is awarded for specific acts of bravery, whether they are related to the mission or not. For example, if your mission is to rescue a hostage and you do, you will receive a ribbon. If, during the course of that mission, you expose yourself to enemy fire to pull a wounded comrade out of danger, you could possibly receive a Medal. Other races use a similar system, although the names of the actual awards are often different.

**Please note:** Federation regulations must be enforced at all times. No matter what the die roll, if the incident was not in direct combat, the award cannot be higher than a bronze star, and if the candidate did not risk his own life, the award cannot exceed a commendation.

### The Federation Ribbons include:

**OUTSTANDING SERVICE AWARD:** Given to personnel who complete a mission not only successfully, but also in a manner beyond all reasonable expectation of success. For example, rescuing the hostages from the Orions and stealing their tax records at the same time. This ribbon might be given to personnel who completed in an outstanding manner a mission that was extraordinarily dangerous or challenging. (COMPLETE SUCCESS)

**SUPERIOR SERVICE AWARD:** Given to personnel who completed a mission in an outstanding manner, to the highest level of performance that could reasonably be expected. For example, rescuing the hostage without losses and without causing excessive damage to the target facility. This ribbon might be given to personnel who merely completed successfully a mission that was extraordinarily dangerous or challenging. (MODERATE SUCCESS)

**MERITORIOUS SERVICE AWARD:** Given to personnel who completed a mission successfully. (MINIMAL SUCCESS)

**GENERAL SERVICE AWARD:** Given to personnel who went on the mission or served in the theater. Except in the cases of actual dereliction of duty, the award is given to everyone who went, whether the mission or campaign was successful or not. (FAILED)

### The Federation Medals include:

The Federation awards four medals for individual acts of heroism. These are awarded in the following manner. Have each character that was awarded any Heroic Reputation during the mission roll against an 8/12/16 tricode. The character receives one task die for each 5 points of Heroic Reputation, or portion thereof, that he was awarded for that mission. The Commendation tricode is also subject to a flat -1 mod for each 5 points of Heroic Reputation, or portion thereof, that the character was awarded during the mission.

For example, a character performs an act of exceptional bravery during a mission, endangering his own life to protect a large group of civilians. The GM awards the character 10 Heroic Reputation points for the mission. During the Mission Review, the character's Briefing Officer, having heard about the character's actions, sends in a recommendation that the character receive a commendation along with his official report. The player rolls 2 Task Dice (10 Heroic Reputation points...) against a 6/10/14 tricode (8/12/16 with a flat -2 for 10 points of Heroic Rep). He scores a Moderate SL (an 11) and receives a Silver Star for bravery. Note that even if he had scored a Complete SL on the dice, the GM would be well within his rights to hold back the GOLD STAR, which is almost always awarded posthumously.

| COMPLETE | Gold Star |
| --- | --- |
| MODERATE | Silver Star |
| MINIMAL | Bronze Star |
| FAILURE | Star Fleet Commendation |
| BOTCH | No Commendation |



GOLD STAR          SILVER STAR

**GOLD STAR**: Awarded for multiple consecutive heroic actions at risk to your life above and beyond the call of duty. A typical citation for the Gold Star would be an officer who organized the defenses of a unit about to be overrun, was repeatedly wounded but refused medical evacuation, repeatedly crawled into the line of enemy fire to rescue wounded personnel, directed or personally manned key weapons, AND generally inspired the other personnel by his selfless example. (Most Gold Stars are awarded posthumously.) The medal itself is gold, with alternating areas of burnished and bright metal showing. The medal is suspended from a gold ribbon. For less formal occasions, the recipient wears a rectangular ribbon (same size as a service award) with a miniature medal centered on it.



BRONZE STAR          COMMENDATION

**SILVER STAR**: Awarded for heroic actions at risk to your own life beyond the requirements of duty, the omission of which would not normally result in censure. The medal itself is sterling silver suspended on a silver-gray ribbon.

**BRONZE STAR**: Awarded for a single act of heroism at risk to your own life, such as dragging a wounded comrade out of the line of enemy fire or taking an unusual risk beyond that expected of any service member. This is the highest award that can be awarded for a non-combat incident. The medal itself is bronze, with highlight areas in bright metal for contrast. The ribbon is a deep bronze color.

**STAR FLEET COMMENDATION**: Awarded for performing a valued service or action. This medal is the highest that can be given without the recipient risking his own life. The medal itself is a six-armed cross in blue-gray suspended from a medium blue ribbon.

## Star Fleet Marines

The Star Fleet Marines are the ground forces of the Federation Star Fleet. They provide most combat landing forces, security guards on starships and bases, boarding parties, and ground security for forward elements. There are never enough Marines to satisfy the need for all the missions required of them, and when a colony planet needs more than a few dozen troops for more than a few weeks, the standard practice is to "federalize" a unit of the National Guard (usually from the planet of origin of the colony) to serve as the garrison. More on that will be found in the section on the National Guard. This section is intended to provide players and GMs with enough information to interact with Marine units that might be deployed on the same ship or planet as the Prime Team, and basic templates are provided.

The basic units of the Star Fleet Marines are the squad, platoon, and company.

### Squad

A squad (also known as a team, represented in Star Fleet Battles as a "boarding party") consists of five marines:
• a Team Sergeant as leader,
• a Corporal as assistant leader,
• a gunner - usually a PFC - (who carries a repeating phaser when the rest of the squad carries phaser rifles, or a phaser rifle if the rest of the team is outfitted with phaser pistols), and
• two privates, the actual "grunts" at the bottom of the chain of command.

Internal organization of the squad varies from unit to unit, and often from squad to squad within the same unit. Sometimes the corporal controls the gunner, forming a base of fire for the rest of the squad (the sergeant and the two privates) to maneuver around. Sometimes the gunner has one private and establishes a base of fire, the corporal and the other private form the maneuver element, and the sergeant remains as a separate leader able to go where he need to in order to coordinate the other two elements.

| Team Sergeant | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 3 | LGC – 3 | DIS – 7 | GKN – 3 |
| ACC – 3 | LDR – 5 | INT – 4 | TEC – 3 | PER – 3 |
| Pro Rep – 3 | | LDC – 8 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 11 | | RT – N |

Fire (Phaser) - 3/3           Heavy Weapons Ops - 3/3
Melee Combat - 3/3            Martial Arts - 3/3
Throwing - 3/3               Pilot Shuttle - 2/2
Zero-G- Maneuvering - 3/3     Interrogation - 3/4
Stealth - 3/3               Console Operation - 1/2
Field Equipment - 3/3        Transporter Ops - 1/2
Damage Control - 1/2         First Aid - 3/3
Phil. (Prime Directive) - 3/3  Star Fleet Regs & Ops - 3/3

| Corporal | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 3 | DIS – 6 | GKN – 3 |
| ACC – 3 | LDR – 4 | INT – 3 | TEC – 3 | PER – 3 |
| Pro Rep – 1 | | LDC – 6 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 10 | | RT – N |

Fire (Phaser) - 3/3           Heavy Weapons Ops - 3/3
Melee Combat - 3/3            Martial Arts - 3/3
Throwing - 3/3               Pilot Shuttle - 1/2

Zero-G- Maneuvering - 1/2     Console Operation - 1/2
Field Equipment - 2/2        Transporter Ops - 1/2
Damage Control - 1/2         First Aid - 2/2
Phil. (Prime Directive) - 3/3  Star Fleet Regs & Ops - 3/3

| Gunner | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 3 | LGC – 3 | DIS – 6 | GKN – 3 |
| ACC – 3 | LDR – 3 | INT – 3 | TEC – 4 | PER – 3 |
| Pro Rep – 1 | | LDC – 8 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 12 | | RT – M |

Fire (Phaser) - 3/3           Heavy Weapons Ops - 3/3
Melee Combat - 3/3            Martial Arts - 3/3
Throwing - 3/3               Pilot Shuttle - 1/2
Zero-G- Maneuvering - 1/2     Console Operation - 1/2
Field Equipment - 1/2        Transporter Ops - 1/2
Damage Control - 1/2         First Aid - 1/2
Phil. (Prime Directive) - 3/3  Star Fleet Regs & Ops - 3/3

| Grunt | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 3 | DIS – 6 | GKN – 3 |
| ACC – 3 | LDR – 3 | INT – 3 | TEC – 3 | PER – 3 |
| Pro Rep – 1* | | LDC – 6 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 9 | | RT – N |

Fire (Phaser) - 3/3           Martial Arts - 2/2
Melee Combat - 2/2           Pilot Shuttle - 1/2
Throwing - 2/2               Console Operation - 1/2
Zero-G- Maneuvering - 1/2     Transporter Ops - 1/2
Field Equipment - 1/2        First Aid - 1/2
Damage Control - 1/2         Star Fleet Regs & Ops - 1/2
Phil. (Prime Directive) - 3/3

(* Special Note! The Marine Private is at the very bottom of the Marine's food chain (rank structure). As members of the Marine Forces, Privates still have some minimal Professional Reputation, but any attempts to use their Pro Rep are resolved with a flat +2 mod.)

### Platoon

A "rifle" platoon consists of 18 marines, three squads of five plus:
• a 2nd Lieutenant (or 1st Lieutenant) as Platoon Leader,
• a Staff Sergeant (or Sergeant First Class) as platoon sergeant,
• a medic (either a PFC or Corporal) attached from a higher headquarters (the ship if the platoon is on a starship, from the battalion medical platoon if the marine platoon is part of a larger unit).

The 18 troops of the platoon form three standard transporter lifts, making the unit conveniently transportable.

In units at full strength, it would not be unusual for one or two of the squad leaders to be staff sergeants and the platoon sergeant to be a sergeant first class. In units which have been in combat and taken losses, it would not be impossible to see a staff sergeant as platoon leader and corporals leading the squads.

| 2nd Lieutenant | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 3 | DIS – 6 | GKN – 4 |
| ACC – 4 | LDR – 4 | INT – 4 | TEC – 3 | PER – 3 |
| Pro Rep – 1 | | LDC – 6 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 9 | | RT – N |

Fire (Phaser) - 3/3
Melee Combat - 3/3
Throwing - 3/3
Zero-G- Maneuvering - 2/2
Field Equipment - 3/3
Damage Control - 2/2
Phil. (Prime Directive) - 3/3

Heavy Weapons Ops - 3/3
Martial Arts - 3/3
Pilot Shuttle - 2/2
Console Operation - 2/2
Transporter Ops - 2/2
First Aid - 3/3
Star Fleet Regs & Ops - 2/2

| Staff Sergeant | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 3 | LGC – 3 | DIS – 7 | GKN – 4 |
| ACC – 4 | LDR – 6 | INT – 4 | TEC – 3 | PER – 4 |
| Pro Rep – 3 | LDC – 8 | | BR – 2 | |
| Heroic Rep – 0 | SDC – 11 | | RT – N | |

Fire (Phaser) - 4/4
Melee Combat - 4/4
Throwing - 4/4
Stealth - 4/4
Zero-G- Maneuvering - 4/4
Field Equipment - 3/3
Damage Control - 2/2
Phil. (Prime Directive) - 4/4

Heavy Weapons Ops - 4/4
Martial Arts - 4/4
Pilot Shuttle - 2/3
Interrogation - 4/5
Console Operation - 2/2
Transporter Ops - 3/3
First Aid - 2/3
Star Fleet Regs & Ops - 4/4

| Medic | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 3 | DIS – 6 | GKN – 5 |
| ACC – 3 | LDR – 3 | INT – 3 | TEC – 4 | PER – 3 |
| Pro Rep – 1 | LDC – 6 | | BR – 2 | |
| Heroic Rep – 0 | SDC – 9 | | RT – N | |

Fire (Phaser) - 3/3
Melee Combat - 3/3
Throwing - 3/3
Zero-G- Maneuvering - 1/2
Field Equipment - 4/4
Damage Control - 1/2
Phil. (Prime Directive) - 3/4

Martial Arts - 3/3
Pilot Shuttle - 1/2
Console Operation - 1/2
Transporter Ops - 1/2
First Aid - 4/4
Star Fleet Regs & Ops - 3/4
Medicine - 2/3

## Company

A Marine Company consists of 64 troops, including:
- three rifle platoons, each 18 troops as above,
- a heavy weapons squad, including a Team Sergeant, two Corporal-Gunners armed with rocket-mortars, and two privates/ammo-bearers,
- a headquarters, including a Captain (commander), 1st Lieutenant (executive officer), Master Sergeant (company first sergeant), a technical sergeant (unit armorer, who repairs and maintains the unit's equipment), and a corporal (communications). Unlike some other races, this headquarters does not fight as a unit; its members are scattered around the battlefield, and it does not appear on tactical maps (or on crew unit lists in Star Fleet Battles) as a separate element.
- very rarely, and in addition to the normal 64-man table of organization, a company might have a scout/ commando section (one or two squads) attached for some special mission. (Refer to the Marine Strike Team section.)

The Marines that form part of the crew of a starship will be organized as a company, following the guidelines shown above as closely as possible. A Federation heavy cruiser of the *Constellation* class or the newer *Chicago* class, for example, has a standard 64-Marine company. The smaller 54-man company on a *Carolina*-class light cruiser, however,

has only two full rifle platoons, and a third platoon consisting of the weapons squad and one rifle squad. The larger 102-Marine company on a *Forrest*-class battlecruiser (the largest Marine unit regularly assigned to a starship) has four rifle platoons, a commando platoon of two squads, and a heavy weapons platoon of two squads. The Commando and Weapons platoons do not have their own medics. (In practice, regular Marine rifle units were often substituted for the commandoes and heavy weapons units, their special weapons and training being honored in the breech more than the observance.)

In Star Fleet Battles, the standard 64-Marine unit shows up as 10 Marine boarding parties (nominally only 50 personnel, since the SFB rules don't account for the separate commanders); one of the ten squads' is a heavy weapons unit. The presence of commandoes would indicate that the ship captain used his commander's options to acquire them as additional troops instead of some other special element, weapons, or equipment. The 102-Marine company on a battlecruiser shows up in SFB as 16 boarding parties, some of which can be converted to commando or weapons units.

While every Marine has a communicator able to talk directly to a starship in orbit, in practice each Marine sets his communicator for two frequencies, the first being for the people he gives orders to and the second being for the people he receives orders from. A squad leader or corporal would have one frequency set for the five members of the team and the other for their lieutenant. The communications corporal in the company headquarters would seem to be unnecessary (since the Captain can talk to anyone he wants to), but in practice it has been found that a Marine company commander is so busy in combat that he needs someone to "take a message" from another sender when he is busy with some crisis or other.

| Captain | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 4 | LGC – 4 | DIS – 7 | GKN – 4 |
| ACC – 4 | LDR – 6 | INT – 4 | TEC – 4 | PER – 4 |
| Pro Rep – 3 | LDC – 8 | | BR – 2 | |
| Heroic Rep – 0 | SDC – 11 | | RT – N | |

Fire (Phaser) - 4/4
Melee Combat - 4/4
Throwing - 4/4
Zero-G- Maneuvering - 4/4
Console Operation - 2/3
Negotiation - 4/5
Field Equipment - 4/4
Damage Control - 2/3
Phil. (Prime Directive) - 4/4

Heavy Weapons Ops - 4/4
Martial Arts - 4/4
Pilot Shuttle - 2/3
Interrogation - 4/5
Administration - 2/3
Transporter Ops - 2/3
First Aid - 4/4
Star Fleet Regs & Ops - 4/4

| First Lieutenant | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 4 | LGC – 3 | DIS – 6 | GKN – 4 |
| ACC – 4 | LDR – 5 | INT – 4 | TEC – 3 | PER – 3 |
| Pro Rep – 2 | LDC – 8 | | BR – 2 | |
| Heroic Rep – 0 | SDC – 10 | | RT – N | |

Fire (Phaser) - 4/4
Melee Combat - 3/3
Throwing - 3/3
Zero-G- Maneuvering - 3/3
Interrogation - 1/3
Field Equipment - 3/3
Damage Control - 22
Phil. (Prime Directive) - 3/3

Heavy Weapons Ops - 3/3
Martial Arts - 4/4
Pilot Shuttle - 3/3
Console Operation - 3/3
Negotiation - 1/3
Transporter Ops - 2/2
First Aid - 3/3
Star Fleet Regs & Ops - 3/3

| Master Sergeant | | | | |
|---|---|---|---|---|
| STR – 5 | SPD – 4 | LGC – 4 | DIS – 8 | GKN – 4 |
| ACC – 4 | LDR – 6 | INT – 5 | TEC – 4 | PER – 4 |
| Pro Rep – 4 | | LDC – 12 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 13 | | RT – N |

Fire (Phaser) - 4/4
Melee Combat - 4/4
Stealth - 4/4
Throwing - 4/4
Interrogation - 6/6
Zero-G- Maneuvering - 4/4
Field Equipment - 4/4
Damage Control - 4/4
Phil. (Prime Directive) - 4/4

Heavy Weapons Ops - 4/4
Martial Arts - 4/4
Evaluation - 3/4
Pilot Shuttle - 2/3
Console Operation - 2/3
Transporter Ops - 2/3
First Aid - 4/4
Star Fleet Regs & Ops - 4/4

| Tech Sergeant | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 3 | DIS – 5 | GKN – 3 |
| ACC – 3 | LDR – 4 | INT – 3 | TEC – 4 | PER – 3 |
| Pro Rep – 3 | | LDC – 6 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 8 | | RT – N |

Fire (Phaser) - 3/3
Melee Combat - 3/3
Throwing - 3/3
Zero-G- Maneuvering - 1/2
Electronics - 4/4
Field Equipment - 4/4
Damage Control - 2/3
Phil. (Prime Directive) - 3/3

Martial Arts - 3/3
Pilot Shuttle - 1/2
Console Operation - 4/4
Mechanics - 4/4
Transporter Ops - 4/4
First Aid - 3/3
Star Fleet Regs & Ops - 2/2

| Communications Corporal | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 3 | LGC – 3 | DIS – 5 | GKN – 3 |
| ACC – 3 | LDR – 3 | INT – 3 | TEC – 4 | PER – 3 |
| Pro Rep – 1 | | LDC – 6 | | BR – 2 |
| Heroic Rep – 0 | | SDC – 8 | | RT – N |

Fire (Phaser) - 3/3
Melee Combat - 3/3
Throwing - 3/3
Zero-G- Maneuvering - 1/2
Electronics - 4/4
Cryptography - 2/3
Field Equipment - 4/4
Damage Control - 2/3
Phil. (Prime Directive) - 3/3

Martial Arts - 3/3
Pilot Shuttle - 1/2
Console Operation - 4/4
Transporter Ops - 2/3
Communications Sys. - 4/4
Comp. Programming - 2/3
First Aid - 3/3
Star Fleet Regs & Ops - 3/3

In theory, any units larger than a company are temporary formations created for a specific mission by attaching independent companies to a special headquarters unit and disbanding them as soon as the mission is complete. For example, if three starships were being sent to a colony planet and part of the mission was a combat landing, the sector commander who issued the orders would provide a tactical headquarters (a marine major or lieutenant colonel, a captain as operations officer, a lieutenant as communications officer, a lieutenant as logistics officer, a sergeant-major, and several other sergeants and privates needed to operate and guard the command post) which would take charge of the entire landing effort, controlling the Marine "companies" from each of the ships as a provisional battalion. If there was not time to provide such a headquarters unit (several of which are available in each sector for just this sort of mission), the senior Marine officer would create a temporary headquarters

out of the forces available, turning over his own company to his executive officer.

In practice, the Marines do form permanent large units, including battalions with about 250 personnel and regiments with up to 1,000. These are moved by troop transports and fleet tugs and used for major operations, either to establish defenses or to make combat assaults.

## THE OTHER SIDE OF THE GALAXY

Klingon squads (*Khads* in Klingonese) are similar to Federation units, but the leader is a corporal and the assistant squad leader is the gunner, who usually holds the rank of Veteran Private. Platoons have only 16 personnel, the platoon leader (a junior or veteran sergeant) being the only additional trooper. Only at company level do the Klingons provide officers for the Marines, usually a Marine 1st Lieutenant as commander and a Naval ensign as deputy commander. (Klingon "Army" units, those not reguarly assigned to starships, would have a Marine 2nd Lieutenant as the deputy commander.) Thus, a Klingon company has only two lieutenants, while a Federation company would nominally have a captain and four lieutenants. The Federation chain of command was considerably stronger and able to continue operations, and even innovative tactics, after several casualties among the leadership. Klingon units, however, were simply expected to follow orders and the troops were noted for continuing their original mission, rightly or wrongly, even after the leaders had all fallen in combat.

### MARINE STRIKE TEAMS

Marine Strike Teams, also known as Commandoes, are the best of the Marines, and in combat power (not problem solving or negotiation ability), they can sometimes equal a Prime Team. A typical Strike Team includes five or six Marines, typically including a leader, a heavy weapons expert, a combat engineer, a medic (who has full combat capabilties), a scout, and a regular Marine rifleman. All of these personnel will be corporals or sergeants, except that some of the more elite Strike Teams might be led by a Lieutenant or even a Captain.

These teams are generally categorized as either Alpha Teams or Delta Teams. Alpha Teams, led by Staff Sergeants, are the "normal" commandoes seen in Star Fleet Battles. Delta Teams, led by officers or Master Sergeants or Sergeants-Major, are the ones that equal Prime Teams in combat power.

### THE NATIONAL GUARDS

If Star Fleet is the Federation's Navy and the Marines are its, well, its Marines, then the National Guard provides the Army and Air Force. While the Star Fleet and Star Fleet Marines belong to the Federation, each member planet (of whatever level of membership) raises and supports its own National Guard units, including local defense forces (ground bases, bases in near orbit, defense satellites, local defense fighter squadrons, atmospheric aviation, and ground forces).

Each planet controls its own National Guard forces, which may be called the Local Forces, Planetary Defense Forces, the Planetary Guard, or other names. Within the Federation Charter, each planet can form whatever forces it

feels necessary and is willing to pay for. No Federation funds are used to directly support these forces, although the Federation does provide liason officers to the National Guard of each planet for training purposes and to ensure that all National Guard units are trained to a common standard.

National Guard units tend to be larger (but little more effective) than their equivalents in the Marines. While a Marine company has only 64 troops, a National Guard company (depending on the planet, and sometimes on the unit) might have 150-250. A Marine battalion has 250 troops, while a National Guard battalion would have as many as 1,000. Many National Guard units are on "reserve" status, with only 10% of their personnel on activty duty and the rest holding down civilian jobs. On their home planets, National Guard units man the local defenses (to protect the planet from Orion raids if nothing else) to whatever level of alertness the government feels appropriate. (Keeping soldiers on duty means taking them out of the productive segment of the economy and putting them on the taxpayers' payroll. This is never done lightly.) National Guard units are often called upon for security, disaster relief, and ceremonial functions. On those planets which were divided into separate sovereign nations only a few generations earlier, many of these National Guard units carry on the heritage of earlier units. For example, on Earth, the Rogachev Guards, Coldstream Guards, and 3rd Infantry Regiment still exist and regularly perform public displays and ceremonies on traditional holidays. On some planets, National Guard units are called in to stop riots, mass migrations, and civil unrest. They are often used as peacekeeping forces between "local militias" (although this is regarded as a temporary function until such militias can be disarmed).

On some Federation planets, the National Guard includes the planetary police (and on Tasker's Planet, they even include the national park rangers!). On other planets, the police are a separate force. On some, there are planetary police that are part of the Guard and regional police and local police that are not. On all planets, the National Guard can be called in to support or back up the police if the situation gets completely out of hand.

The "quality" and "experience" of Guard units varies widely from planet to planet, and even on the same planet. While most units will have some veterans of Federation service, many will be local recruits with no real combat experience. Training can make up for the lack of experience, but only so far.

The National Guards control space-capable fighters for local planetary defense. Because more maintenance support is available on a planet than a starship, the National Guards use different fighters than Star Fleet, although all space-capable fighters are designed by Star Fleet and built to Federation standards. The National Guards used F–4 fighters while Star Fleet used F–8s, then swtiched to the more modern F–16s when Star Fleet went to the more powerful F–18s. The most elite National Guard fighter squadrons, those on full member planets, are equipped with the superb F–15 fighters, fully the equivalent of the F–14s carried by Star Fleet's most important battle carriers. It is significant that some squadrons of F–15s were "federalized" for duty on the Battle Carriers (*Nelson, Gorshkov* and *Sam Houston*).

## SPECIAL BRIGADES

Within the Federation, there are four elite Brigades that, while nominally of the National Guard, have been federalized for decades and are organized in the same compact units as the Star Fleet Marines. These units, including the French Foreign Legion, the North Marines Brigade, the Zhirinovski Guards Brigade, and the Asian Panthers Brigade, recruit from their respective areas of Earth. Fewer than half of their recruits pass the training courses. These units are deployed in small detachments (up to company in strength) guarding small outposts, colonies, and stations around the Federation on contract to the colonial or commercial development groups.

Players can, generally, use the Marine templates for these characters, although these troops will have the cooperation indexes of the National Guard, not the Marines.

## ENLISTED RANKS AND INSIGNIA

Federation Enlisted personnel will note on page 25 of Prime Directive that once promoted from corporal to sergeant (or from Junior Petty Officer to Senior Petty Officer) there is a long road to Sergeant Major without a promotion party in sight!

Well, actually, the rank of "sergeant" represents four separate ranks with increasing stature, pay, and privileges but without any increase in Professional Reputation.



Private First Class, Corporal, Team Sergeant, and Staff Sergeant, respectively.
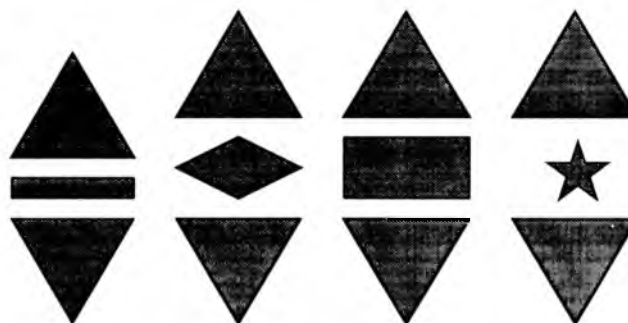


Sergeant First Class, Tech Sergeant, Master Sergeant, and Sergeant Major, respectively.

The new rank of technical sergeant is the same as master sergeant but is a technical specialist not a command sergeant.

Corporals who receive their 10th seniority point are promoted to Team Sergeant. Team Sergeants who receive their 20th point are promoted to Staff Sergeants. With 30 points, you become a Sergeant 1st Class, and with 40 you become a Master Sergeant. And of course with 50 points you still become a Sergeant Major.

| NAVAL RANK | MARINE RANK | SENIORITY PTS |
|---|---|---|
| Junior PO | Corporal | 0-9 |
| PO 3rd Class | Team Sergeant | 10-19 |
| PO 2nd Class | Staff Sergeant | 20-29 |
| PO 1st Class | Sergeant 1st Class | 30-39 |
| Master PO | Master Sergeant/ Tech Sergeant | 40-49 |
| Chief PO | Sergeant Major | 50-74 |

## OFFICER RANKS AND INSIGNIA

Federation officer ranks are detailed in the Prime Directive Rulebook. (Remember that the National Guard officers use the same ranks and insignia as the Star Fleet Marines.) The insignia for these ranks is, however, highly variable and changes every few years with uniform styles, although most of the ranks follow a consistent pattern. The basic pattern involves four stripes or "pips"; the use of half-stripes or different pips allows the four insignia to reflect all six officer ranks. Insignia can be stripes on the epaulet or sleeve, or pips on the collar or epaulet. Four stripes (or four full pips) reflect a Star Fleet Captain or a Marine Colonel.

The only rank insignia which do not follow this pattern are those used by some National Guard units, which use a silver diamond for Colonel, a silver eight-pointed star for Lieutenant Colonel, a gold eight-pointed star for Major, two silver bars for Captain, one silver bar for 1st Lieutenant, and one gold bar for 2nd Lieutenant.

Three stripes or three pips denote a Star Fleet Commander or Marine Lieutenant Colonel.

A Star Fleet Lieutenant Commander or Marine Major is marked by two and a half stripes, or by two solid and one hollow pips. Note that for the pip shoulderboards (used on Marine dress uniforms) the third pip is in the center position for a Major and in the inner position for a Lieutenant Colonel. Even though the third pip is a different color or style, the position of this pip is an additional means of recognition.

Generally, Star Fleet uses stripes on sleeves or epaulets (or pips on the collar) while the Marines tend to use shoulderboards because of tradition. In the days of sailing ships, Marine sharpshooters in the upper masts would look down at the officers and look for their own Marine officer to designate the priority targets. Hence, the Marines prefer insignia that can be readily seen from above.

For a Star Fleet Senior Lieutenant or Marine Captain, the insignia is two stripes or two identical pips.

For a Star Fleet Junior Lieutenant or Marine 1st Lieutenant, the insignia is one and a half stripes or one solid pip and one hollow pip. Note that on the shoulderboards, the two identical pips of a Marine Captain are arranged across the width of the shoulderboard while the two non-identical pips of a 1st Lieutenant are arranged along its length. This makes the insignia instantly recognizable at a distance or in poor light.

The lowest rank, a Star Fleet Ensign or Marine 2nd Lieutenant, is denoted by one full stripe or one solid pip.

In cases where an Academy cadet is sent to an active military unit (perhaps for a familiarization tour or special training), the cadet might be temporarily designated a Midshipman (or 3rd Lieutenant) in order to have a legal place in the chain of command. In this case, the insignia is a hollow pip or half stripe.

## STAR FLEET COMMODORE
## MARINE BRIGADIER
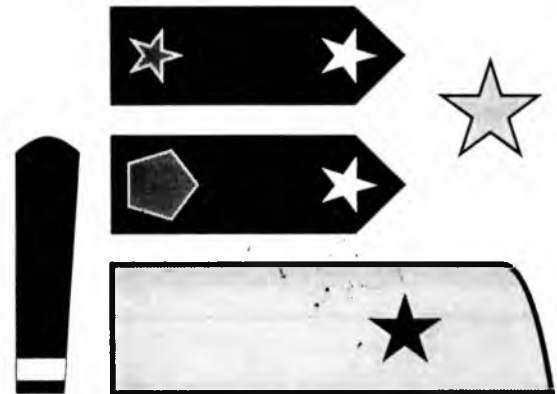


## STAR FLEET "FLEET CAPTAIN"
## MARINE "REGIMENTAL COLONEL"
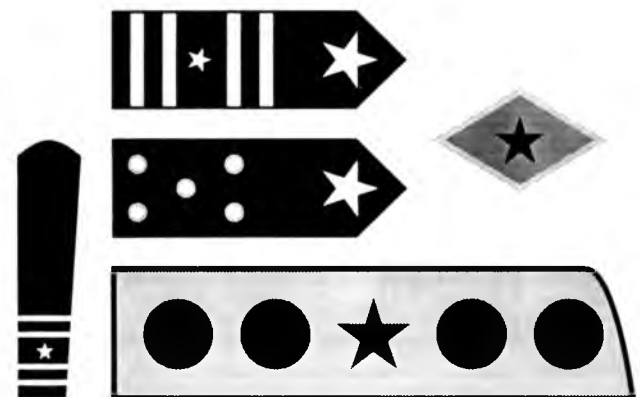


## STAR FLEET CAPTAIN
## MARINE COLONEL
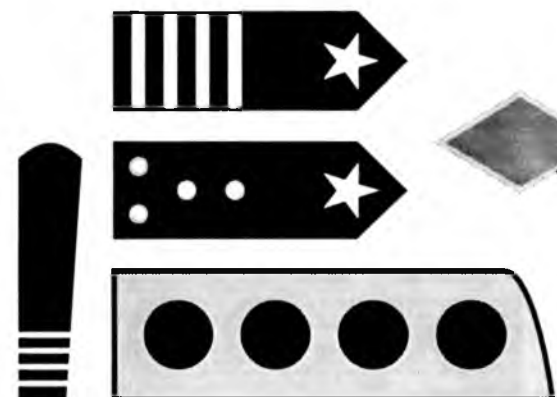
## STAR FLEET COMMANDER
## MARINE LT COLONEL
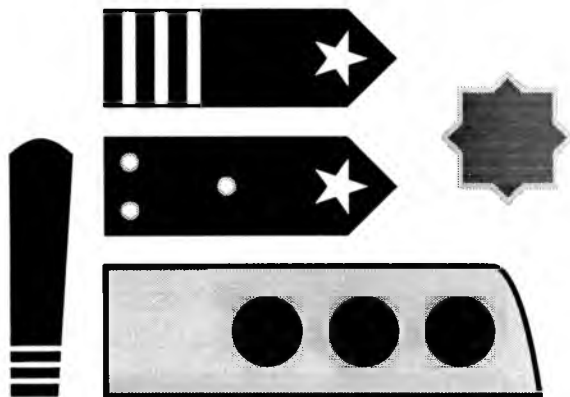
## STAR FLEET LT JUNIOR GRADE
## MARINE 1st LIEUTENANT
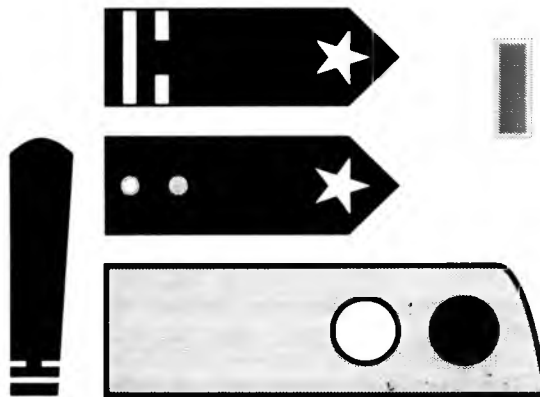
## STAR FLEET LT COMMANDER
## MARINE MAJOR
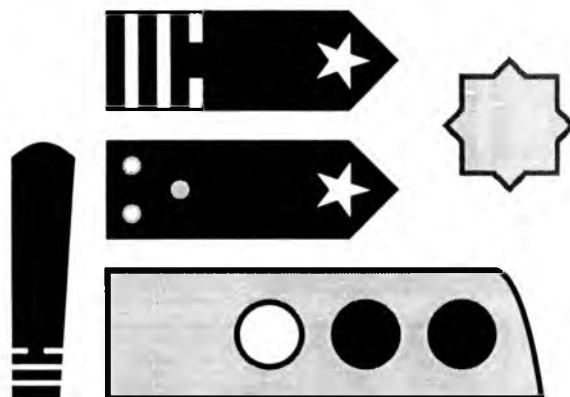
## STAR FLEET ENSIGN
## MARINE 2nd LIEUTENANT
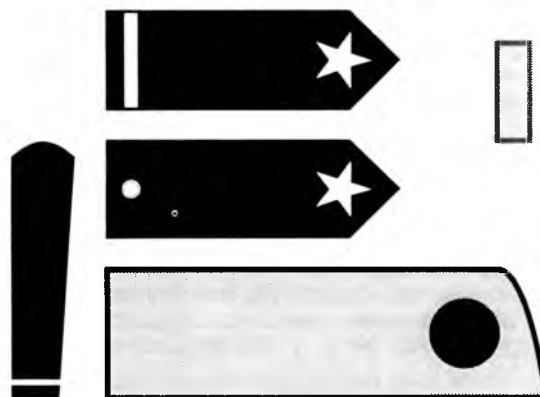
## STAR FLEET LT SENIOR GRADE
## MARINE CAPTAIN
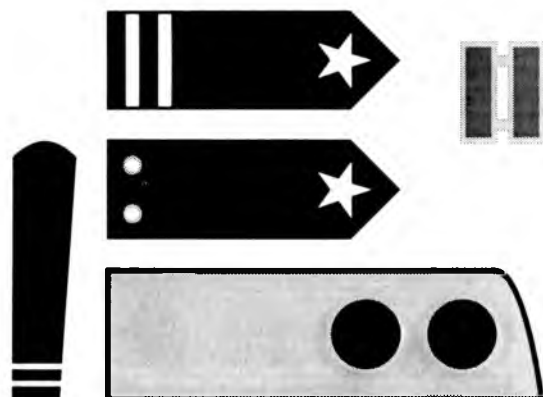
## STAR FLEET MIDSHIPMAN
## MARINE 3rd LIEUTENANT
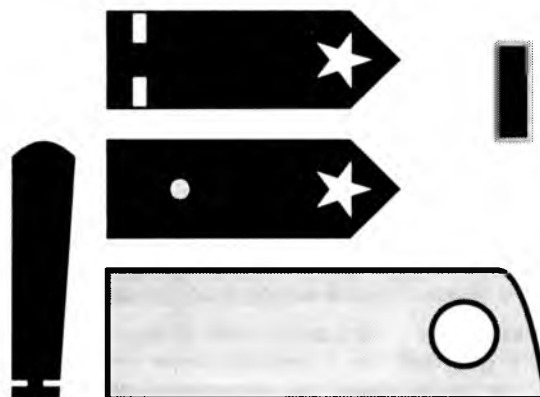
## SECTION TWO: FULL MEMBER RACES

The following sections expand upon the information presented in the Prime Directive Rulebook, offering you a closer look at the homeworlds and cultures of the Federation member races. (The naming conventions we have listed for each race cannot begin to scratch the surface of the names possible for each race, with the many cultures you will find on each home planet. We offer these merely as a guideline for you to use when naming your characters and the NPCs they will meet during the course of your adventures.)

Please note: The planetary maps on the following pages are presented in an Azimuthal Equidistant Northern Polar projection. This creates a true scale along the meridians, but does cause an exaggeration along the parallels as they approach the map border, i.e., as the maps go "south".

### THE HUMANS

The campfire crackled and flared, the flames illuminating the small clearing in the woods where Peltier and the other Black Eagles sat cooking their evening meal.

"You know, Peltier," Az said, as he rotated the glatta beast over the fire. "Something has always struck me as curious with you Humans."

"And what's that?"

"Well, it seems as though there is an analog on Earth for many of the Federation member races. Dark-skinned Africans resemble the Rigellians, Vulcan philosophies are very similar to those found in the Orient, and the Amazons of your history are very similar to the Alpha-Centaurans. Which reminds me, what was the point of the "Men Wars" anyway? What's wrong with men, Adrianna?"

Adrianna ignored the question and continued to sharpen her combat knife, glaring at him for just an instant. *He gets on my nerves sometimes,* she thought.

Peltier looked at Azundur'kar and smiled, thoughtful for a moment before he replied. "To be honest, I've never really thought about it, Az. Perhaps Earth is merely the Federation in microcosm and we represent the ideals of the IDIC. Anyway, enough thinking, let's eat!"

Earth in the 24th Century is a relatively peaceful place. The Maastricht Euro-Asian Treaty of the early 21st Century brought the European Union together with the Asian Powers to form a single economic entity. Countries agreed to put aside their differences (both ethnic and religious), many of which were strong and had been festering for hundreds of years, in their attempts to make this new union work. (This did not mean, however, that the treaty brought an end to the numerous wars, both large and small, which have dotted the continent since time immemorial; it simply meant that a unified front was now presented to bring these "conflicts" to a swift conclusion.)

Castor Williamson, who had been the elected leader of the European Union during the negotiations, was chosen to lead the newly-formed Eurasian Union in a coalition government with Fumio Takahashi, former leader of the Asian Powers. People worked together for the first time, scientists sharing theories and hypotheses with scientists who only years earlier had been enemies; agricultural programs were brought into force across the continent, and hunger and poverty all but disappeared throughout the union. (The only true casualty was perhaps the loss of the ethnic qualities which had made each country unique. It can be said that a certain homogenization of the cultures occurred.)

Following the obvious success in Europe and Asia, it was only a decade before the African continent followed suit with the African Alliance, which struggled to emulate the Eurasian success. Tribal differences were never really forgotten, however, as the religious and ethnic differences had (apparently) been in Eurasia, but they were *put aside* as the countries came together to form the African Alliance.

It was only a matter of time before the idea of a world government was considered, uniting the various alliances and unions which spanned the globe. It took many years (and several failed attempts at unity), but finally, just before the end of the century, Pax Terra was created — a true planet-wide, world government. Earth flourished; the abundant plant life within the oceans was harvested for the first time, famine and pestilence were eradicated, and the Human race advanced. With such peace and tranquility, however, came a certain stagnation — they had explored all there was to explore on their home planet, and Man began to look skyward for a new challenge. Pax Terra, which had succeeded in uniting the world's space programs, now began to establish colonies and outposts on most of the planets in the Solar System. A new era was about to begin.

### Human Naming Conventions

Human names in the Star Fleet Universe have remained unchanged for several hundred years, although there are far fewer Zekes, Zachs, Bubbas, or Barts in the world of Prime Directive than there were in earlier time periods.

## THE VULCANS

> "Logic has the ability to bring us all things."
>
> *Attributed to Sorinak*

The Vulcans are the oldest of the Federation races, whose intact recorded history predates Earth's earliest cave paintings by several thousand years. Today, the Vulcans are renowned throughout the galaxy as a placid and scholarly race, driven toward peace by logic and unstirred by the petty drives of emotion. They have produced more than their share of the greatest thinkers, scientists and diplomats ever known, and are the undisputed masters of the rare and mysterious powers of the mind known as Psionics.

It was not always this way for the Vulcans. The path they traveled up from barbarism and darkness was a long one. Vulcans gained, and lost, the power to travel through space twice before adopting the Paths Of Discipline that led them out of their primitive, barbarous stage. There were points in ancient Vulcan history where it seemed likely that they would destroy themselves rather than abandon their warlike ways. How could such a peaceful and advanced race have emerged out of such a turbulent past?

At the very beginnings of Vulcans' pre-modern period, they were primarily roving bands of hunter gatherers, trying to follow the scarce game flocks as they in turn followed the too-occasional spring and summer rains. Having evolved on a mountainous, arid, and thoroughly hostile world, the Vulcans' main adaptory mechanism was a superior constitution enabling them to deal with the harsh environment, rather than the elevation of superior perceptual ability as found in the Andorians. Unfortunately, this survival adaptation soon found itself being employed to turn the early Vulcans from hardy wanderers to savage raiders. For untold thousands of years, early Vulcans lived a warlike existence, clinging selfishly to whatever resources they could find and seizing by force whatever they could steal.

The paradox in this social paradigm is that there was in fact more than enough resources to go around for a limited agrarian society. The need to raid, however, eliminated all but the most basic ability to grow food, and the need to breed warmounts and more and more people to form larger and larger warparties placed an even greater demand for food and water on a group less and less able to provide for itself. What this meant was that either just a few could live off the land if there was to be constant warfare, or that *everyone* could live comfortably if they could all abandon raiding and warfare, doing away with the excessive resource demands of such a lifestyle. Raiding, as a way of life, was producing diminishing returns.

Fortunately for the Vulcans, and perhaps for the rest of the galaxy, about the time that things were reaching a boiling point, a remarkable individual, Nhe'Ghir the Thinker, came onto the scene with a thunderclap. Nhe'Ghir was a warchief of one of the numerous raider clans in the south deserts, and he was trying to systematize the process of warfare, in terms of tactics, supply, communication, etc. At this point Vulcan warbands were still engaged with the pre-bronze age "tactics" of lining up on a hill opposite their enemies for the afternoon, and yelling at each other for a hour or so until someone got up the nerve to charge. This resulted in a confused mass melee that quickly devolved into an every Vulcan for himself brawl. Nhe'Ghir knew there had to be a better way — so he set about trying to find the underlying relationships between numbers, weapons, positions, timing, formation, etc. While he never turned out to be much of a warleader in this manner, he did do something, almost by accident, that was to change the course of Vulcan history forever. In developing the concept of "Kya-yai" (which meant "This is how/why" in the Vulcan language), he had "invented" logic.

Nhe'Ghir's warband was eventually defeated by a larger warband, but not before Nhe'Ghir had taught some of the other members of his own band the basic concepts of this dramatic new way of looking at things. While Nhe'Ghir himself was killed, some of his "disciples" were taken as slaves and, in turn, began to pass on this new radical idea to the conquering band. And so it went for many years. No one knows exactly how long it took for Kya-yai to really catch on, but archaeological records indicate that 7800 years ago there were tablets with Kya-yai exercises being fired in clan kilns. About 7200 years ago, a Kya-yai Thinker named Sorinak finally put it all together. Sorinak was one of the first great Psionicists, an open sect with mental powers which had been known of for thousands of years, but who had never had the intellectual tools to hone their abilities. Sorinak founded the first of the great Sohk-Paks, or "schools of the mind", which is believed to have been built on the site of a present day temple of the Surini Maklar. His teachings flourished, but not without resistance. In some areas his disciples were persecuted greatly by warlords who had no intention of ceasing their raiding lifestyle.

The next several centuries are confused and difficult to read. It is known that Vulcan was able to reach a sufficiently high degree of technology to put ships into space at least once and probably twice before being pulled back down into near barbarism again. (It is almost certain that during this time the group of warlike Vulcan emigrees who in the fullness of time became the Romulans left their homeworld.) Finally however, about 2600 years ago, the Vulcan civilization made a drastic and final shift toward the disciplines espoused by the now numerous Sohk-Paks, emphasizing the complete devotion to the Kya-yai as the one true path to enlightenment and the suppression of misleading emotional drives as a method of achieving this end.

Today, the descendants of the early masters of the various Sohk-Paks still dominate the Vulcan's spiritual life. Temples, some thousands of years old, dot the land and teach the mysteries and disciplines of their ancient masters, often virtually unchanged from their original forms. Even those Vulcans who are not possessed of extreme Psionic ability frequent these temples, some daily for teachings, inspiration and devotional reasons, others only one or twice in their lives as pilgrimages to mark significant events or great turning points. The rest of the population, those who do not share the spiritual aspect of their cultural legacy, still adhere to the fundamental tenets of the Vulcan's devotion to Logic and the suppression of emotion. It is the rare Vulcan indeed who finds himself able, or even desirous of, overcoming the generations of cultural and genetic pressures that hold his emotional capacities in check. Most of these few are seen as atavistic intellectual cripples by the Vulcan population at large, and they often seek passage to another world where they would find themselves in a more receptive environment.

### Vulcan Naming Conventions

Although Vulcans are known to have two names, the first is considered to either be unpronounceable or to be a private name — sources disagree as to which is true. Vulcans in Prime Directive usually have only one name. These names are usually one or two syllables long, and tend to favor Ss, Ps, Ns, Ms and Rs, and frequently begin with consonant clusters.

Marzih'Pon

Tre'Zuvek

Sufe'Kie

T'Holiar
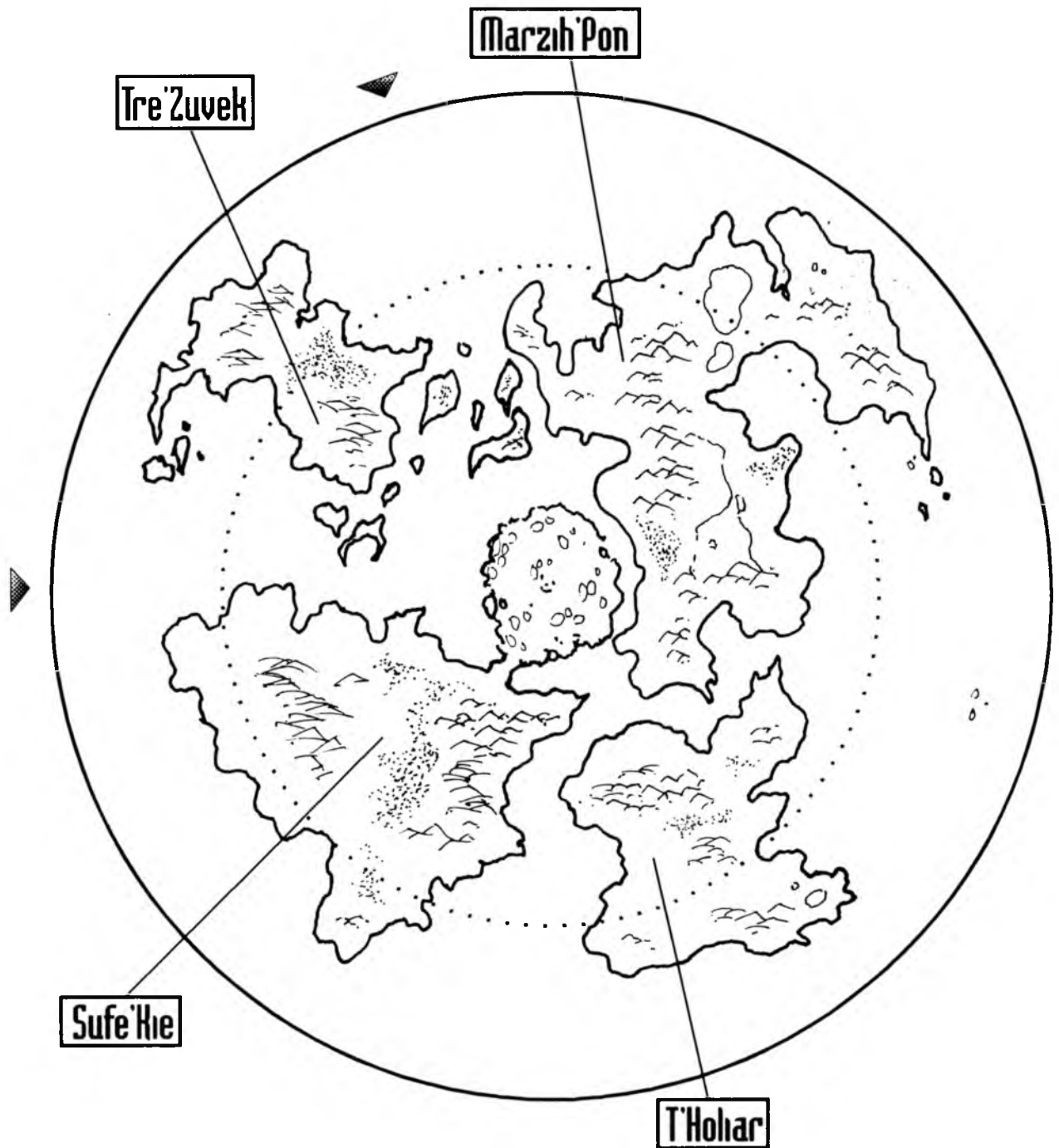
# Vulcan

## THE ALPHA-CENTAURANS

In the not too distant past, the male-dominated society on the Alpha-Centauran homeworld of Culden-Feyr drove the planet's population to the brink of extinction with constant warfare and savage conflict. It is estimated that at one point, the total Alpha-Centauran population had been reduced to something less than 25 million, which was dangerously close to the lower limit of genetic viability for a humanoid race. The women, who were ultimately drawn into adopting the role of warriors when the male population had became too depleted to continue fighting on their own, finally banded together to end the constant, razed earth conflicts and seized control of the feuding factions by exerting the power of their newfound positions of authority.

In the years after the end of the "Men Wars", the Alpha-Centauran women jealously clung to their control over the emerging societies. While there were still rivalries and disputes between the leaders of the new social factions, all were too worn down from the centuries of fighting to pursue them with any forceful vigor.

At first the men, who in general had not surrendered their prior social dominance gracefully, were actively suppressed. They were banned from assuming any positions that required them to be skilled at either a trade or, especially, with any sort of military ability. This was done, of course, to keep them from trying to reassert themselves as the dominant factor in Alpha-Centauran society. Within two generations, however, the war fury which had burned in this last generation of the male warriors burned itself out. The younger sons and grandsons of the once proud warlords had turned away from their dreams of the fire and glory of war toward the endeavors of rebuilding the structure and order of the day.

Things began to settle down across vast island chains that make up the inhabited regions of the Alpha-Centauran homeworld. Men and women began to return to a balanced relationship once again as the fear of a male-driven apocalypse receded. Had things not taken an odd turn in the following years, things might have returned entirely to normal. However, as a result of the dangerously low overall population levels reached by the end of the Men Wars, a marked imbalance in the relative birth rate of males and females, dramatically favoring female births, was experienced for several generations after the end of the conflicts. While in a more robust society this would have simply been a statistical footnote to the racial history, in a society as numerically depleted as the Alpha-Centauran's was at the time, it came close to spelling disaster. There simply weren't enough men to keep the population growing.

Because of this unexpected and potentially disastrous demographic shift, the social trend in these early years back towards social gender equality was not only halted, it was actively reversed. Men, even more so than at the time of the end of the wars, found themselves constrained by the numerically superior female portion of the society. By the time the overall population and the gender split had begun to balance themselves back out, between five to seven generations later depending upon the region, the social changes that had been first adopted to end the wars, and later reestablished to keep the population from spiraling downward toward extinction, had become concertized. In the twelve hundred years since this social inversion first occurred, there has been little or no call to reverse it. Today, of course, the view of males as simply breeding stock has passed away, but the tradition of male subservience to female rule has not. While the Alpha-Centaurans correctly claim that men are in

no way prohibited from establishing a wider role for themselves in modern society, it is also true that they are not strongly encouraged either. However, since the men are not prevented from any rightful activity, and since they haven't organized any substantial vocal protest to the current arrangement (most of those who dislike the situation simply leave the world), the other Federation member races have mostly overlooked the entire situation.

In many ways the modern Alpha-Centaurans are the most politically conservative of the Federation Member races, whose representatives are fervent supporters of a constantly strengthened Star Fleet, and who are often the first to call for the use of force to further the ends of the Federation. They are certainly the most militaristic, with four years of mandatory military training for all women between 'sixteen and twenty, and several excellent military academies. (There are those who say that the Female-dominated society is travelling along the same path as the male-dominated 'society they rejected.) Their governmental structure is highly similar to Earth's, but even more complicated, with several specialized branches dealing with civil law, governmental policy, finance, representation, judicial interpretation, social security (of the police variety), statutes and commerce, etc., who do not so much act as checks and balances for one another as vie for a superior position in the hierarchy.

> "Power tends to corrupt and absolute power corrupts absolutely."
>
> Lord Acton, Earth

They are also, however, firm in their commitment to the Federation and their conviction in its principals and are certainly perceived as amongst the movers and shakers in not only the Federation High Council, but also at Star Fleet HQ. The representatives of Alpha-Centauri have little or no trouble dealing with other Federation males in positions of responsibility and authority. Likewise, there is little or no hostility or condescension expressed toward male outworld visitors to Alpha-Centauri.

The Alpha-Centauran homeworld is covered by a vast series of island chains which are grouped together into political blocs by cultural and geographic ties. These islands are not of great size by Earth standards, but there a lot of them. The Alpha-Centauran World Atlas lists over 24,000 (!) islands that are worthy of the name. There is still a large amount of volcanic activity on the planet which is both a blessing and a curse in that the limited arable land available is quite fertile from previous eruptions, but every few years a new cone will form, requiring either a massive geological project to seal the forming breach, or the mass evacuation of the local population. This is all accepted as part of normal life on the world, however, as it has been for thousands of years. It is believed that it was several simultaneous volcanic eruptions that washed over much of the ancient face of Alpha-Centauri thousands of years ago that led the survivors to begin the Man Wars that so dramatically altered the course of Alpha-Centauran history. There is archaeological evidence to support this notion.

### Alpha-Centauran Naming Conventions

Alpha-Centauran naming conventions are remarkably similar to those of Humans. All Alpha-Centaurans have a personal name and a family linear name. Common Alpha-Centauran personal names are Layla, Kara, Areen, Both, Bel, Roul, Nera, Magret, Isole, and Uni.

Durret•Bhur

Capstan•Moren

Sesseling•Run

Areela•Baur

Magdlen•Dour

Bansett•Heron
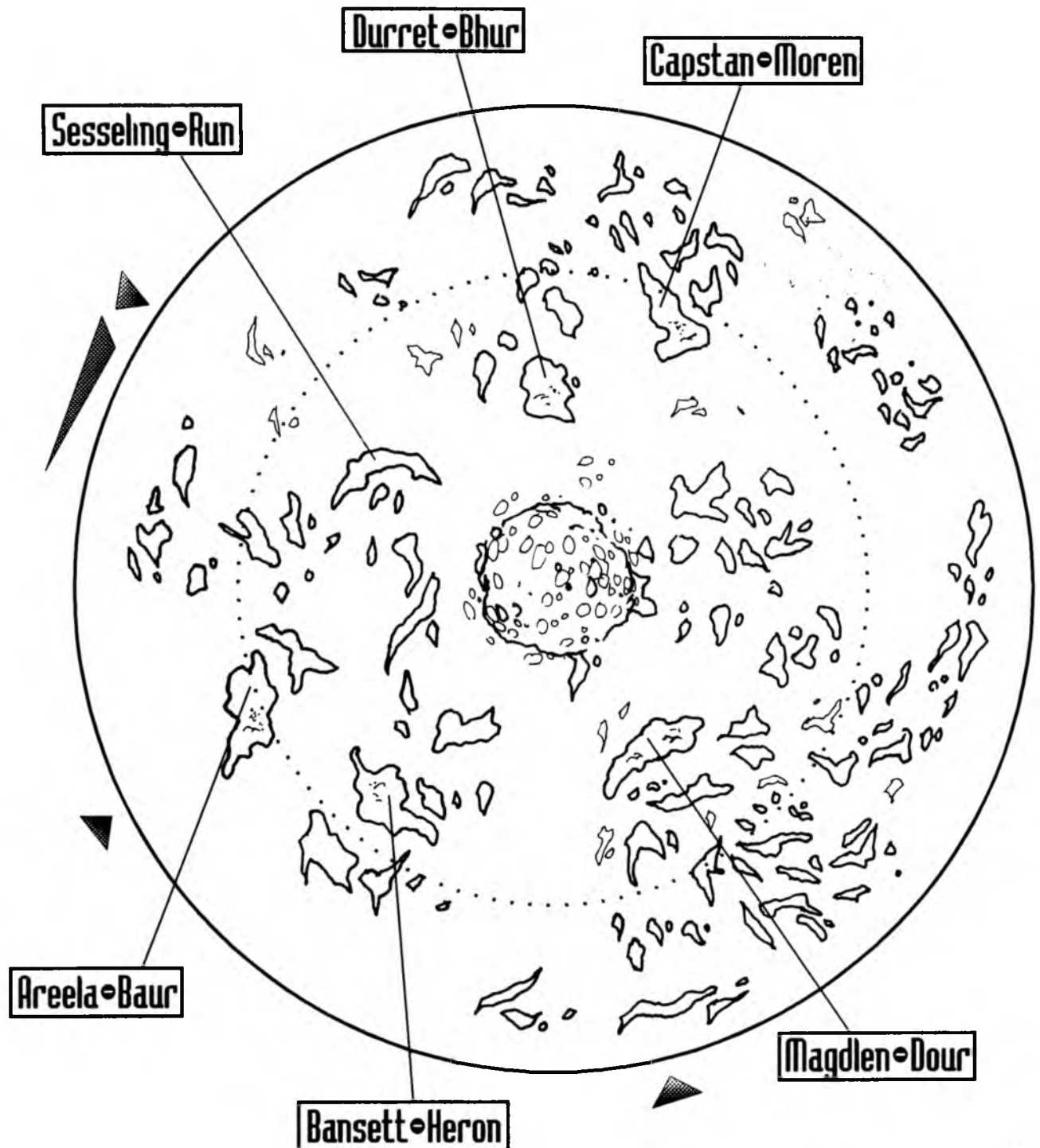
# Culden-Feyr (Alpha-Centauran Homeworld)

## THE RIGELLIANS

> "You are nothing more than an ice-eater!"
> "You have the smell of a criminal about you."
> "Your clan lines have faded, blue to white!"
> "Son of an oath-breaker!"
>
> *excerpts from the banned work "1001 Rigellian Insults"*

The Rigellians are perhaps the most frequently misunderstood of all the Member races. Their size, incredible strength, and the fact that many Rigellians excel in the operation of Heavy Weapons leads some to believe that fighting is what they, as a culture, are all about. In reality, however, the various philosophies practiced on the Rigellian Homeworld and throughout their colony planets are more often than not ones of peace and self-knowledge. Their first meeting with the Federation came at the end of a decades-long colonization period in which they established colony outposts on several of the worlds within their own system.

As shown on the map on the following page, there are three major continents on the Rigellian Homeworld — Thell'naar'ii'pan, Yee'laah'nez, and Fillii'lom'aah — each one comprised of many individual City States controlled by powerful families. Yee'laah'nez is almost entirely covered by a polar ice cap and has only three major City States of note. Fillii'lom'aah is a thickly jungled continent, racked by frequent and severe storms. It is also the source of the majority of Rigel's mineral resources. Virtually uncolonized until about a thousand years ago, and then only in sparse mining sites near the coasts, the inhospitable nature of Fillii'lom'aah has been pointed to as one of the major reasons for Rigel's relatively late entrance into the technological era.

The capital city of Bihko'thell'naar'ii'pan (and the center of their system of world government) is located on the largest of these three continents, Thell'naar'ii'pan. A lush and inviting locale, Thell'naar'ii'pan is divided into three major land areas by a "Y" shaped central mountain range. This continent, and in particular the northwest vale, holds fully three-fourths of the world's population and is recognized as the cultural and intellectual center of Rigellian society. In distant times past, *Zhrynok'taii'mu'tan* (Wise Sages) established centers of learning and enlightenment here, and first spoke of the philosophies that would in time establish the cultural traditions of self-knowledge, tolerance, and cooperation that are the hallmarks of Rigellian society today. The seat of the Rigellian World Government is located on the site of one of these ancient centers of learning. Of course, the martial aspects of these philosophies, initially intended to teach scholarly initiates self-discipline and promote health, have enjoyed a marked increase in popularity in recent times as Rigellians marched in droves to enter the Federation's Star Fleet and Marine Corps. Here they hope to bring their wills, and not inconsiderable physical prowess, to bear against the *Hyak'iani'kultu* (Dire Cowards) of the galaxy, who use conquest and enslavement as tools of statecraft. In particular, Rigellians have a strong dislike for the Klingons, finding their concept of Subject Races both abhorrent and unacceptable. Slavery, while not unknown to the Rigellians, has not been practiced for many thousands of years, and they find it difficult to accept that any "civilized" race would still subjugate entire cultures in this manner.

The Rigellian world government is controlled by an organization known as The Primacy Council. In modern times, representatives from all the City States have seats on the council, with a controlling hand offered by the Primacy

Fathers. Each of the City States is also governed by Lesser Primacy Groups, who are directly answerable to the Primacy Fathers. In times past, various Wise Sages have claimed to be, either by right of superior insight or station, the "First Father" of the race. Unfortunately, there were usually two or three of these "First Fathers" of the race at any one time. While their disagreements were almost always of a philosophical nature, on a handful of occasions the more zealous (and less successful) initiates entered into open conflict over the matter. About 1200 years ago, however, a compromise was entered into which established a Council of Sages and unified the rival factions. Today's Primacy Council is a direct descendant of that first compromise group.

The abnormally high ultraviolet output of their sun means that Federation representatives and non-Rigellians who visit the homeworld are required to protect themselves from the sun's rays at all times. (The Rigellian children who come into contact with off-worlders refer to them as "the covered ones".) The Rigellians themselves, of course, have long since adapted to their sun's high UV output by a deep darkening of their own skin. Cygnans, of course, still consider Rigel to be "one of the nine worst places to spend your vacation in the whole galaxy", right above Klinshu, and right below a fusion reactor chamber.

### Rigellian Naming Conventions

While the Rigellian *Beli'traa'fars'ii'nar*, or family naming structure, is so complex and convoluted as to make it unintelligible to other races (and impossible to translate vocally even with the aid of a Universal Translator), those Rigellians who serve in Star Fleet (and those on their Home World who have dealings with the Federation) have adopted names which are more easily understandable. They simply take their Rigellian True Name and create a more user-friendly Federation equivalent by approximating the sounds and recreating them in Standard Terran English.

For example, the True Name of H'Ruusti (Rusty) M'eins, of the *Saratoga* Black Eagles, could perhaps best be translated as Raa'hio'st'ee, he of the Spider Lines who speaks for the Primacy Council of Mii'eno'si'taalo'nas...and that is just a rough translation — their true names often take up to five minutes to read aloud! The True Name contains information not only about the family of which he is a member and any significant events in the family's past, but also the town, City State and continent where his family is based. (For the sake of simplicity, Rigellians encountered within the Federation will simply have a forename and a surname.)

As a result of the strong bonds found in virtually all Rigellian family and social groups, it is not uncommon for Rigellians to form strong ties with their Team members, and they will often give them True Names as a gesture of friendship and trust. Non-Rigellians, however, will very rarely use these True Names...there simply aren't enough hours in the day for them to master the pronunciation!

Bihko'thellnaar'ıı'pan

Thell'naar'ıı'pan

Filllıı'Lom'aah

Yee'laah'nez

# RIGEL
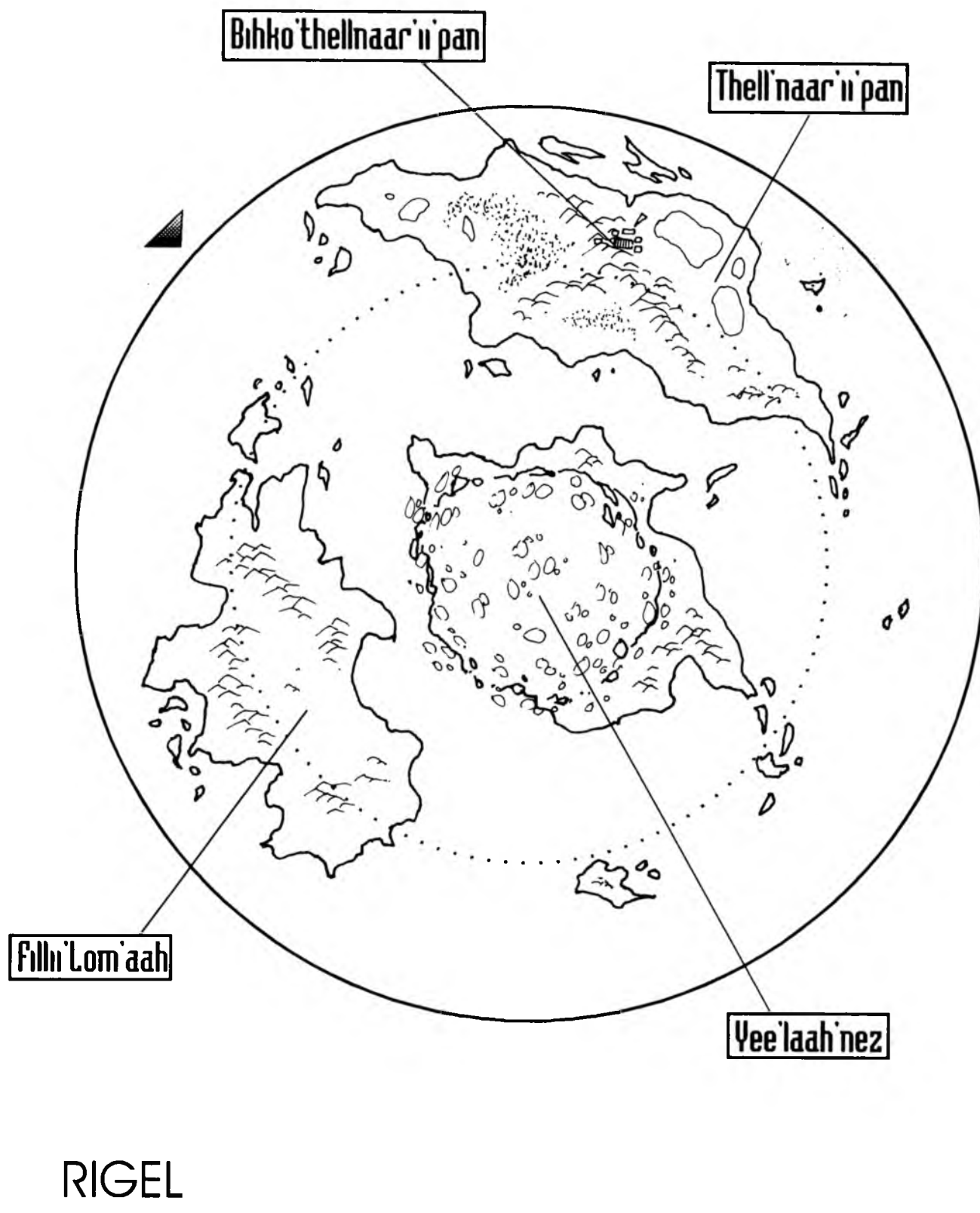
## THE ANDORIANS

Of all the Full Member Races of the Federation, the Andorians are the race furthest from being a unified people. While the other Federation races have all established strong central world governments, the Andorian's "World Government" in actuality only represents approximately 30% of the Andorian population in any meaningful way. To understand this, one must examine the structure of modern Andorian society.

As noted in the Prime Directive Rulebook, Andorian society is based upon the Cooperative, or *Tyk*, wherein numerous family groups who all practice aspects of the same trade or profession join together into one large company or family group. These, more than anything else, are the basic social building blocks on Andor, and there are tens of thousands of such Cooperatives that make up Andorian society. Much before four hundred years ago, the largest extra-cooperative social structures found on Andor were the multi-cooperative walled cities that dot the southern and western coasts of Andor's more temperate continent. It has only been in the last several centuries that the notion of a government that has power over one of the scores of these individual Andorian city states has caught on. Further, the "Coastal Dwellers" (those that live in the coastal cities) only represent about 60% of the total Andorian population. Deep in the deserts of the central plains of the primary Andorian continent live the Nomads, who make up the remainder of the Andorian population.

The Nomads are more primitive Cooperatives, descended from deeply spiritual forebears who elected not to migrate to the coastal regions generations ago. While their coastal cousins began to make astounding leaps of technological advancement when freed from the tortuous rigors of daily life in the desert, the central Nomads continued their more primitive life styles with a great devotion to their ancient cultural heritage. Today, these two cultural groups are anything but unified, and contact between them is minimal. The desert Nomads hold the Coastal Dwellers in open contempt for having fallen away from their cultural traditions, while the more urbane city folk consider the Nomads to be primitive, superstitious fools. Fortunately, the Andorians are not a warlike race, so open conflict between the Coastal Dwellers and the Nomads has been very rare. As a result of the great degree of separation between the two groups, however, in terms of cultural, technology and geography, the Nomads are all but unrepresented by their Coastal cousins in the Federation Assembly.

To make matters even worse, at any given time one can assume that about half of the Cooperative groups on Andor are on the "outs" with the Supreme Cooperative, which is essentially a (relatively) new Andorian Mega-Cooperative dedicated to representing the Andorians to the Federation. Since virtually all Cooperatives are essentially mercantile ventures, however, even the Supreme Cooperative considers that its primary duty is to turn a profit, which it does by brokering its local authority and influence to other Cooperatives...for a fee, of course.

The cultural fixtures that led modern Andorian society to such a state are all rooted in their past. Even today, while light years better than the harsh and often too-short lives the Andorians of centuries past could expect, life on the arid Andor is not an easy thing. But in times past, before the advent of reliable technological methods to keep the roving, predatory creatures out and the scarce, life sustaining waters in, Andorians were forced to develop their natural senses to the utmost, and to share their trusts sparingly but with a deep, almost religious commitment. At the very beginnings of the Andorian Cooperative lifestyle was the Bond of the Words Unspoken, or the *Khun-Haga*, in which an individual pledged trust and service and life to the Tyk, in return for which the Tyk pledged the same to the individual. The Andorians understood that making this covenant a deep and binding extension of their thoughts and lives was the only thing that kept their fragile tribes safe and together and, being a stoic people, made it a point of honor to never speak to one another about the bond. No thanks were ever given for supporting the Tyk, and no explanations were ever offered to outsiders about the specific nature of the Tyk's unspoken bond. The only thing that was recognized by all was that the Khun-Haga was a force in Andorian life more powerful than the spectacular desert lightning, and harder to break than the rare and powerful bellium weapons forged by the first Delvers.

Today, the Andorians are an advanced race who span the stars. They are full members of the UFP, and while life on Andor is still not always a particularly pleasant thing, it holds little of the peril that it did in the past, as long as one stays near the cities along the coasts and the inland canals. The deep interiors of Andor's main continent, however, as discussed above, are not nearly so far removed from Andor's more turbulent past, where the needs and practices of daily life still lend themselves to the offering of Khun-Haga to and by the nomadic Tyks that still roam the wilds there. While the more urbane coastal Andorians may publicly express a certain degree of disdain for their less-advanced inland-collective cousins, deep down they still have a certain degree of respect and even admiration for their willingness to live by the old rules of the Khun-Haga, which, out of respect, they will not speak about. Of course, for these inland-dwellers, the Khun-Haga is not a bygone, abstract thing. It is indeed still a potent, powerful aspect of their lives, one that is all but impossible to leave behind no matter how hard one tries, even for the rare inland individual that reaches out for the stars.

### Andorian Naming Conventions

Andorian names are harsh sounding, often very long affairs difficult for foreigners to master. In their full forms, however, they are poetic descriptions of a single scene or moment that was of great significance to the naming parent. In this way Andorian names are similar to Japanese Haiku. For instance, the full Andorian name *Krymerik Guon Kaniak y sha Zhukarak du Yutmakiat Shulkee na ah Huit* might literally translate to "I sat by the oldest stones on the high south bluff while far desert lightning fell to set the red sands singing". The poetic conventions for such naming compositions are far too complex to adequately deal with here, but suffice it to say that most Andorians names are heavily weighted down with Ys, Ks, Gs, Ts, Ds and Us, and that outside their immediate cooperatives, most Andorians simply go by the first word in their Namesong. The Andorian whose name is given above would simply be referred to as Krymerik, for instance.

Guon'Tu'antuamok

Dhow'kreen'Di'ouyal

Shu'lie Wastes

Kuh'Mehandat

● Prominent Coastal
Settlements
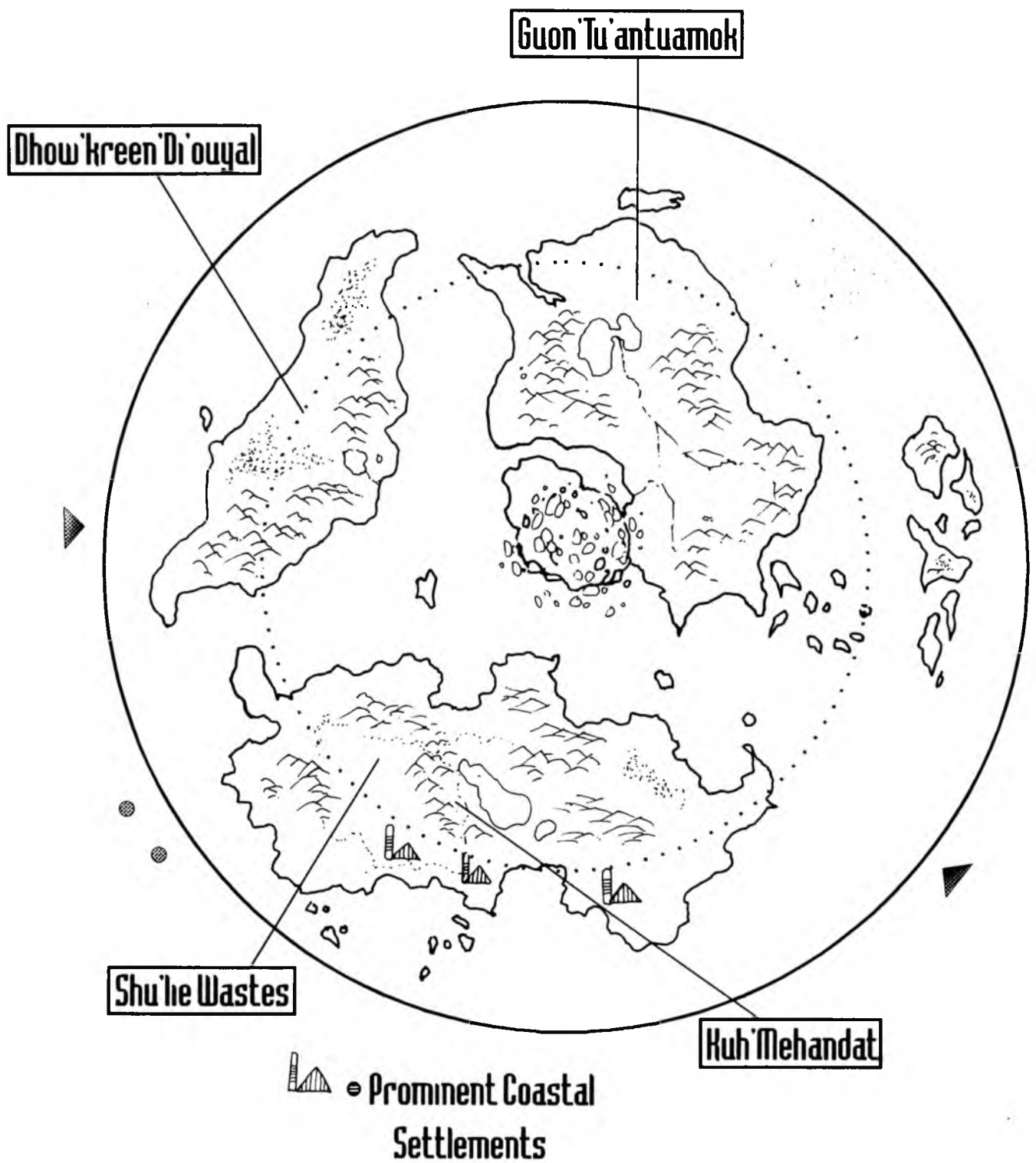
# Andor

## THE CYGNANS

> "I swear on my mother's two graves, I wasn't there!" The Cygnan double agent pleaded, again and again, as Peltier and Rusty frogmarched him down the corridor and threw him into the brig. The duty guard activated the force field and signed the prisoner transfer, accepting responsibility for the alleged traitor.
>
> "Tell that to the judge!" Rusty said, as he and Peltier made their way back to the turbolift. As they waited for the 'lift to arrive, Rusty turned to Peltier with a quizzical look on his face.
>
> "How can his mother have two graves?"
>
> "Beats me," Peltier replied, and Rusty's booming laughter filled the 'lift.

In ancient times, numerous tribes of primitive Cygnans fought vicious range wars to control the various fertile areas of the Seranaya Plains. As there was only a single continental land mass for the many tribes to occupy, unopposed outward expansion was all but impossible, subjecting them to severe population pressures. Loosely associated bands of primitive Cygnan families fought constantly to hold onto whatever land they had staked out and to take from their neighbors whatever they could. This hard and ceaseless cycle of warfare lasted well into the Cygnan's early Bronze Age, when the Sky Fathers ostensibly came down and changed everything.

Cygnan legend has it that the Sky Fathers "drew lines in the earth with spears of fire" that divided the Seranaya Plains into separate, inviolate areas for each of the major tribes to occupy. Each area was given a name, and those who resided within it became associated with that area. When Cygnan natives crossed these boundaries to trade or parley or court, they were required to identify themselves as having travelled from their "boundered" area. Thus, an ancient Cygnan when travelling away from his home might identify himself as "Shurri from Dhar". In the following centuries, Cygnan society gradually became both advanced and peaceful, and while the people outgrew the need to remain within their boundaries to preserve the peace, those names remain reflected in the individual City States that still bear them, and have come to be a permanent part of the identity of the Cygnan people. Today, descendants of Shurri from Dhar might well be named Shurri'Dhar, even if they have never stepped foot in the Dhar Province.

Today, Cygnan society is still closely tied to their ancient and enduring City States. More so than any of the other current Federation races, the Cygnans as a people still cling jealously to their "nationalist" origins. While the Cygnan planetary government does a credible job of representing the interests of the Cygnan people as a whole in the Federation General Assembly (as well as on the High Council), local political representation for the Cygnans is hardly less regionalized than it was in the centuries before the Federation was formed. This, combined with the facts that the Cygnan representatives to the Federation are the most openly critical of the Non-Interference Directive (as it tends to contradict the spiritual mission of "bringing knowledge to the stars" supposedly given to them by the Sky Fathers) and the general Cygnan distrust of centralized (or indeed, virtually any) authority, leads the Cygnans to be considered the least "politically reliable" members of the High Council.

### Cygnan Naming Conventions

All Cygnan names consist of two parts — the **Personal Name** and the **Boundary Name** — which are joined by an apostrophe, effectively forming one word. The first part is the **Personal Name** which is used in personal conversation and address. As in numerous other cultures, including Human, there are considerably fewer "standard" Personal Names than there are Cygnans. In the same way that you might find several Philips, Johns, or Roberts serving aboard the same starship, you may find more than one Azundur, Akorri, or Mizari in a large group of Cygnans. (If the improbable happens, and two Cygnans by the name of Kepaler'Sol are assigned to the same starship, Federation databases will assign numbers to their names but the odds are against this happening to any Prime Teams.) Cygnan Personal Names are not strongly associated with strictly male or female bearers, so a Cygnan of either sex is equally as likely to have a given Personal Name. The second part of a Cygnan name is the **Boundary Name**.

As a general rule of thumb, Cygnan first names are bi or tri-syllabic, and allow consonant clusters (i.e., "kl", "sp", "tr", etc.) only at syllable boundaries, where doubled consonants are common. (Note that "th", either voiced or voiceless, and "sh" and "ch" are not actual phonological consonant clusters, and only appear as such due to Standard Terran English writing conventions.) Each syllable has only one vowel.

Cygnan last names are taken almost without exception from the ancient names of the Boundaries. These Boundary names are one, or very occasionally two, syllables in length, but DO allow for consonant and vowel clusters. The rare bi-syllabic Boundary names ALWAYS follow a Consonant-Vowel-Vowel-Consonant pattern. (Again, legend has it that these terms were given to the Cygnans by the Sky Fathers, and that they were, at that time, meaningful, but the meanings of the terms, if any, have been lost over the centuries. Linguistic analysis has shown that the Boundary names ARE inconsistent with the established phonological patterns established in the Cygnan's protolanguage, however.)

• **Examples of Personal Names** – Akorri, Azundur, Bahri, Daneric, Kepaler, Lessul, Perinen, Shurri, Tritemric
• **Examples of Boundary Names** – Ahk, Dhar, Jhot, Kar, Koen, Lias, Rahn, Sher, Sol, Tan, Tren, Tret

Ju'Dhar
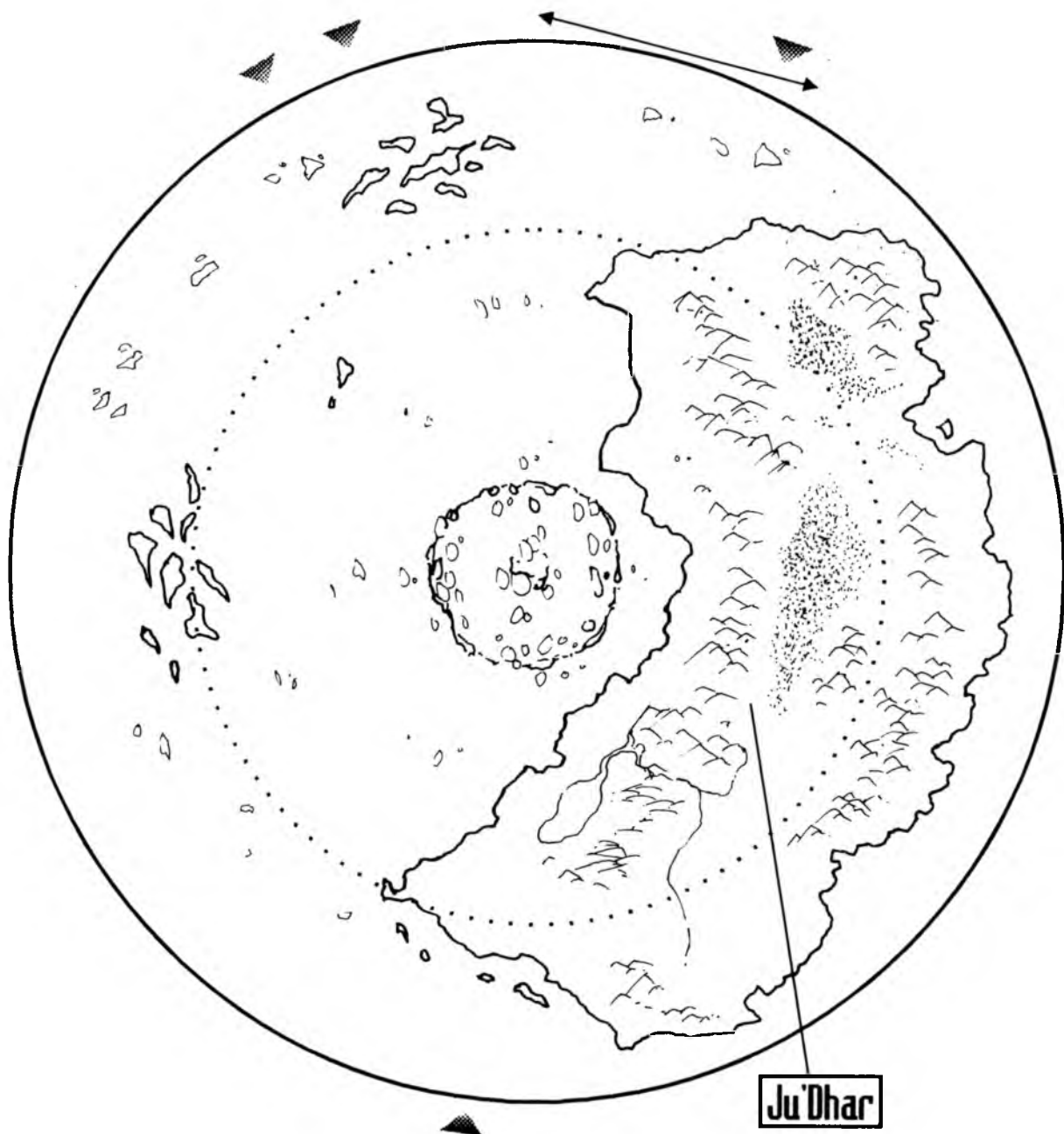
# CYGNUS III

## SECTION THREE: NEW ASSOCIATE MEMBER RACES

While Associate Member Races don't have the same representation or strength of numbers within the Federation (and within Star Fleet) as the Member Races, all five races presented here have members currently serving aboard Star Fleet vessels. (We will introduce other Associate Member Races in future releases.)

### THE TELLARITES

The Andorian transporter chief, Klymainik, grimaced as the Prime Team materialized on the pads and he saw that a Tellarite was with them. Klymainik muttered something under his breath as the Team stepped down from the pads and began to leave the room. Barada Nikto, the Tellarite, turned and bellowed, "What did you say, Blue Boy?"

Simpson, the Team leader, jumped between them in a vain attempt to hold Barada back.

"Here we go again!"



**Tellarites** are stocky humanoids. While their mean height is approximately 150 cm, their mass is often half again what a normal human of that height would be. Tellarites are covered with a small but tough layer of wool-like matting over most of their body, and their hands feature four stubby fingers. Both male and female Tellarites serve in Star Fleet, although male enlistees do outnumber females three-to-one. The Tellarites are a hardy race, owing to the great abundance of calcium and other heavy minerals that comprise their make up (resulting in the "Telis" root of their Federation name). Tellarite bone and cartilage structures are much more massive than their Human counterparts, resulting in a much greater physical strength and innate resistance to bodily damage.

The Tellarite race regards the planet Hahrnohk-7 as their homeworld. Although overeager Federation representatives conferred the name Tellarites on them before Universal Translators were able to translate their language, the Tellarites refer to themselves simply as **Those of Hahrnohk**.

There is evidence, however, which suggests that the Tellarites as a race did not originate on this planet. Recent archaeological digs on the three main continents on Hahrnohk-7 have yielded no fossil evidence of the Tellarite race dating back further than 15,000 years. This is a mystery which fascinates the Federation but which the Tellarites themselves don't seem too concerned about.

Socially, Tellarites tend to be gruff and often speak their minds with little concern for the results. They have a very different approach to the family, showing no deference or respect to the parents and leaving the family home on the eve of their fifteenth birthday to enter their chosen trade. As apprentices, they *do* show respect to their teachers, and teachers and tutors seem to be the nearest equivalent to a parent figure in Tellarite society. With no thought of "inheritance", Tellarites engage in open marriages and care little for the concept of paternity. In much the same way that the children show no deference or respect for the parent, the parent looks upon his children as offspring — nothing more.

While Tellarites are considered to have a keen sense of humor, they seem to lose it when the humor is directed at them, especially when described as "pigs" or "pig-men". Dueling is a commonly accepted part of Tellarite society, one that they feel should be shared, willing or otherwise, by all. (It should be noted, however, that Tellarites who serve within Star Fleet have a clause in their enlistment contract which states that they understand that Star Fleet Regulations specifically forbid duelling, and that they recognize that engaging in such activity is an offense punishable by a dishonorable discharge, or even imprisonment, depending upon the severity of the offence. Consequently, there are very few instances of Tellarite Prime Team members, or even normal crew, engaging in duels.)

Although the Tellarites have petitioned vigorously for Full Membership status in the past, the Tellarites militant policies and their continued and virtually undenied contacts with the Orion Pirate Cartels has not served them well in the halls of the Federation High Council Chambers. (This is particularly true with the Andorians, who hold a significant and unabiding dislike for the rough Tellarites.) Still, the Tellarites' natural adeptness with mechanical devices has put them in high demand in engineering labs and shipyards throughout the Federation, and beyond. While the threat of cutting off the availability of Tellarite technicians to the Federation is a matter of some concern, especially to the independent shipyards who do not have access to the latest Star Fleet innovations, this has not generated sufficient pressure to sway the High Council in their deliberations.

### Tellarite Naming Conventions

Tellarites follow the Human tradition of a personal First name and a lineage-oriented Surname, although females do not take the man's surname as their own when they marry.

| Basic Tellarite Characteristics | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 2 | LGC – 2 | DIS – 2 | GKN – 3 |
| ACC – 2 | LDR – 1 | INT – 4 | TEC – 4 | PER – 3 |

### THE BRECON

The Briefing Officer looked long and hard at the two new Prime Team members who stood before him, fresh from Prime Central. The tragedy that was the loss of both Aquash and Green was behind him now, and he concentrated on his task at hand. He had never had a Brecon on the Team before, or a Tellarite for that matter, so this would take some getting used to.

"Klot'Tuu, Barada Nikto," He said as the two new recruits returned his salute. "Welcome to the Red Lightning."



**The Brecon** are four-armed, golden-skinned humanoids of average height and build. They are a unique race within the Federation, in that there will always be at least two Brecons assigned to a ship or none at all. (They are often referred to as the "buddy race".) The reasons for this are simple: In the distant past, the Grenpahk and the Sorel (the two warring factions of the Brecon race) finally ended the centuries-long conflict which had ravaged their homeworld with the signing of the Jyrahk Accord. This agreement stated that to ensure that their ethnic differences never again cause them to go to war, they would henceforth have equal standing and represent-ation in all endeavors, which has led to a voluntary partner-ship agreement to produce an equal representation within Star Fleet. Since Star Fleet has such rigid requirements for entry, turning away many more applicants than are accepted,

the Brecon could not demand that an equal number of Grenpahk be admitted for every Sorel that was accepted. Instead the Brecon apply to Star Fleet in pairs. If either one of the pair fails to gain admittance, the other declines to join as well. In this way the pair are encouraged to form a close interrelation, studying and usually serving together, further cementing the cross-cultural bond that the Brecon worked so hard to establish.

Following the ratification of the Jyrahk Accord, the Brecon pursued an enthusiastic course of space exploration for almost one hundred years, establishing permanent installations on their two moons and launching a series of signal beacons into space. Through these beacons, they hoped to contact other races in the galaxy, but for seventy years they received no replies...or visitors. With no "returns on their investment", the planetary government eventually yielded to public outcry over the expense for this "pipe dream", and began to dismantle the system. As luck would have it, a Federation Galactic Survey vessel arrived in their system mere weeks before the signals would have ceased forever.

The Brecon's extra set of limbs gives them a few advantages and special considerations. To reflect this, use the following special rules when dealing with Brecon characters: Brecon characters, with their four arms, have the ability to perform multiple manipulative actions at the same time. This means that a Brecon character who could normally perform at least a Simple Action, can perform TWO simple actions instead, with the following restrictions. First, the character may not MOVE twice; he may only perform an additional MANUAL action such as pushing two different sets of buttons or playing an Alderian Fig-Lute in one set of hands while accompanying himself on a tambourine with the others, etc. Of more interest to most players, the Brecon can fire or attack with two weapons (assuming that he HAD two weapons) or attack with one weapon while blocking with another at the same time. However, owing to the demands placed on the neural system when performing two disparate actions simultaneously, there are penalties associated with this "extra action". Whenever a Brecon uses this "extra action" option, he must identify one action as the Primary action and the other as the Secondary action. The Primary action is resolved with a Flat +1 mod, and the Secondary action is resolved with a Flat +2 mod. (If he elects, however, to not use the "extra action", there are, of course, no modifiers applied.) Another special consideration of the Brecon's multi-armed abilities is: Brecon characters have a flat -2 Mod with the skills Wrestling and Climbing (both varieties), but suffer DOUBLE the mods listed above if they try to perform either the Fine Work skill or the System Speed skills when performing multiple actions.

### Brecon Naming Conventions

To show that they are true partners while serving in Star Fleet, Brecons will absorb the first name of their "buddy" into their own. For example, while you will find Tuu-Klot and Klot-Tuu serving together aboard the *Agincourt*, on their homeworld, they would be known as Tuu Trallarix and Klot Vonjee. (Terran renderings of their first names will usually consist of either three or four letters.)

| Basic Brecon Characteristics | | | | |
|---|---|---|---|---|
| STR – 3 | SPD – 2 | LGC – 2 | DIS – 2 | GKN – 2 |
| ACC – 4 | LDR – 1 | INT – 2 | TEC – 3 | PER – 2 |

## THE PRELLARIANS

"To us, the stone is life. It is not merely that which powers starships, but rather that which powers life!" Pal Kontellon, the Prellarian merchant said, as his Warrior Caste bodyguard guided the box containing the dilithium onto the table. It settled slowly as the Null-Grav generator was deactivated.

"That's fair enough, Kontellon," the Federation buyer replied, "but we still need the dilithium stocks for the *Saratoga*. How much?"



**Prellarians** are Associate Members of the Federation, renowned for their mastery of High-Grav and Null-Grav technology. A squat humanoid race, they are rumoured to be distant relatives of the taller Dunkars. Their powerful frames, and technological inclinations, are a direct result of their preference for high gravity habitats (some measuring as high as 5.5 standard gravities.) Rarely growing to a height of greater than 120 cm, the Prellarians are highly prized not only for their technological knowledge, but also for their ability to crawl through tight conduits and cramped access ports. (The Prellarians also developed the training environment on Prime Central where NeoPrimes receive their Zero-G Maneuvering training.)

Prellarians have a deeply ingrained fear of heights that is difficult for them to overcome even in lower gravity environments. Technicians who insist upon excessive safety tethering when operating over an open area or at some height are often referred to as acting like "scared Prellarians". Prellarians are hardly timid, however, when their feet are firmly planted on the ground. The Prellarian Warrior class, while shrinking in relative numbers now that the Prellarians are a peaceful spacefaring race, still form the core of what is thought to be one of the outstanding planetary based military forces in the galaxy. Their Belk'choh Academy is renowned for the top-quality fighters it turns out, and graduates are highly prized as mercenaries, often being found in the employ of various Orion Cartels and Crime Teams. (This is a constant source of embarrassment to the Prellarian Government who are continuing their efforts to improve their Member status within the Federation from Associate to Full.)

Of equal stature in Prellarian society are the Stone Singers, master story tellers, who keep the ancient stories and traditions of Prellarian society alive with their days-long tales of ancient heroes and the virtues they embodied. These Stone Singers keep the tempo of their lengthy tales by using specially crafted quartz drums and strikers, many of which are hundreds of years old, that have been passed down from Master to apprentice since the beginnings of their tradition. Of course, such ritual and tradition is a very private matter for the Prellarians, and public performances by the Stone Singers are rare, reserved for important marriages, ceremonies of state, and naming ceremonies. Few non-Prellarians have ever witnessed a Stone Singer performance.

The Prellarians have imparted an almost religious significance to many of the minerals and gems which in other areas of Federation space are merely thought of as valuable. Their discovery of sigma-positronium, for example, with its unique attraction/repulsion qualities, led to the development of both Null-Grav **and** High-Grav generators. The Prellarians have a deep reverence for this mineral, while the rest of the Federation who come into contact with it simply look at it as useful.

### Prellarian Naming Conventions

Prellarians follow the Human tradition of a personal First name and a lineage-oriented Surname, with one small exception. Prellarians prefer to be known by their surname rather than their forename. Also, those of the Warrior Caste take the name of their Mentor as a middle name once their Belk'choh training is complete.



| Basic Prellarian Characteristics | | | | |
|---|---|---|---|---|
| STR – 4 | SPD – 2 | LGC – 2 | DIS – 2 | GKN – 2 |
| ACC – 2 | LDR – 2 | INT – 2 | TEC – 2 | PER – 2 |
| [ADD +1 to ONE (1) of STR, ACC, TEC or GKN] | | | | |

## THE MYNIENI



The Mynieni (My - NINE - ee) are a non-humanoid race, who resemble upside down pears supported by hundreds of strong ropey tendrils that sprout from the top of their bodies. The Mynieni's body, which is most often a purplish-grey color, is about one meter from top to bottom and about 1.5 meters in circumference at its widest point. The Mynieni possess an oral aperture at the bottom of their body, surrounded by several hundred cilia, which are much shorter versions of their tendrilly locomotive and manipulative digits. Two very pale, dinner-plate sized eyes complete the picture. The Mynieni communicate in a low pitched series of long and short calls that are reported to sound like the hooting of Terran owls. The language is a difficult one to master, owing to the complex structure of the Mynieni "words", but once the lexical barrier has been overcome, the Mynieni syntax is remarkably like the other major languages of the Federation, with nouns, verbs, articles and predicates, etc.

Conditions on their homeworld, Mynie, have caused the Mynieni to develop a completely nocturnal lifestyle. During the daylight hours, the strong electromagnetic radiation produced by their sun causes severe static discharges to be formed in the thick atmosphere, making aboveground travel and movement an extremely difficult, and dangerous, proposition. During the sixty-hour-long day, the Mynieni, as well as most of the other Mynie fauna, shield themselves in the rocky crags and fissures that cover the inhabited regions of the world. The Mynieni themselves have long since learned to excavate such nooks and crevasses, and now have an extensive network of linked caverns and tunnels, both public and private, that comprise their cities and residences. The Mynieni only venture aboveground during the moonless night and, as such, have developed a set of huge eyes to catch the dim evening light. The Mynieni's eye's sensitivity to light is almost twenty

times that of a human's, and they have developed the ability to selectively expand (and contract) the size of their cornea to allow more (or less) light to strike their retinas. In what we would consider normal daylight, the Mynieni's exposed eyes are only a little larger that a normal human's, but at night, or under other dark conditions, the protective sheathing that covers their eye surface pulls all the way back, exposing a pair of eyes almost 25 cm in diameter.

Socially, the Mynieni are a communal race without strong family bonds. A single Mynieni female can produce anywhere between 30 to 200 young in a single breeding session (about three Terran years), with several mates, although fewer than 5% of these young will survive more than a few weeks. A healthy Mynieni can expect to live to between 80 and 120 Terran years. The notion of ownership is all but unknown to the Mynieni. All Mynieni that survive past their first year seem to instinctively drift into one of the numerous, and highly complex, social groups that provide the foundation of their society. There is no government per se, but it is clear that some Mynieni do seem to naturally assume positions of authority in the various social groups, with virtually no incidence of objection or resentment. While the Mynieni themselves are not terribly forthcoming with information about their own society, it is assumed that there is some sort of innate caste or ranking system that is generally recognizable to the Mynieni in some manner. There is some evidence of such in that it is believed the Mynieni are distantly evolved from aquatic ancestors, as there are several non-intelligent species of marine life on Mynie that very closely resemble the more advanced land-dwelling race, and these water dwellers are fiercely hierarchical in their social patterns. If this is in fact the case, then there can be no doubt that the Mynieni are a very old race, who evolved slowly over a great period of time. The harsh surface conditions of Mynie lend credence to this notion, as do certain other disturbing aspects of the Mynieni's recent behavior. Warfare, and even interpersonal conflict, is all but unknown to the Mynieni, who seem to have no police or military structures. The entire aim or purpose of the planetary civilization of Mynie seems to simply be to ensure the safety of the race by expanding its numbers. Technological progress seems to be an almost accidental, or occasional, side effect of that aim, although there can be no doubt that the Mynieni are technologically advanced.

For a number of years now, the presence that the Mynieni bring to the Federation Associate Members Council has been at best a lackluster one. The Mynieni had rarely requested aid or cultural or technological data, nor had they tended to offer any of their own unless specifically prompted to do so. The Mynieni Ambassadors had abstained from nearly every vote and rarely, if ever, ventured an opinion in general discussion. While the Mynieni are superlative miners, and have occasionally aided in another Federation race's mining endeavors, there has never been a request for payment, except that the Mynieni have always expected to be able to remain in the general areas that they have helped excavate to begin to establish new social groups. It is in this way that the Mynieni have established a large number of off-world colonies, and they have in fact colonized several worlds in their vicinity over the past several centuries. It has been a mystery for quite some time now as to why the Mynieni had even bothered to join the Federation.

Recently, however, the Mynieni have dramatically altered their working relationship with the Federation. The entire Mynieni Ambassadorial contingent to the Federation Council was recalled to Mynie and replaced with new representatives, all within the span of less than a month. The new Mynieni representatives have been quite vocal concerning matters of

interstellar policy and commerce and the distribution of technological and cultural data. The "New Mynieni", as they are being called these days at Federation Headquarters, are also actively concerning themselves with the military disposition of the various Federation races, and even more surprisingly, for the first time ever, Mynieni individuals have applied for membership in Star Fleet. When inquiries have been made about the Mynieni's abrupt change in stance and behavior, their Representatives will only reply that "The Burnishers are now known to be returning. We must all be ready to meet them...on their terms." The Mynieni refuse to elaborate on this, and many in the Federation Council have dismissed this as being a matter of small importance to the Federation as a whole. There is no doubt, however, that the Mynieni themselves are taking the ominous pronouncement to heart, and there is evidence that the entire structure of Mynieni society is undergoing drastic changes. Where this change will ultimately take the Mynieni, or what the exact meaning of their warning about The Burnishers might mean, however, is currently a mystery.

The Mynieni have several unusual abilities. Their extremely sensitive eyes allow them to see clearly if there is even the *least* amount of light available. Even the glow from the stars on a cloudy night or the luminescent glow from the readouts of a tricorder are sufficient to allow the Mynieni to see as if it were full daylight to a Human. However, the Mynieni are also susceptible to rapid changes in the amount of light around them. If the intensity of the light around them increases *drastically* without prior warning, the Mynieni will be completely blinded for 2D6 TiCs, minus the Mynieni's Speed characteristic.

The Mynieni's hundreds of cilial limbs allow them to perform extremely subtle and precise manipulations. Every Mynieni always has the innate skill Fine Work at its maximum possible level, and if the Mynieni's Accuracy characteristic increases, so does its Fine Work skill.

Finally, these same multiple limbs give the Mynieni a superior ability to traverse difficult terrain and to maintain their balance. While not sufficient to climb walls like spiders, the Mynieni IGNORE all movement and combat mods for broken or unstable terrain, and will never lose their balance as long as they are able to keep in contact with the "floor".

However, the Mynieni, as a race, are not subject to a great degree of psychological or physiological variation. As such, none of the Mynieni's characteristics, save GKN, may EVER be raised above their listed starting levels by more than +1, even during character generation. The GKN characteristic may be raised regularly, and is subject to the same x 1.5 cap as the other characteristics.

### Mynieni Naming Conventions

As Mynieni names seem very alien (and almost impossible to say) to most, while in contact with the Federation, the Mynieni use names which are severely abbreviated phonetic equivalents of their "self-professed names". For example, Lt. Beeyoop-ping, who serves aboard the *Agincourt*, has a Mynieni name which is over 230 groups long. (His Duty Officer definitely prefers calling him Beeyoop-ping!)

| Basic Mynieni Characteristics | | | | |
|---|---|---|---|---|
| STR – 2 | SPD – 3 | LGC – 3 | DIS – 2 | GKN – 3 |
| ACC – 3 | LDR – 1 | INT – 2 | TEC – 2 | PER – 2 |

### THE FRALLI



The Fralli, a relatively young race, are pale, slender humanoids, with oddly-shaped foreheads and nose bridges. While unremarkable in stature, the Fralli possess the distinctive ability to produce sizable bioelectrical charges. This bioelectric charge is strong enough to knock a healthy adult Human unconscious for several minutes or to power a small appliance for several hours.

This bioelectric ability has served to shape the nature of the Fralli society. It was used in their very early history as a method of stunning or killing prey for food, and as a measure of a warrior's worth. The greater the "spark" a hunter could produce, the larger a creature he could bring down, or the more small creatures he could stun before exhausting his charge for the day. Later, as the Fralli began to develop technologically, they quickly began to realize the connections between their own bioelectric capacities and magnets and other metals. The Fralli were in the interesting position of having an early twentieth century practical knowledge of electricity and magnetism while culturally still in the equivalent of the fourteenth century!

Today, the Fralli are an advanced technological culture, who are the undisputed leaders in the fields of basic electronics. (The Cygnans simply claim that they are the best at everything else.) Unfortunately, there is a tendency for the Fralli to cling to what we would consider relatively primitive behavioral structures. For instance, the Fralli still maintain such social institutions as: Dueling and Trial By Combat, Belief in Spirits and Possession, and a lack of Suffrage for some of their social classes and women. In most other ways, however, the Fralli are a perfectly modern race. While energy conservation is not as much of a problem as it was in centuries past due to the advent of fission and anti-matter reactors, the Fralli are still a frugal and conservation-minded people. They take great pride in powering (or at least augmenting) the numerous devices they use in daily life. Virtually every light electrical appliance used by the Fralli, computers, lighting, communications & food preparation devices, light conveyances, etc., are driven by the user's own biocharge.

Of course, the Fralli are also proud of their ability to induce chromatic effects in a charged field by careful attenuation of their biocharge output. A rare treat is to witness one of the Fralli's great Spark Wands in a tour de force performance. Such an individual is a master of not only the fine control needed to subtly shift the glowing hues and shifting patterns of electrostatic light, but also filling a large area, often several dozen meters in diameter, with vibrant images and dynamic forms. The Spark Wand has been described as "An Aurora Borealis with the planning and precision of a fireworks display".

The Fralli are a weak race, and it costs them twice the normal number of IPs to increase their Strength characteristic. Also, the Fralli's bioelectrical nature grants them the innate ability to power electrical devices and to produce or even project damaging bursts of bioelectrical energy. As such, the Fralli have the following special abilities:

**Personal Power Supply** – Fralli have the ability to generate and store bioelectrical energy in their bodies. This personal energy (PE) is measured in points, where one PE point is equivalent to 1 Battery Energy point, such as is used to power phasers, disruptors, etc. A Fralli character may store a maximum of 5 PE points for every point of Stun Damage Capacity (SDC) his character possesses.

A Fralli's expended PE points are "recharged" in the same way that Stun Damage is recovered, with the following exceptions. The PE Recovery roll is made only once per HOUR. This roll may be made even when the character is unconscious or asleep. The "Recharge" tricode is based upon the amount of *Lethal Damage that the character has taken*, NOT the amount of PE points that the character has expended. Medkits, Field Dressings, Medical Facilities and First Aid do not affect the Recharge tricode, nor do they reduce the 1 hour Recharge period. A Fralli character may choose to recover lost PE points at a rate of 1 point per 24 hours instead of rolling at the normal hourly rate.

A Fralli character loses 1 PE point for every point of Stun OR Lethal Damage he takes. These points are NOT automatically recharged when the damage that caused them to be lost is recovered or healed; they must be recharged as described above. A Fralli may, in extreme circumstances, voluntarily go up to his Discipline characteristic points negative in his PE supply. In this case, he will take 2 Stun Damage points for every PE point, or fraction thereof, that he goes negative, and 1 Lethal Damage point for every 2 PE points, or fraction thereof, (round down) that he goes negative. For every point that a Fralli's PE score is negative, regardless of the cause, there is a flat +1 applied to the next PE recharge tricode. In this case ONLY, round fractional PE expenditures down to the nearest whole number.

**Power Device** – A Fralli character may utilize his own personal energy to power an electrical device IF AND ONLY IF THE DEVICE HAS BEEN SPECIALLY ADAPTED TO USE THIS SOURCE OF POWER. (Assume that any Fralli may power any device that has been adapted in this way.) If the Fralli in question is a player character, and wishes to have a piece of basic equipment issued to him for a mission adapted in this manner, he must make a separate Adaptation Equipment Request for each such piece of equipment, with a BR # of 2. If he wants to request a whole *new* piece of equipment, simply add +1 to the BR # to have it adapted as well. If the Fralli character is an NPC, it is up to the GM to determine whether or not any of the equipment that is carried by the character has been adapted.

In the field, a successful Jury Rig roll can convert a non-adapted piece of equipment into one a Fralli can power. Use the following guideline when attempting to Adapt a device to utilize a Fralli's personal energy via Jury Rig:

**Complete SL** permanently adapts the device, with no appreciable loss of energy transfer or operational capacity.

**Moderate SL** adapts the device, but in a less than efficient manner. The Fralli's power transfer ratio is HALVED, requiring the Fralli to use TWICE the normal amount of personal energy to utilize the device.

**Minimal SL** adapts the device, but with major effects upon the operation capacity of the device. The power transfer ratio is DOUBLED, as above, and the output or effect of the device is HALVED. Energy weapons inflict one-half (round down) their listed D#s, while tricorders, communicators, etc., have their operational ranges halved. This effect is in play even if the device is being operated without resorting to the Fralli's personal energy, relying on its own internal batteries or some other external power source.

**Failure** means that the device is not adapted, and that it suffers the one-half range/effect penalty as described in the Minimal SL, above, until it is repaired.

**Botch** means that the device not only fails to become adapted, but that it becomes completely non-operational until it is repaired.

For non-energy intensive pieces of equipment (i.e., non-weapons), such as tricorders, communicators, universal translators, etc., assume that the device uses 0.1 BPs per hour of continuous use. The GM, however, has the final say on the energy use requirement for any particular piece of equipment that might come along.

**Bioelectric Surge** – A Fralli may attempt to shock an individual that he is touching by grounding PE points into him. Usually, the Fralli character will need to make a Martial Arts attack to see how well he has latched onto this target, because the more firm the contact the more PE points he can dump into his target. Use the following Martial Arts task SLs to determine how well the Fralli made contact. (Of course, if the GM rules that an out of combat roleplay situation allows the Fralli to get a firm handle on his target, then the GM would simply rule as to the contact SL achieved, without having to resort to Combat Rolls.)

**Complete SL** – The Fralli character may ground up to his Discipline characteristic in PE points into his target.

**Moderate SL** – The Fralli character may ground up to one-half (round down) his Discipline characteristic in PE points into his target.

**Minimal SL** – The Fralli character may ground 1 PE point into his target.

**Failure/Botch** – No contact, no damage.

Insofar as the Fralli themselves are extensively adapted to producing and directing this type of electrical charge in and through their own bodies, other Fralli are immune to this damage. The target's AR, if any, will affect this damage. Note that the Fralli's Bioelectrical attacks result from their being able to produce a highly motivated current (high voltage), but that drives only a relatively small charge (low amperage). It is for this reason that their attacks cause stun damage only.

The above SLs assume that even though the Fralli character is making a Martial Arts attack, he is simply trying to *touch* his target long and hard enough to get off a good electro-jolt. If the attacking Fralli character wants to get in a good punch or kick in addition to using his Bioelectric Surge ability, all in the same attack, he must state his desire to do so before the attack roll is made and resolve the Martial Arts roll with a flat +2 mod. In this case, whatever damage is inflicted, if any, by the Bioelectric Surge, and Martial Attack itself, are

NOT combined, but are considered separately for the purposes of AR Damage reduction. Any damage from either portion of the attack getting through the target's AR are, of course, then added together.

**Bioelectrical Projection** – Rarely, a Fralli will find that he has the ability to hurl an arc of Bioelectrical energy through the air, meaning that he can dispense with all the trouble of having to *touch* his target. Of course, there are some drawbacks to this method of attack...

If a Fralli character wants to be able to create a Bioelectrical Arc, he must spend 10 of his 56 I-CIPs for the privilege. Further, he must learn the Accuracy-based skill "Bioelectrical Arc", with a Base Cost of 8 points. This skill is identical to the Fire (Weapon) skill, but is used exclusively for attacks with the Bioelectrical Arc ability.

The Bioelectrical Arc attack has a maximum range equal to twice the user's Discipline characteristic in meters. Attacks within this range are considered to be made at a range category of Normal. This attack is considered to be in all ways a normal attack and is subject to all the conditions and mods that are described in the Ranged Combat section of the Prime Directive Rulebook.

The damage caused by this ability is determined as follows: After the attacking character declares his intention to make a Bioelectrical Arc attack, but before rolling his dice, he states how many of his PE points that he is putting into the attack. The only limit to this amount is that, as discussed above, it may not lower the attacker's PE points to a value lower than a negative amount equal to his Discipline characteristic. The amount that the attacker declares that he is pumping into the attack cannot be altered after the dice are rolled, and the points are lost *regardless* of the outcome of the attack.

**Complete SL** causes 2 points of Stun Damage for every PE point put into the attack.

**Moderate SL** causes 1 point of Stun Damage for every PE point put into the attack.

**Minimal SL** causes 1 point of Stun Damage for every 2 PE points put into the attack (round down).

**Failure** misses the target, causing no damage.

**Botch** misses the target, but hits something else instead, something the attacker most assuredly did NOT want to zap.

## Fralli Naming Conventions

The Fralli still cling to their paternalistic and rigidly hierarchical heritage when it comes to naming. An adult male Fralli descended from a noble line is surnamed an "Adare", while one from a common line is referred to as a "Sulith". Female Fralli of noble birth are referred to as "Ridon", while non-noble Fralli females and all young children are referred to as "Kulli". Fralli family names come directly after these titles and are often fairly long combinations of prior familial land possessions and alliances.

A typical Fralli family name would be something like "Toriandar'delamoth'corothni'denuevel", which is a description of the lands and family ties that the line has established throughout the years. By and large, the longer the name the more prominent the family is in Fralli society, and these family names get longer every few generations. Individual Fralli names are the last portion of the whole name.

| Basic Fralli Characteristics | | | | |
|---|---|---|---|---|
| STR – 1 | SPD – 2 | LGC – 2 | DIS – 2 | GKN – 2 |
| ACC – 2 | LDR – 2 | INT – 2 | TEC – 2 | PER – 2 |

## SECTION FOUR:
## SHIP RECOGNITION MANUAL (abridged)

Federation Star Fleet includes hundreds of ships, from massive dreadnoughts to tiny auxiliary craft, and during the time period of Prime Directive many different classes of ships were built. Federation Headquarters maintains a constantly updated, comprehensive listing of all ship classes in a massive tome known as the Federation Ship Recognition Manual. The abridged version we present here provides an overview of these designs and a salute to the Prime Teams who proudly serve aboard them.

### FEDERATION HEAVY CRUISER AND VARIANTS

**HEAVY CRUISER (CA):** The workhorse of Star Fleet, the Federation heavy cruiser (known as the *Constitution* class) is probably the most balanced all-around starship. In combat, this ship relies on its toughness and on a flexible use of its power. First built in Y128, this ship incorporated several incremental improvements (known as refits) which kept it competitive throughout the long history of this class. The standard crew of 434 includes a Prime Team and a company of 64 Marines.

Prime Teams of note serving aboard this class of ship include: the Red Lightning serving aboard 1601 *Agincourt*, the Patriots serving aboard 1711 *Potemkin*, the Golden Jaguars serving aboard 1722 *El Dorado*, and the Black Eagles serving aboard 1724 *Saratoga*.

Ship names include: 1700 *Constitution*, 1702 *Farragut* (converted to CVS-1960), 1704 *Yorktown*, 1706 *Exeter*, 1707 *Hood*, 1708 *Intrepid*, 1709 *Valiant*.
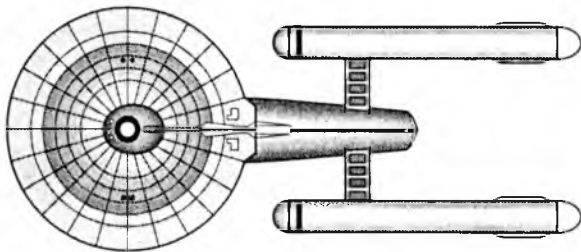


**COMMAND CRUISER (CC):** The command cruiser is an improved variant of the standard heavy cruiser, noted for its firepower and versatility, and was first built in Y141. Normally, the admiral commands his fleet from a command cruiser during peacetime. Command cruisers (most fleets have similar ships) are marginally better in firepower and considerably superior in command, control, and communication facilities as compared to CAs. As the General War continued, many surviving CAs were converted into CCs. The standard crew of 451 includes a Prime Team and a company of 64 Marines.

Prime Teams of note serving aboard this class of ship include: the Templars serving aboard 1705 *Excalibur* and the Cavaliers serving aboard 1710 *Kongo*.

Ship names include: 1703 *Lexington*, 1712 *Bon Homme Richard*, 1720 *Lafayette*, 1727 *Essex*.

**STRIKE CARRIER (CVS):** Ten of these ships (including three slightly larger "Battle Carriers") were built during the General War. First built in Y167, and outwardly similar to the cruisers, the larger rear hull holds a full squadron of fighters. Because they were expected to be mainline combat vessels rather than general purpose cruisers, carriers did not have Prime Teams

assigned on a regular basis. The standard crew of 459 includes a company of 64 Marines.

Ship names include: 1951 *Nimitz*, 1952 *Yamamoto*, 1953 *Nelson*, 1954 *Gorshkov*, 1955 *Raeder*, 1956 *Houston*.
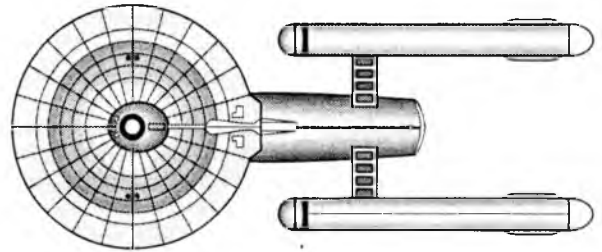


**HEAVY COMMAND CRUISER (CB):** The first of these improved command cruisers, *(Gettysburg)* appeared in Y175. The new design provided a 20% increase in phaser firepower and a warp-capable saucer. The standard crew of 483 includes a company of 95 Marines.

Prime Teams of note serving aboard this class of ship include: the Wild Cards aboard 1735 *Tannenberg*, and the Warriors aboard 1737 *Coral Sea*.

Ship names include: 1728 *Gettysburg*, 1729 *Kadesh*, 1730 *Thermopolae*, 1731 *Cannae*. (These ships are named after decisive battles and "turning points" in Earth history.)
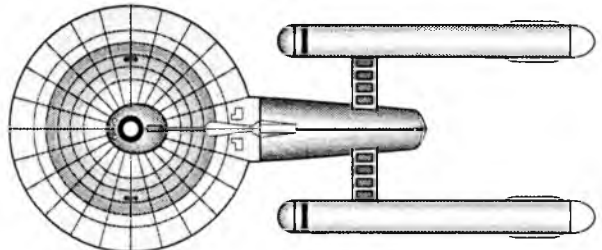


**IMPROVED-TECHNOLOGY COMMAND CRUISER (CX):** In Y181, the heavy command cruiser NCC 1749 *Vincennes* was converted to use new X-technology designed to improve its combat power. The experiment was only partly successful, but led to production of 10 more ships of this type, one every year until Y193, after which production increased. These ships, being more powerful than heavy cruisers, formed the core of battle groups during the final days of the General War and during the Andromedan War. The standard crew of 501 includes a Prime Team and a company of 96 Marines.

Prime Teams of note serving aboard this class of ship include: the Alpha Strike serving aboard 1773 *Ayacucho*.

Ship names include: 1749 *Vincennes*, 1771 *Revolution*, 1772 *Paris Commune*, 1774 *Long March*, 1775 *Krasny Barikaddy*. (As these ships were revolutionary, they were named for battles in various revolutions in Earth history.)
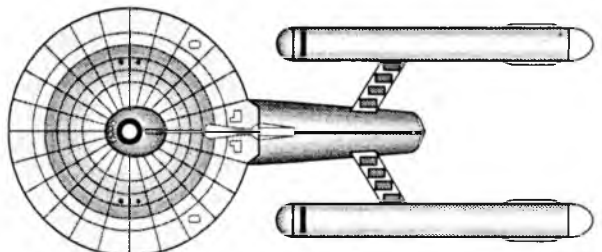
## FEDERATION DREADNOUGHT

**DREADNOUGHT (DN):** The "space battleship" of Star Fleet, the dreadnought was the largest and most powerful Federation ship when built in Y167, but was slightly inferior to other dreadnoughts. The original design concept of the DN was to include more capabilities but only a minimal increase in firepower over the CC. This was found to be inadequate after other races began fielding DNs that reflected an approximate 50% increase in firepower over their respective CCs. Each fleet is commanded by an admiral in a dreadnought, but during peacetime the dreadnought is usually docked at a starbase because it is too expensive to operate. The standard crew of 503 includes a Prime Team and a company of 84 Marines.

Prime Teams of note serving aboard this class of ship include: the Minutemen serving aboard 2100 *Federation* and the Legionnaires serving aboard 2101 *Star League.*

Ship names include: 2106 *Konkordium*, 2109 *Condordat*, 2110 *Directorate*, 2112 *Star Union*, 2113 *Alliance*, 2115 *Dominion*, 2119 *Consortium.*

**IMPROVED DREADNOUGHT (DN+):** Having the first dreadnought to be operational in known space was both a boon and a curse to the Federation, who found themselves at the start of the General War with a ship weaker than those opposing it. During the course of the war, most of the existing DNs were modified to this improved class, which brought the DNs up to the standard of DNs in other races. The standard crew of 521 includes a Prime Team and a company of 84 Marines.
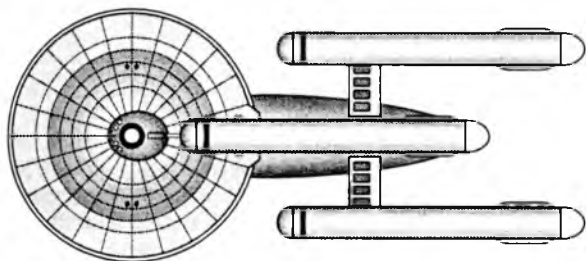


**NEW DREADNOUGHT (DNG):** Finding their DN increasingly outgunned by the dreadnoughts of other races, and finding the DN+ upgrade an inadequate solution, the Federation undertook a re-evaluation of the original design and produced this vastly improved ship, which entered service in Y175. A larger rear hull and a reduction of laboratory capacity provided space for the additional systems. Lowering the side engines improved the side phaser arcs and increased the frame strength enough to improve the maneuverability. The designation DNG came from the addition of drone racks; adding drone racks required reducing the shuttle capacity. New construction DNs starting in Y175 were of this type, and several older DN and DN+ ships were converted to DNGs. The standard crew of 539 includes a Prime Team and a company of 96 Marines.

**HEAVY CARRIER (CVA):** In responding to the construction of carriers by most of the races bordering the Federation, the Federation Star Fleet constructed three carefully designed "flatbeds" beginning in Y171. (Three more were planned but were not finished before the General War ended. They were finished as SCSs after the General War. The number of these ships in service was one of the Federation's most closely guarded secrets, and many of the wartime records are in fact part of a Federation deception campaign.) The Federation

intended to launch the best carriers ever designed and may have succeeded. The standard crew of 493 includes a company of 64 Marines, but does not normally include a Prime Team.

Ship names include: 2200 *Napoleon*, 2201 *MacArthur*, 2202 *Zhukov.*

**FEDERATION SPACE CONTROL SHIP (SCS):** The uncompleted CVA *Julius Caesar* and the damaged CVA *Napoleon* were under conversion to this design at the end of the General War. *Caesar* was eventually completed during the Andromedan Invasion and served with distinction until its heroic final battle; *Napoleon* was completed about Y190 and destroyed in Y198. *George Washington* was completed in Y186 and, after years of combat, eventually served as a museum. The standard crew of 549 includes a company of 72 Marines, but does not normally include a Prime Team.

Ship names include: 2203 *Julius Caesar*, 2204 *George Washington*, 2205 *Frederick the Great.*

## FEDERATION GALACTIC SURVEY CRUISER

**GALACTIC SURVEY CRUISER (GSC):** First built in Y138, the Galactic Survey Cruiser is intended for long-range research and reconnaissance missions into uncharted regions. It has larger lab and shuttle capacities and the addition of cargo spaces. In peacetime, the shuttles are usually administrative types, although most carried one Heavy Transport Shuttle. In wartime, some of these ships served as fleet scouts, carriers (with fighters in the bay), and commando ships (with ground assault shuttles in the bay). The standard crew of 451 includes a Prime Team and a company of 102 Marines.

Prime Teams of note serving aboard this class of ship include: the Timber Wolves serving aboard 1803 *Lewis & Clark* and the Explorers serving aboard 1806 *Cousteau.*

Ship names include: 1800 *Byrd*, 1801 *Columbus*, 1802 *Darwin*, 1804 *Magellan*, 1805 *Marco Polo*, 1807 *Sagan*, 1808 *Armstrong*, 1809 *Challenger*, 1020 *Discovery.*
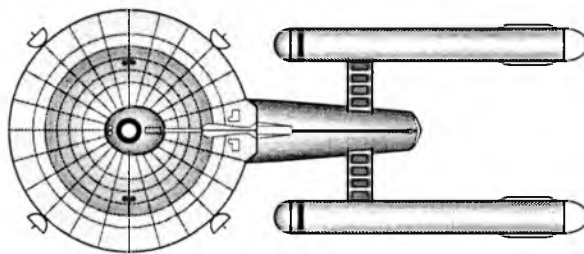


**IMPROVED-TECHNOLOGY GALACTIC SURVEY CRUISER (GSX):** The Federation was apparently the only race to build an X-survey ship. Other races decided against such a move because it reduced the number of combat X-cruisers. The Federation apparently believed that the combat power of this ship (first built in Y186), plus its flexibility, would allow it to undertake the most dangerous missions and felt that this was adequate compensation. At least one was used as a combination fleet scout and fire support vessel in Admiral Kosnett's Flying Squadron. Several earned fame hunting down Andromedan bases and destroying them before reinforcements could arrive. The standard crew of 601 includes a Prime Team and a company of 102 Marines.

Prime Teams of note serving aboard this class of ship include: the Star Riders serving aboard 1820 *Einstein.*

Ship names include: 1821 *Sakharov*, 1822 *Teller*, 1823 *Fermi*, 1824 *Feynman*.
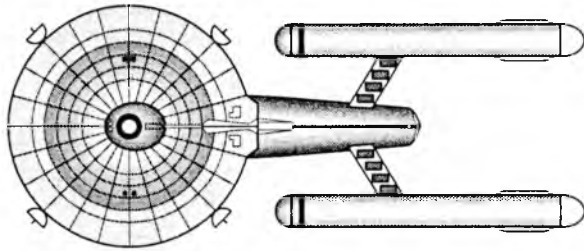


## FEDERATION HEAVY BATTLECRUISERS

**FEDERATION *KIROV*-CLASS BATTLECRUISER (BCG):** As the General War progressed, it became increasingly clear that even the heavy command cruiser would be overtaken in the rapid competition which the war had engendered. To maintain its leadership in cruisers, the Federation attempted to design the ultimate cruiser which could rely on existing technology. While similar to the CA/CC, the BC is not a modification or refit but a new design. Only 1751 Kirov, 1752 *Australia*, and 1753 *New Zealand* were completed (in Y177, Y179, and Y181, respectively). The class was supplanted by the CX. During the General War, the Federation failed to achieve its goal of maintaining cruiser superiority as the Klingons' superb C7 was the equal of the *Kirovs*. The standard crew of 503 includes a Prime Team and a company of 102 Marines.

Prime Teams of note serving aboard this class of ship include: the Bushmen serving aboard 1752 *Australia*.

Ship names include: 1751 *Kirov* and 1753 *New Zealand*.
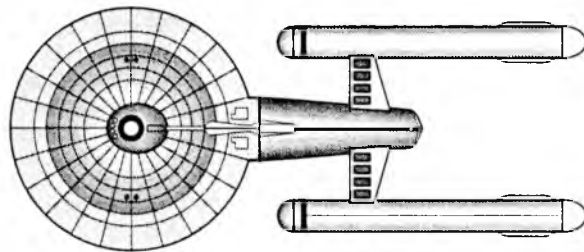


**FEDERATION *BISMARCK*-CLASS BATTLECRUISER (BCF):** Produced concurrently with the *Kirovs*, the *Bismarcks* are a slightly modified design using borrowed Gorn technology (plasma-F launchers) in place of the *Kirov's* drone racks. Only 1761 *Otto Von Bismarck*, 1762 *Nathan Bedford Forrest*, and 1763 *Nikolai V. Ogarkov* were completed (in Y178, Y180, and Y182, respectively). The standard crew of 503 includes a Prime Team and a company of 102 Marines.

Prime Teams of note serving aboard this class of ship include: the Red Machine serving aboard 1762 *Nathan Bedford Forrest*.

Ship names include: 1761 *Otto Von Bismarck* and 1763 *Nikolai V. Ogarkov*.

**BATTLE CARRIER (BCV):** After the CVA *MacArthur* was destroyed in Y181, the Federation ordered the next BC hull completed as a carrier. This became the *Shangri-La* and was completed in Y183. When the CVA *Napoleon* was heavily damaged in Y183, the subsequent BC was completed as the BCV *Atlantis*. The design was significant as it sacrificed nothing from the basic BCG design in the way of firepower or energy. Both BCVs had distinguished careers in the late war years. The *Shangri-La* was known as the "ghost ship"

because of its sudden appearances in various theaters. The Klingons thought (for most of Y183) that there was no such ship, simply a clever Federation deception campaign ascribing raids by several other carriers to a single ship. The standard crew of 503 includes a Prime Team and a company of 102 Marines.

Prime Teams of note serving aboard this class of ship include: the Lost Travelers serving aboard the *Shangri-La*.

Ship names include: 1754 *Shangri-La* and 1764 *Atlantis*.
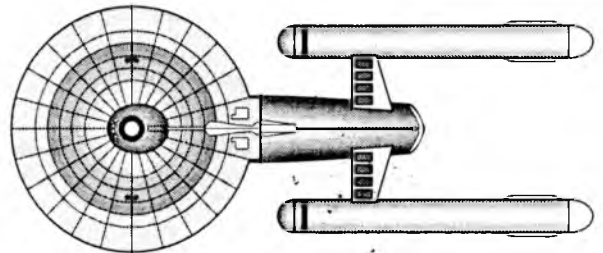


**BATTLE CONTROL SHIP (BCS):** The second BCV, *Atlantis*, was either completed in or converted to this configuration in Y184. (The records are unclear.) It carried heavy fighters on tractor-links and had cargo storage for extra weapons. The standard crew of 503 includes a Prime Team and a company of 102 Marines.

Prime Teams of note serving aboard this class of ship include: the Wizards serving aboard *Atlantis*.

**HEAVY BATTLECRUISER *NEW JERSEY* (BCJ):** The final version of the original BCH design was intended for improved firepower, particularly in base assaults. Completed in Y186, the *New Jersey* was too late for service in the General War. With the arrival of the X-ships, the class was considered obsolete, and work on the 10th ship (intended to be the 4th *Bismarck* class) proceeded slowly as a bargaining chip in post-war negotiations. When the *New Jersey* proved devastatingly effective against the Andromedans, the final (10th) heavy battlecruiser was completed in Y189 to the design of the *New Jersey* and renamed *Montana*. Further heavy battlecruisers were not built because of the emphasis on CXs; the *Montana* might not have been finished if she had not been in an advanced state of construction. The standard crew of 503 includes a Prime Team and a company of 102 Marines.

Prime Teams of note serving aboard this class of ship include: the Titans serving aboard the *New Jersey* and the Mountaineers serving aboard the *Montana*.

## FEDERATION LIGHT CRUISER

**"OLD" LIGHT CRUISER (CL):** The CL is a rebuilt hull that is over 100 years old. First built in Y119, these ships originally fought in the First Romulan War. When warp power was developed, many of these ships were converted to use it. They formed the backbone of Star Fleet for two decades, before enough heavy cruisers came into service to assume that role. This ship is equipped with armor, which was used before the more efficient shields were developed. This ship had a good operating speed and excellent reserve power, but until it was refitted, it was vulnerable to relatively minor damage. Many of these ships were converted to support missions (escort cruisers, minesweepers, survey ships, hospital ships, etc.) during their service. The standard crew of 367 includes a Prime Team* and a company of 54 Marines.

Ship names for CL Light Cruisers include: 900 *Texas*, 901 *Carolina* (see ECL), 902 *Kashmir*, 903 *Wales*, 905 *Bavaria* (see ECL), 906 *Lorraine* (see ECL). Note: There appear to have been about 20 old-style light cruisers preserved as a "mothball" reserve fleet.

Ship names for MS Minesweepers include: 904 *Zaire*, 907 *Valencia*, 909 *Tyrol*, 916 *Isfahan*, 920 *Jahor*.

Ship names for CLS Light Survey Cruisers include: 962 *Viking* (ex-912 Sinai), 974 *Voyager* (ex-924 Alaska).

Ship names for CLH Hospital Ships (old CL conversions) include: 948 *Refuge*, 949 *Sanctuary*.

Ship names for CMC Commando Cruisers include: 933 *Normandy*, 938 *Okinawa*, 939 *Gallipoli*, 940 *Quebec*.

Ship names for ECL Escort Cruisers include: 965 *Patton* (ex-915 *California*, escort for *MacArthur*), 961 *Koniev* (ex-911 *Muscovy*, escort for *Zhukov*).

*Prime Teams: The Light Cruisers and Light Survey Cruisers usually had Prime Teams assigned to them, including the *Carolina* Guard and the *Texas* Rangers, but the variants — including escort cruisers, minesweepers, survey ships, and hospital ships — did not.
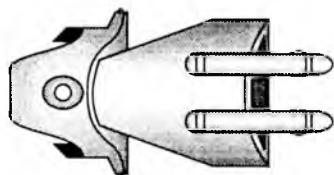


## FEDERATION "NEW" LIGHT CRUISER

**NEW LIGHT CRUISER (NCL):** As the General War began to loom on the horizon, the Federation took a serious look at their shipbuilding program. It was noted that the excellent command cruiser design took too long to build and that the class-I destroyer design had serious limits on its combat capability. The result was the "new" light cruiser, which entered production in Y170. The NCL used the primary hull section of the destroyer (including modifications planned for the DD), but instead of the single engine, it used a pair of smaller engines of a new and more efficient design. The NCL replaced destroyers in the production program on a one-for-one basis. There were more than a dozen variants to this class, including escort cruisers, scouts, minesweepers, carriers, drone bombardment ships, light tugs, etc. The standard crew of 361 includes a Prime Team* and a company of 54 Marines.

Ship names for NCL Light Cruisers include: 1500 *Kearsarge*, 1501 *Reliant*, 1502 *Alabama*, 1503 *Repulse*, 1504 *Renown*, 1505 *Prince of Wales*, 1506 *Mutso*. Notes: About 60 ships of this class were built during the General War.

Ship names for CLC Command Cruisers include: 1580 *Clausewitz*, 1581 *Sun Tzu*, 1582 *Jomini*, 1583 *Tacitus*, 1584 *Mahan*, 1585 *Clancy*, 1586 *Coyle*, 1587 *Webber*.

Ship names for NSC New Scout Cruisers include: 2001 *Discovery*, 2002 *Santa Maria*, 2003 *Calypso*, 2004 *Crockett*.

Ship names for NEC New Escort Cruisers include: 1544 *Laffey*.

Ship names for NAC New Aegis Cruisers include: 1564 *Hoerner*, 1565 *Chernavin*, 1566 *Soult*.

Ship names for NER Escort Cruisers include: 1545 *Wainwright* (escort for *MacArthur*).

Ship names for NVL New Light Carriers include: 1508 *Kaga*, 1591 *Kiev*, 1592 *Hosho*, 1593 *Princeton*, 1594 *Veinticinco De Mayo*.

Ship names for NVS New Strike Carriers include: 1595 *Hermes*, 1596 *Vikrant*, 1597 *Clemenceau*, 1598 *Garibaldi*.

Ship names for NCD New Drone Cruisers include: 1515 *Azov*, 1516 *Groznyy*, 1517 *Gromykii*, 1541 *Sverdlov*.

Ship names for NMS New Minesweepers include: 1571 *Cautious*, 1572 *Meticulous*.

Ship names for NVH Heavy Fighter Carriers include: 1589 *Ise*, 1590 *Hyuga*. (A third NVH, to be named *Mogami*, was never built.)

* Prime Teams: A few ships of the basic NCL class (including the CLC and NCD) had Prime Teams regularly assigned. Most of the rest had Commando Teams. Very few (if any) of the other variants had Prime Teams.
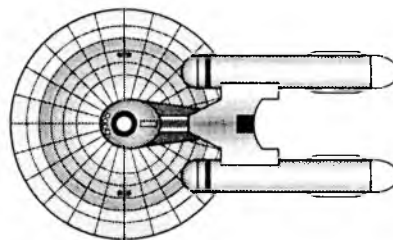


**FEDERATION NEW HEAVY CRUISER (NCA):** Faced with a shortage of heavy cruiser hulls, the Federation (like many other races) looked to its war cruiser design and created a "new heavy cruiser" (first built in Y175) that could be assembled in shipyards that were building NCLs (leaving the CA shipyards free to build CBs). The addition of the rear hull and the small center engine increased power, versatility, and range. The standard crew of 404 includes a Prime Team and a company of 64 Marines.

Prime Teams of note serving aboard this class of ship include: the Loose Cannons serving aboard 1651 *Chicago*, the Yankees serving aboard 1652 *New York*, and the Lost Angels serving aboard 1654 *Los Angeles*.

Ship names include: 1653 *Dayton*, 1655 *London*, 1656 *Tokyo*, 1657 *Beijing*, 1658 *Berlin*, 1659 *Mecca*, 1660 *Buenos Aires*, 1661 *Kinshasa*.
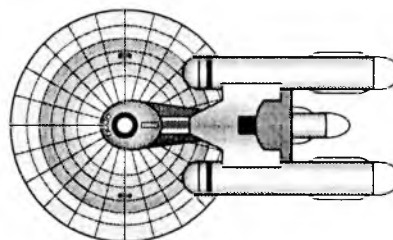


**IMPROVED TECHNOLOGY DESTROYER (DDX):** This heavily modified version of the DD+ design (not a conversion), is based on the unbuilt NDD which was evolved (in a different direction) into the NCL. One of the first conversions after the CX, the DDX conversion significantly improved the class. This design, first built in Y182, was second in stature only to the CX in Star Fleet. The standard crew of 302 includes a Prime Team and a company of 64 Marines.

Ship names include: 701 *Prince of Wales*, 702 *Lexington*, 703 *Kongo*, 704 *Essex*, 705 *Republic*, 706 *Potemkin*.
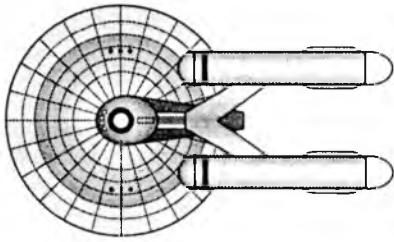


**IMPROVED TECHNOLOGY SCOUT (SCX):** First built in Y183, the SCX was identical to the DDX, except that four special sensors replace the four photon torpedoes. The standard crew of 302 includes a company of 64 Marines, but does not normally include a Prime Team.

Ship names include: 651 *Donovan*, 652 *Gehlen*, 653 *Casey*, 654 *Dzherzinski*, 655 *Canaris*, 656 *Thompson*.
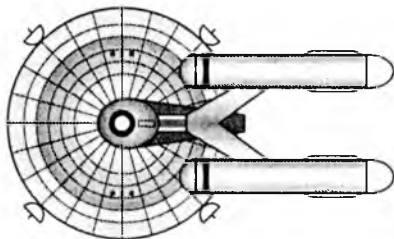


## FEDERATION DESTROYERS

**DESTROYER (DD):** First built in Y128, the destroyer was designed as a smaller and less expensive stablemate to the CA, but was less successful. While it carries cruiser armament, it lacks the engine power of a cruiser. While lacking maneuverability, its large saucer section makes it capable of taking considerable punishment without losing warp power. The Federation destroyer was expected, during peacetime, to carry out essentially the same research and exploration missions as the heavy cruiser class. Variants include the Scout, Destroyer Escort, Destroyer Leader, and Guided Weapons Destroyer. The standard crew of 204 includes a company of 36 Marines, but does not normally include a Prime Team.

Ship names for Destroyers include: 500 *Saladin*, 503 *Alaric*, 508 *Suleiman*, 509 *Etzel*.

Ship names for DE Destroyer Escorts include: 565 *Halsey* (escort for *Nimitz*), 566 *Nagumo* (escort for *Yamamoto*).

Ship names for SC Scouts include: 585 *Hermes*, 587 *De Gama*, 589 *Dianna*, 591 *Bridger*, 592 *Carson*.
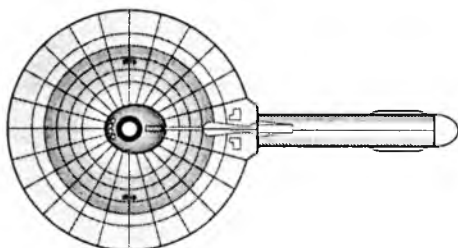


**WAR DESTROYER (DW):** The Federation NCL class had effectively taken over the shipyards that originally produced

the Destroyer class, ending most DD production before the Federation entered the General War. This left a gap between the NCL and the FFG which was covered by the steadily dwindling force of DDs and CLs. By Y174 the shortage of these classes was becoming acute, particularly with so many of them being converted to support roles, such as scouts, carrier escorts, and minesweepers. Recognizing the need for a War Destroyer class, the Federation commissioned the DW. The first prototype *(Humberto Ortega)* appeared in Y175, and production began in Y176 with the *Enrique Bermudez*. Variants of this class included scouts, drone bombardment ships, escorts, fast transports, minesweepers, commando ships, and a command version.The standard crew of 205 includes a company of 44 Marines, but does not normally include a Prime Team.

Ship names for DW War Destroyers include: *Mohammed Aidid* (Somalia), *Ali Mahdi Mohamed* (Somalia), *Ardzinba* (Abkhazia).

Ship names for DWD Drone Bombardment Destroyers include: 831 *Massoud*, 832 *Hekmatyar*, 833 *Yunis Khalis*, 834 *Najibullah*, 835 *Rabbani*, 836 *Mojadeddi*, 837 *Dostam*.
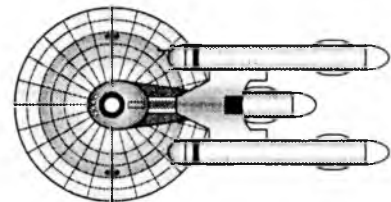


## FEDERATION FRIGATE

**FRIGATE (FF):** A contemporary of the cruiser and destroyer designs, the frigate has good forward firepower but has (like most Federation ships) poor weapons arcs to the rear. The unique long-range ability of the photon meant that Federation frigates (unlike most of those of other races) could support long-range bombardments. First built in Y125, the frigate was useful in many patrol and escort roles. The standard crew of 164 includes a company of 34 Marines, but does not normally include a Prime Team.

Ship names include: 305 *Drake*, 307 *Churchill*, 309 *F D Roosevelt*, 313 *Graf Spee*, 314 *Tegethoff*, 317 *Hipper*, 318 *Yi Sun Sin*, 319 *Tanaka*, 320 *St Vincent*, 323 *Guderian*, 324 *Dunnigan*, 326 *Ernest J King*.
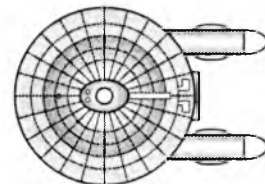


**BATTLE FRIGATE (FFB):** One of two competing designs for the Federation War Destroyer project, it was rejected and entered service instead in Y176 as a frigate leader. Only four were ever built (471 *Marko Ramius*, 472 *Gunter Prien*, 473 *Yahachi Tanabe*, and 474 *Joseph Enright*). The standard crew of 185 includes a Prime Team and a company of 34 Marines.

Prime Teams of note serving aboard this class of ship include: the Red Octoberists serving aboard 471 *Marko Ramius*, the Stormtroopers serving aboard 472 *Gunter Prien*, the Samurai serving aboard 473 *Yahachi Tanabe*, and the Seven serving aboard 474 *Joseph Enright*.
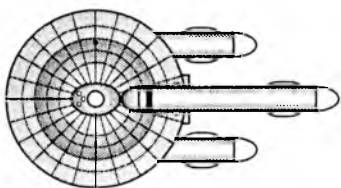
**IMPROVED TECHNOLOGY FRIGATE (FFX):** First built in Y183, this design was an effective X-frigate, but like most races, it was rare to install X-technology on such small hulls. The standard crew of 241 includes a company of 64 Marines, but does not normally include a Prime Team.

Ship names include: 451 *Mitchell*, 452 *Mack*, 453 *LtCol Oliver North*, 454 *Byng*, 455 *Mathews*, 456 *Dreyfus*, 457 *Kimmel*, 458 *Rickover*, 459 *Ralph Hayles*.
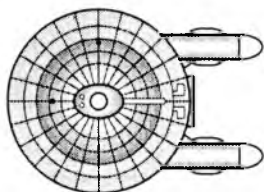


**FEDERATION POLICE CUTTER**

**POLICE CUTTER (POL):** First built in Y125, the police cutter (sometimes referred to as a police cruiser) was intended for customs regulation, space rescue, and law enforcement. It is not intended to stand up in combat to warships. Its design predates the Orion raider cruiser, which clearly outmatches it. With some assistance (such as from the freighters of a convoy), it is a good match against an Orion. When heavy pirate units are expected, these ships operate in groups of three or call for the nearest Star Fleet cruiser. Many of these ships were operated by the various planetary guards. The standard crew of 63 includes a Prime Team* and a platoon of 11 Marines.

Ship names include: *Masterson, Deputy, Virgil Earp, Morgan Earp, Wyatt Earp, Holiday, Behan, White, Trooper, Gatekeeper, Summons, Bobby, Texas Ranger*.

*Prime Teams: It would be very rare for a police ship to have a Prime Team regularly assigned, but this did happen from time to time, and Police Ships often transported Prime Teams from one assignment to another so that more important ships did not have to be diverted.
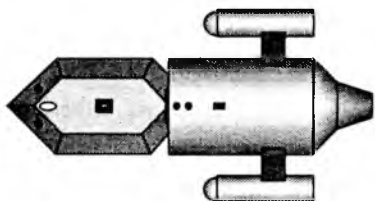


**FEDERATION FLEET TUG AND PODS**

**FLEET TUG :** First built in Y134, and used by Star Fleet to transport priority military and government cargoes (civilian freighters being adequate for other loads), the tug is a full-fledged starship with limited armament suitable to its mission.

The Federation tug can carry one or two pods. Various types of pods were created, including: cargo pods (various types, such as liquid, dry bulk, and palletized containers), Starliner pods (transporting civilians and other personnel in relative comfort), troop transport pods (used to move troops with considerably less comfort), battle pods (with enough weapons to turn the tug into an effective warship), carrier pods (with facilities to operate two squadrons of fighters, a smaller pod could operate one squadron), repair pods (able to repair ships near the front lines), and self-defense pods (which provided additional defensive weapons while retaining about half of the cargo-carrying ability).The standard crew of 224 includes a platoon of 12 Marines*.

Ship names include: 3801 *Ptolemy*, 3802 *Al Rashid*, 3803 *Swift-Tuttle*, 3804 *Jan Oort*, 3805 *Stephen Hawking*, 3808 *Galilei*, 3815 *Copernicus*, 3816 *Keppler*, 3822 *Newton*.

*Prime Teams: One might assume that such mundane ships as cargo tugs would not have Prime Teams, but this was not always the case. Because tugs tended to wander a fleet's rear areas picking up and delivering supplies, it was often involved in moving Prime Teams and other troops and sometimes deployed these into problem situations on various planets.
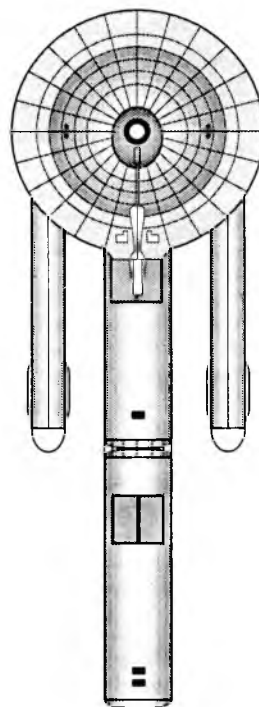


**NCC ship classification**

The NCC classification (which stands for Naval Construction Contract) should appear before each of the ship numbers listed throughout this section, i.e., NCC 451 *Mitchell*, NCC 1724 *Saratoga*. It was decided to simply list the ship numbers to make it easier to read.

## THE FEDERATION SOURCEBOOK INDEX

## PRIME DIRECTIVE RULEBOOK INDEX

**Please note:** All page numbers in this section refer to those found in the Prime Directive Rulebook.

Each of these 2-piece templates represents the area of fire for one dispersal array of the scatter phaser.
Eight templates have been provided to cover the whole 8-array dispersal.

**SCATTER PHASER TEMPLATE - PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY**

Character Name and Rank _____

Race _____

Ship/Team Name _____

Service Division _____

Service Branch _____

Seniority _____

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

## STRENGTH
Endurance       level _____ dice ___
Jumping         level _____ dice ___
Rope Climbing   level _____ dice ___
Swimming        level _____ dice ___
Wrestling       level _____ dice ___

## ACCURACY
Archery         level _____ dice ___
Blade Throwing  level _____ dice ___
Acrobatics      level _____ dice ___
Drive_____    level _____ dice ___
Drive_____    level _____ dice ___
Drive_____    level _____ dice ___
Fine Work       level _____ dice ___
Fire_____     level _____ dice ___
Fire_____     level _____ dice ___
Fire_____     level _____ dice ___
Fire_____     level _____ dice ___
Forgery         level _____ dice ___
Free Climbing   level _____ dice ___
Heavy Weapons
  Operations    level _____ dice ___
Lethal Damage
  Attack (AMA)  level _____ dice ___
Martial Arts    level _____ dice ___
Melee Combat    level _____ dice ___
Nerve Strike    level _____ dice ___
Parachuting     level _____ dice ___
Pilot_____    level _____ dice ___
Pilot_____    level _____ dice ___
Pilot_____    level _____ dice ___
Ride_____     level _____ dice ___
Ride_____     level _____ dice ___
Skiing          level _____ dice ___
Sleight of Hand level _____ dice ___
Sniper          level _____ dice ___
Stealth         level _____ dice ___
Throwing        level _____ dice ___
Trick Shot      level _____ dice ___
V. Nerve Pinch  level _____ dice ___
Zero-G Maneuv.  level _____ dice ___

## SPEED
Quick Draw      level _____ dice ___
System Speed    level _____ dice ___

## LEADERSHIP
Interrogation   level _____ dice ___
Negotiation     level _____ dice ___
Oration         level _____ dice ___
Persuasion      level _____ dice ___
Seduction       level _____ dice ___

## LOGIC
Astrogation     level _____ dice ___
Computer Prog.  level _____ dice ___
Cryptography    level _____ dice ___
Investigation   level _____ dice ___
Mathematics     level _____ dice ___
Memorization    level _____ dice ___

## INTUITION
Art             level _____ dice ___
Bribery         level _____ dice ___
Disguise        level _____ dice ___
Evaluation      level _____ dice ___
Fast Talk       level _____ dice ___
Gambling        level _____ dice ___
Instruction     level _____ dice ___
Security Proced. level _____ dice ___
Vocal Mimicry   level _____ dice ___

## DISCIPLINE
Resist Interrog. level _____ dice ___
Survival_____ level _____ dice ___
Survival_____ level _____ dice ___
Survival_____ level _____ dice ___

## DISCIPLINE—PSIONICS
Amnesia         level _____ dice ___
Biofeedback     level _____ dice ___
Command         level _____ dice ___
Confusion       level _____ dice ___
Deep
  Programming   level _____ dice ___
Empathic
  Diagnosis     level _____ dice ___
Environmental
  Attunement    level _____ dice ___
Factual Storage level _____ dice ___
Far Sense       level _____ dice ___
Feign Death     level _____ dice ___
Healing         level _____ dice ___
Heightened
  Reasoning     level _____ dice ___
Mind Bar        level _____ dice ___
Aid Mind Bar    level _____ dice ___
Mind Meld       level _____ dice ___
Mind Scan       level _____ dice ___
Mind Shadow     level _____ dice ___
Mind Touch      level _____ dice ___
Precognition    level _____ dice ___
Telekinesis     level _____ dice ___

## TECHNICAL
Civil Eng.      level _____ dice ___
Cloaking Device
  Technology    level _____ dice ___
Comm. Systems   level _____ dice ___
Computer Sys.   level _____ dice ___
Console Ops.    level _____ dice ___
Damage Control  level _____ dice ___
Demolitions     level _____ dice ___
Diving          level _____ dice ___
Electronics     level _____ dice ___
Field Equipment level _____ dice ___
Imp. Drive Sys. level _____ dice ___
Jury Rig        level _____ dice ___
Life Supp. Syst. level _____ dice ___
Mech. Lockpick  level _____ dice ___
Mechanics       level _____ dice ___
Medical Sys.    level _____ dice ___
Power Gen Sys.  level _____ dice ___
Security Sys.   level _____ dice ___
Sensor Systems  level _____ dice ___
Shield Systems  level _____ dice ___
Ships Weapons
  Systems       level _____ dice ___
Transporter Sys. level _____ dice ___
Warp Drive Sys. level _____ dice ___
_____   level _____ dice ___
_____   level _____ dice ___

## GENERAL KNOWLEDGE
Administration  level _____ dice ___
Cultural Knowl. level _____ dice ___
First Aid       level _____ dice ___
History         level _____ dice ___
Language        level _____ dice ___
Law             level _____ dice ___
Medicine        level _____ dice ___
Nat. Sciences   level _____ dice ___
Philosophy      level _____ dice ___
Phys. Sciences  level _____ dice ___
Star Fleet Regs. level _____ dice ___
Surgery         level _____ dice ___
_____   level _____ dice ___
_____   level _____ dice ___
_____   level _____ dice ___

## PERCEPTION
Blind Fighting  level _____ dice ___
Minute Observ.  level _____ dice ___
Shadowing       level _____ dice ___
Tracking        level _____ dice ___

| LETHAL DAMAGE CAPACITY | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |

| STUN DAMAGE CAPACITY | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |

### RANGE WEAPONS AND GRENADES

| WEAPON | GRADE | D# VALUES | RADIUS | TO HIT | ENERGY |
|---|---|---|---|---|---|
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### MELEE WEAPONS

| WEAPON | CLASS | MIN. STRENGTH | RANGE | D# VALUES | STRENGTH MODS |
|---|---|---|---|---|---|
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| EQUIPMENT | WEIGHT | EQUIPMENT | WEIGHT |
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### PERSONAL INTEREST SKILLS AND ADDITIONAL INFORMATION

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_____

CHARACTER NAME AND RANK

## GM's ADVENTURE RECORD/CONTROL SHEET

ADVENTURE TITLE_____　　GM _____

Mission Type _____　　Date Played _____

Mission Review SL _____　　CIPs Awarded _____

BRIEF DESCRIPTION _____

_____

_____

_____

MEMORABLE EVENTS, QUOTES: _____

| MASTER COMBAT CONTROL SHEET | ACTIONS/INITIATIVE CONTROL SHEET |
|---|---|
| NPC #1 _____<br>SDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>LDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>SPD_____ A/I_____ AR _____ | INIT = 13+　　　　LoA |
| | INIT = 12 |
| NPC #2 _____<br>SDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>LDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>SPD_____ A/I_____ AR _____ | INIT = 11 |
| | INIT = 10 |
| NPC #3 _____<br>SDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>LDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>SPD_____ A/I_____ AR _____ | INIT = 9 |
| | INIT = 8 |
| NPC #4 _____<br>SDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>LDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>SPD_____ A/I_____ AR _____ | INIT = 7 |
| | INIT = 6 |
| NPC #5 _____<br>SDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>LDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>SPD_____ A/I_____ AR _____ | INIT = 5 |
| | INIT = 4 |
| NPC #6 _____<br>SDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>LDC [1] [2] [3] [4] [5] [6]<br>　　[7] [8] [9] [10] [11] [12]<br>SPD_____ A/I_____ AR _____ | INIT = 3 |
| | INIT = 2 |
| NOTES: | INIT = 1 |

## PLAYER ADVENTURE RECORD SHEET

CHARACTER _____　　PRIME TEAM_____
ADVENTURE TITLE_____　　GM _____
Mission Type _____　　Date Played _____
Mission Review SL _____　　CIPs Awarded _____
Awards/Decorations _____　　Seniority Gained_____
Promoted? _____　　New Professional Rep _____
Heroic Rep Gained?_____　　New Heroic Rep Level _____
Background Rating Increase? _____
PROFESSIONAL REP USED FOR EQUIPMENT _____
PROFESSIONAL REP USED FOR WHEEDLING _____
BRIEF DESCRIPTION _____

　　Scene 1 _____
　　_____

　　Scene 2 _____
　　_____

　　Scene 3 _____
　　_____

　　Scene 4 _____
　　_____

　　Scene 5 _____
　　_____

　　Scene 6 _____
　　_____

　　Scene 7 _____
　　_____

　　Scene 8 _____
　　_____

BACKGROUND CONTACTS/SKILLS/REVELATIONS? _____

MEMORABLE EVENTS, QUOTES: _____

MISTAKES MADE, LESSONS LEARNED _____

CIPs SPENT ON: _____

GENERAL NOTES _____
_____

## TEAM ADVENTURE RECORD SHEET

PRIME TEAM _____ SHIP _____

ADVENTURE TITLE_____ GM _____

Mission Type _____ Date Played _____

Mission Review SL _____ Wheedling _____

MISSION LOG _____

Scene 1 _____
    Encounters: _____
    Actions Taken: _____
    Events, Quotes:_____
    Lessons Learned: _____

Scene 2 _____
    Encounters: _____
    Actions Taken: _____
    Events, Quotes:_____
    Lessons Learned: _____

Scene 3 _____
    Encounters: _____
    Actions Taken: _____
    Events, Quotes:_____
    Lessons Learned: _____

Scene 4 _____
    Encounters: _____
    Actions Taken: _____
    Events, Quotes:_____
    Lessons Learned: _____

Scene 5 _____
    Encounters: _____
    Actions Taken: _____
    Events, Quotes:_____
    Lessons Learned: _____

Scene 6 _____
    Encounters: _____
    Actions Taken: _____
    Events, Quotes:_____
    Lessons Learned: _____

Scene 7 _____
    Encounters: _____
    Actions Taken: _____
    Events, Quotes:_____
    Lessons Learned: _____

Scene 8 _____
    Encounters: _____
    Actions Taken: _____
    Events, Quotes:_____
    Lessons Learned: _____

GENERAL NOTES _____

_____

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Written by
**Timothy D. Olsen**
&
**Mark Costello**

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Rulebook to use the
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